

## INIZIATIVA

### INIZIATIVA BONUS

Talenti Addestramento Varie

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

### BONUS ATTACCO

#### BONUS ATTACCO BASE

BAB

#### MELEE ATTACK

Varie

Temp

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

#### RANGED ATTACK

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

#### THROWN ATTACK

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

### 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

Munizioni

Clip

BONUS ATTACCO

Danno

Critico

m

q

LEVEL

Gittata

Munizioni

Clip

BONUS ATTACCO

Danno

Critico

m

q

LEVEL

Gittata

Munizioni

Clip

BONUS ATTACCO

Danno

Critico

m

q

LEVEL

Gittata

Munizioni

Clip

BONUS ATTACCO

Danno

Critico

m

q

## AMMUNITION

Tipo

Rounds

Clip size

Clips

#

#

#

#

## WEAPON SPECIALISATION

CLASSE

Livello

÷ 2

1

2

3

DAMAGE BONUS

Applies to small arms and operative melee weapons

## 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

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