

INITIATIVE

INITIATIVE BONUS Feats Training Misc
INIT = **DEX** + _____ + _____ + _____

SPEED

SPEED Speed with Armor 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 Morale Bonus Buffs Nerfs Power Attack
+ = _____ + _____ - _____ - _____
 Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack
+ = _____ + _____ - _____ + _____

Conditional Modifiers

COMBAT MANEUVERS

COMBAT MANEUVER BONUS Base Attack Bonus Size Modifier Misc
CMB = **STR** + **BAB** - _____ + _____

COMBAT MANEUVER DEFENSE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc
CMD = **10** + **STR** + **DEX** + _____ + _____ + **BAB** - _____ + _____

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc
CMD = **10** + **STR** / / + _____ + **BAB** - _____ + _____

Temp CMB Temp CMD Conditional Modifiers
+ CMB **+ CMD** _____

HEALTH

HIT POINTS Wounds _____ Dying Stable Non-lethal Unconscious
 _____ hp _____ hp _____ hp

ARMOR CLASS

ARMOR CLASS Dodge Modifier Deflection Modifier Armor AC Shield AC Natural Armor Size Modifier
AC = **10** + **DEX** + _____ + _____ + _____ + _____ + _____ + _____

FLAT-FOOTED ARMOR CLASS Dodge Modifier Deflection Modifier Armor AC Shield AC Natural Armor Size Modifier
AC = **10** / / + _____ + _____ + _____ + _____ + _____ + _____

TOUCH ARMOR CLASS Dodge Modifier Deflection Modifier Armor AC Shield AC Natural Armor Size Modifier
AC = **10** + **DEX** + _____ + _____ / / / + _____ + _____ + _____

Temp AC Spell Resistance Conditional Modifiers
+ AC _____
 Damage Reduction /

Notes

ATTACKS

Range _____ Type _____ Attack Bonus _____ Damage **d** Critical **x**
 ft sq
 Ammo # _____ Special Ammo # _____

Range _____ Type _____ Attack Bonus _____ Damage **d** Critical **x**
 ft sq

Range _____ Type _____ Attack Bonus _____ Damage **d** Critical **x**
 ft sq

Range _____ Type _____ Attack Bonus _____ Damage **d** Critical **x**
 ft sq

Range _____ Type _____ Attack Bonus _____ Damage **d** Critical **x**
 ft sq

Ammo # _____ Special Ammo # _____
 Ammo # _____ Special Ammo # _____

SAVES

FORTITUDE SAVE Base Racial Misc Temp
FORT = **CON** + _____ + _____ + _____ **+**

REFLEX SAVE Base Racial Misc Temp
REF = **DEX** + _____ + _____ + _____ **+**

WILL SAVE Base Racial Misc Temp
WILL = **WIS** + _____ + _____ + _____ **+**

Evasion Improved Evasion Endurance Trap Sense

Conditional Modifiers

EFFECTS

UNARMED FIGHTER

Fighter Level

HARSH TRAINING

Level 2 $+ \text{[]} = (\text{Fighter Level} + 2) \div 4$

Saving throw bonus against effects causing exhausted, fatigued or staggered, or temporary ability score penalties.

Level 3 **TOUGH GUY**
 $\text{[]} / - = \text{Fighter Level} \div 2$ Reduction to non-lethal damage, and damage taken while grappling.

Level 19 **SHEER TOUGHNESS**
 Innume to non-lethal damage and the exhausted, fatigued or staggered conditions.

WEAPON TRAINING

Level 5 $+ \text{[]} = (\text{Fighter Level} - 1) \div 4$

Bonus to attack and damage with any monk or natural weapon.

Level 7 **CLEVER WRESTLER**
 No DEX penalty when grappled, no AC penalty when pinned.

Level 8 **TRICK THROW**
 On a successful trip with an unarmed attack, attempt a dirty trick combat manoeuvre immediately.

Level 12 **TAKEDOWN**
 On a successful drag, attempt a trick manoeuvre as a swift action

Level 15 On a successful grapple, attempt a trick manoeuvre.

Level 13 **EYE GOUGE**
 On confirming a critical, or starting your turn grappled, attempt a dirty trick to blind your opponent.

Level 17 **SUCKER PUNCH**
 On hitting a creature denied its DEX bonus to AC, or that you have pinned, attempt a dirty trick or trip.

ATTACK FEATS

- Cleave Extra attack if you hit
- Great Cleave Any number of extra attacks per round
- Cleaving Finish Extra attack if enemy is knocked out
- Improved Cleaving Finish Any number per round

- CRITICAL EFFECTS** require Critical Focus
- Bleeding Critical Sickening Critical
 - Blinding Critical Staggering Critical
 - Crippling Critical Stunning Critical
 - Deafening Critical Tiring Critical
 - Dispelling Critical Exhausting Critical
 - Impaling Critical
 - Improved Impaling Critical

- Critical Mastery Apply two critical effects at once
- Sneaking Precision Apply critical effect to the 2nd sneak attack

TEAMWORK FEATS

- Allied Spellcaster +2to overcome spell resistance
- Coordinated Defense +2to CMD
- Coordinated Maneuvers +2to CMB
- Duck and Cover Take ally's result on reflex save
- Lookout Act in surprise round if ally can act
- Shield Wall +1 / +2to ACwhen both using shields
- Shielded Caster +4to concentration checks
- Swap Places Switch places with an ally
- Back to Back +2to ACagainst flanking
- Improved Back to Back +2to ally's AC
- Broken Wing Gambit Grant +2 / +2, get attack of opportunity
- Cavalry Formation Share space, charge through allied mount
- Coordinated Charge Charge the same foe as an ally
- Escape Route Don't provoke AoO when adjacent to an ally
- Feint Partner When ally feints, enemy loses DEXbonus to AC
- Improved Feint Partner When ally feints, gain AoO
- Pack Attack Ally's attack allows you to take 5ftstep
- Seize the Moment AoO when ally confirms critical hit
- Shake It Off +1to all saving throws per adjacent ally
- Tandem Trip When ally is adjacent, roll twice for trip CMB
- Target of Opportunity Extra attack when ally hits with ranged

ATTACK BONUS

Base Attack Bonus $+ + + \rightarrow \text{[]} / \text{[]} / \text{[]}$

Weapon Finesse Use DEXfor melee attack STR / DEX

Two-handed weapon $\times 1\frac{1}{2}$

Off-hand weapon (2less for a light weapon) $- 6 / - 10$ $\times \frac{1}{2}$

Two-weapon fighting Reduces penalty to: $- 4 / - 4$

Double Slice No damage penalty

Masterwork Doesn't stack with magic bonus $+ 1$

Weapon Focus: $+ 1$

Greater Weapon Focus $+ 2$

Weapon Specialization: $+ 2$

Greater Weapon Specialization $+ 4$

Penetrating Strike Ignore damage reduction up to $5/-$

Greater Penetrating Strike Ignore damage reduction up to $10/-$

Improved Critical / Keen weapon / Keen magical effect $\times 2$ Threat range

Level 20 Weapon Mastery Increased critical range and always confirm critical hits $+ 1$ Multiplier

+	<input type="checkbox"/> M'wk Base Weapon	Basic Damage	$d +$	\times
	Special properties	$+ \text{[]}$	$+ \text{[]}$	Weapon Training
	<input type="checkbox"/> Weapon Focus (<input type="checkbox"/> Greater)	<input type="checkbox"/> Improved Critical or Keen weapon	<input type="checkbox"/> Weapon Mastery	
	<input type="checkbox"/> Weapon Specialization (<input type="checkbox"/> Greater)			
	<input type="checkbox"/> Penetrating Strike (<input type="checkbox"/> Greater)	$\text{[]} / \text{[]} / \text{[]}$	$d +$	\times

+	<input type="checkbox"/> M'wk Base Weapon	Basic Damage	$d +$	\times
	Special properties	$+ \text{[]}$	$+ \text{[]}$	Weapon Training
	<input type="checkbox"/> Weapon Focus (<input type="checkbox"/> Greater)	<input type="checkbox"/> Improved Critical or Keen weapon	<input type="checkbox"/> Weapon Mastery	
	<input type="checkbox"/> Weapon Specialization (<input type="checkbox"/> Greater)			
	<input type="checkbox"/> Penetrating Strike (<input type="checkbox"/> Greater)	$\text{[]} / \text{[]} / \text{[]}$	$d +$	\times

Haste One extra attack at full bonus $+ 1$

BUFFS	Favored Enemy	1			Half of Ranger's Favored Enemy bonus granted to allies within 30ft
		2			
		3			
	Morale Bonus Inspire Courage and similar	$+ \text{[]}$	$+ \text{[]}$		

TEAMWORK FEATS

- Outflank When flanking $+ 4$
- Paired Opportunists When adjacent $+ 4$ to attacks of opportunity
- Precise Strike When flanking $+ 1d6$ per successive hit

SUBTOTAL BUFFS & TEAMWORK $\text{[]} / \text{[]} / \text{[]}$

ATTACK ACTIONS

- Hammer the Gap On a successful attack $+ 1$ per successive hit $\square \square \square \square$
- Power Attack $- \text{[]}$ $+ \text{[]}$
- Furious Focus Ignore power attack penalty for first attack
- Death or Glory $+ 4$ (+1at levels 11, 16, 20) $+ \text{[]}$ $+ \text{[]}$ against larger foes
- Combat Expertise ACbonus $- \text{[]}$

SINGLE ATTACK

- Charge $- 2$ to ACfor the rest of the round $+ 2$
- Vital Strike Extra damage dice $+ 1$ die
- Improved Vital Strike $+ 2$ dice $+ d$
- Greater Vital Strike $+ 3$ dice
- Devastating Strike $+ 2$ per extra die $+ \text{[]}$
- Improved Devastating Strike $+ 2$ per die $+ \text{[]}$ to confirm criticals
- Critical Focus $+ 4$ to confirm criticals

CHARACTER BACKGROUND

Name _____

Origin _____

ORIGINS

Parents

	Background	Bonus	Gifts	Insults	Events		
<input type="checkbox"/> FRIEND <input type="checkbox"/> RIVAL	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	= CHA + _____ + _____ + _____ + _____ + _____	

Country _____ / Region _____ / Town _____

PORTRAIT



AFFILIATIONS

Religion

FRIENDLY

 HOSTILE

Employer

FRIENDLY

 HOSTILE

Current Country _____ / Region _____ / Town _____

FRIENDLY

 HOSTILE

Affiliation

FRIENDLY

 HOSTILE

Affiliation

FRIENDLY

 HOSTILE

APPEARANCE

Race _____ ♂ ♀

Age _____ Height _____ Weight _____

Eyes _____ Hair _____

Defining Features _____

Preferred Clothing _____

FRIENDS AND FOES

FRIENDLY

 HOSTILE

FRIENDLY

 HOSTILE

FRIENDLY

 HOSTILE

FRIENDLY

 HOSTILE

FRIENDLY

 HOSTILE

FRIENDLY

 HOSTILE

FRIENDLY

 HOSTILE

PERSONALITY

Motivations _____

Fears _____

Likes _____

Dislikes _____

Quirks _____
