ATTACKS

Range | Type | Attack Bonus | Damage | Critical
ft sq | | d | ×

Ammo | Special Ammo

Range | Type | Attack Bonus | Damage | Critical
ft sq | | d | ×

Range | Type | Attack Bonus | Damage | Critical
ft sq | | d | ×

Range | Type | Attack Bonus | Damage | Critical
ft sq | | d | ×

INITIATIVE

INICIATIVA BONUS | Feats | Misc

INIT = DEX + +

SPEED

SPEED | Speed with Armour | Temp Speed

ft sq | ft sq | ft sq

BASE ATTACK

BASE ATTACK BONUS | Temp Attack Bonus | Temp Damage Bonus

+ +

GRAPPLE

GRAPPLE BONUS | Size Modifier × 4 | Misc

= Base Attack + × 4 + STR +

SAVES

Fortitude SAVE | Base | Racial | Misc | Temp

FORT = CON + + + +

REFLEXO RESISTÊNCIA

REF = DEX + + + +

VONTADE RESISTENCIA

WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

HEALTH

HIT POINTS | Wounds | ☐ Dying ☐ Stable | Non-lethal ☐ Unconscious

hp | hp | hp

ARMOUR CLASS

ARMOUR CLASS | Armour AC | Shield AC | Natural Armour | Size Modifier | Deflection Modifier | Misc

AC = 10 + DEX + + + - + +

SURPRESA ARMOUR CLASS

AC = 10 / + + + - + +

TOQUE ARMOUR CLASS

CA = 10 + DEX / / / - + +

CA Temporária | Resistência Mágica | Redução de Dano | Modificadores Condicionais

CA

ARMOUR

Type | Max Speed | Max AC DEX

ft sq

Check Penalty | Spell Failure | Weight | Armour AC

+ % lb +

SHIELD

Check Penalty | Spell Failure | Weight | Shield AC

+ % lb +

EQUIPMENT

Head

Properties

Throat

Properties

Body

Properties

Arms

Properties

Hands

Properties

Ring

Properties

EFFECTS

COMBAT ABILITIES

FEATS

SPECIAL ABILITIES