

ATAQUES									
Portée		Type	Bonus d'attaque	Dommages	Critique				
				d	x				
Munitions	pieds cases	Special Ammo							
#				#					

Portée		Type	Bonus d'attaque	Dommages	Critique
		pieds cases		d	x

Portée	Type	Bonus d'attaque	Dommages	Critique
	pieds cases		d	x

Munitions  #  Special Ammo

INITIATIVE

INITIATIVE BONUS

Dons

Divers

INIT = DEX + +

VITESSE

VITESSE

Speed with Armour

Vitesse temp

piedscases

Vitesse de nage

piedscases

piedscases

Vitesse de vol

piedscases

piedscases

Vitesse d'escalade

piedscases

[illegible]

BASE ATTACK BONUS		MELEE ATTACK		RANGED ATTACK	
<div></div>		<div></div>		<div></div>	
Temp Attack Bonus	Moral Bonus	Bufs	Nerfs	Power Attack	
<div>+</div>	=	+	-	-	
Temp Damage Bonus	Moral Bonus	Bufs	Nerfs	Power Attack	
<div>+</div>	=	+	-	+	

**GRAPPLE BONUS** =  $\frac{\text{Base Attack}}{\text{Size Modifier} \times 4} + \text{STR} + \text{Divers}$

SAVES					
FORTITUDE SAVE		Base	Racial	Divers	Temp
VIG	= CON +	+	+		+
RÉFLEXES SAUVEGARDE					
REF	= DEX +	+	+		+
WILL SAVE					
VOL	= SAG +	+	+		+

☐ Evasion   
 ☐ Improved Evasion   
 ☐ Endurance   
 ☐ Trap Sense

VIG	= CON	+	+	+	+
RÉFLEXES SAUVEGARDE					
REF	= DEX	+	+	+	+
WILL SAVE					
VOL	= SAG	+	+	+	+

☐ Evasion   
 ☐ Improved Evasion   
 ☐ Endurance   
 ☐ Trap Sense

**REF** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ **+** \_\_\_\_\_

**WILL SAVE**

**VOL** = **SAG** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ **+** \_\_\_\_\_

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense \_\_\_\_\_

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

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

**SANTE**

**POINTS DE VIE** Blessures

☐ Mourant ☐ Stable

Non-lethal ☐ Inconscient

pv

pv

pv

CLASSE D'ARMURE		CA d'armure	CA de bouclier	Natural Armour	Taille Modificateur	Deflection Modifier	Divers
CA	= 10 + DEX +	+	+	-	+	+	
FLAT-FOOTED ARMOUR CLASS							
CA	= 10 / +	+	+	-	+	+	
TOUCH ARMOUR CLASS							
CA	= 10 + DEX / / /	-	+	+			

CA

= 10 + DEX

+

+

+

-

+

+

---

FLAT-FOOTED ARMOUR CLASS

CA

= 10

/

+

+

+

-

+

+

---

TOUCH ARMOUR CLASS

CA

= 10 + DEX

/

/

/

-

+

+

---

$$\boxed{\text{CA}} = 10 + \frac{\text{DEX}}{2} + \frac{\text{CON}}{2} + \frac{\text{INT}}{2} + \frac{\text{WIS}}{2} + \frac{\text{CHA}}{2}$$

$$\boxed{\text{CA}} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

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