INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + ___ + ___ + ___

SPEED

SPEED Speed with Armour Temp Speed

ft sq | ft sq | ft sq

Swim Speed Fly Speed Climb Speed

ft sq | ft sq | ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**

Temp Attack Bonus Buffs Nerfs RAGE! Fatigued

+ = ___ - ___ + -

Temp Damage Bonus Buffs Nerfs RAGE! Fatigued

+ = ___ - ___ + -

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier RAGE!

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier RAGE!

CMD = 10 + STR + DEX + ___ + ___ + BAB - +

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier RAGE!

CMD = 10 + STR N/A N/A + ___ + BAB - +

Temp CMB Temp CMD Conditional Modifiers

+ CMB | + CMD

HEALTH

HIT POINTS RAGE! Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconcious

hp | + hp | hp | hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

AC = 10 + DEX + ___ + ___ + ___ + ___ + ___ + ___

FLAT-FOOTED ARMOUR CLASS

AC = 10 N/A N/A + ___ + ___ + ___ + ___ + ___

TOUCH ARMOUR CLASS

AC = 10 + DEX + ___ + ___ N/A N/A N/A + ___

Temp AC Spell Resistance Conditional Modifiers

+ AC

- 2 RAGE! AC Penalty

Damage Reduction

/

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Misc Temp RAGE!

FORT = CON + ___ + ___ + +

REFLEX SAVE Fatigued

REF = DEX + ___ + ___ + -

WILL SAVE RAGE!

WILL = WIS + ___ + ___ + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS