

INIZIATIVA

INIZIATIVA BONUS

Talenti Addestramento Varie

$$\text{INIZ} = \text{DES} + \text{ } + \text{ } + \text{ }$$

BONUS ATTACCO

BONUS ATTACCO BASE

BAB

MELEE ATTACK

Varie Temp

$$\text{ } = \text{FOR} + \text{ } + \text{ }$$

RANGED ATTACK

$$\text{ } = \text{DES} + \text{ } + \text{ }$$

THROWN ATTACK

$$\text{ } = \text{FOR} + \text{ } + \text{ }$$

SAVING THROW

TEMPRA SALVEZZA

Classe Varie Temp

$$\text{TEM} = \text{COS} + \text{ } + \text{ }$$

RIFLESSI SALVEZZA

$$\text{RIF} = \text{DES} + \text{ } + \text{ }$$

VOLONTÀ SALVEZZA

$$\text{VOL} = \text{SAG} + \text{ } + \text{ }$$

CONDITIONAL MODIFIERS

CLASSE ARMATURA

ENERGY ARMOUR CLASS

Bonus Armatura Varie

$$\text{EAC} = 10 + \text{DES} + \text{ } + \text{ }$$

KINETIC ARMOUR CLASS

$$\text{KAC} = 10 + \text{DES} + \text{ } + \text{ }$$

DAMAGE REDUCTION

/

Power Armour Hit Points

pf

COMBAT MANOEUVRE ARMOUR CLASS

Varie

$$\text{CM} = 8 + \text{KAC} + \text{ }$$

ARMATURA

LEVEL

Max DEX

Armour Check Penalty

EAC

KAC

Velocità

Bulk

UPGRADES

OGGETTI MAGICI

1

2

WEAPONS

LEVEL

Gittata

Clips

Clip size

Current clip

BONUS ATTACCO

Danno

Critico

m

q

LEVEL

Gittata

Clips

Clip size

Current clip

BONUS ATTACCO

Danno

Critico

m

q

LEVEL

Gittata

Clips

Clip size

Current clip

BONUS ATTACCO

Danno

Critico

m

q

LEVEL

Gittata

Clips

Clip size

Current clip

BONUS ATTACCO

Danno

Critico

m

q

AMMUNITION

Tipo

Rounds

#

#

#

#

WEAPON SPECIALISATION

CLASSE

Livello

÷ 2

1

2

3

3

Applies to small arms and operative melee weapons

DAMAGE
BONUS

SALUTE

HIT POINTS

Razziale

Classe

Livello

$$\text{pf} = \text{ } + [\text{ } \times \text{ }]$$

STAMINA POINTS

Classe

Livello

$$\text{ma} = [\text{ } + \text{COS}] \times \text{ }$$

RESISTANCES

RESOLVE POINTS

Livello

Key Ability

$$\text{rp} = [\text{ } \div 2] + \text{ }$$

RESOLVE POINTS

rp

INVENTARIO

LEVEL

Bulk

LEVEL

Bulk

ENCUMBERED

Forza

$$\text{bulk} = \text{ } \div 2$$

OVERBURDENED

Forza

$$\text{bulk} = \text{ }$$

10 L = 1 bulk

TOTAL
BULK

CREDITS

cr