

## ATAQUES

Portée	Type	Bonus d'attaque	Dommages	Critique
	<input type="checkbox"/> pieds <input type="checkbox"/> cases	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"><b>d</b></div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"><b>x</b></div>
Munitions	# <div style="display: flex; gap: 5px;"> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> </div>	Special Ammo	# <div style="display: flex; gap: 5px;"> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> <div><div style="background-color: #ccc; width: 20px; height: 20px;"></div></div> </div>	

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pieds	cases		d	x

  

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## SAVES

FORTITUDE SAVE		Base	Racial	Divers	Temp
VIG	= CON +	+	+		+

$$\boxed{\text{REF}} = \text{DEX} + \quad + \quad + \quad \boxed{+}$$
$$\boxed{\text{VOL}} = \text{SAG} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \boxed{+}$$

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## ARMURE

Type		Vitesse max	Max AC DEX
Check Penalty	Spell Failure	piedscases	
		Poids	CA d'armure
	+ %	livres	+

## BOUCLIER

Check Penalty	Spell Failure	Poids	CA de bouclier
+	%	livres	+

## EQUIPEMENT

Head
Propriétés
Throat
Propriétés
Body
Propriétés
Arms
Propriétés
Mains
Propriétés
Anneau
Propriétés

## INITIATIVE

$$\boxed{\text{INIT}} = \text{DEX} + \text{Dons} + \text{Divers}$$

## VITESSE

The diagram illustrates three scenarios for speed with armour:

- VITESSE**: A box labeled "piedscases".
- Speed with Armour**: A dashed box labeled "piedscases".
- Vitesse temp**: A box labeled "piedscases".

## ATTAQUE DE BASE

<b>BASE ATTACK BONUS</b>	Temp Attack Bonus	Temp Damage Bonus
	+	+

## GRAPPLE

**GRAPPLE BONUS**

$$\boxed{\phantom{0000}} = \text{Base Attack} + \text{Size Modifier} \times 4 + \text{STR} + \text{Divers}$$

SANTÉ

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

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

CA temp	Résistance à la propagation de dommage	Modificateurs conditionnels
CA		

## EFFETS

[illegible]

## COMBAT ABILITIES

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## FEATS

[illegible]

## SPECIAL ABILITIES

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