INITIATIVE

INICIATIVA BONUS — Feats — Training — Misc

INIT = DEX + ___ + ___ + ___

SPEED

SPEED — Speed with Armour — Temp Speed

ft sq — ft sq — ft sq

Swim Speed — Fly Speed — Climb Speed

ft sq — ft sq — ft sq

BASE ATTACK

BASE ATTACK BONUS — **MELEE ATTACK** — **RANGED ATTACK**

Temp Attack Bonus — Buffs — Nerfs — RAGE! — Fatigued

+ = ___ - ___ + -

Temp Damage Bonus — Buffs — Nerfs — RAGE! — Fatigued

+ = ___ - ___ + -

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS — Base Attack Bonus — Size Modifier — RAGE!

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE — Dodge Modifier — Deflection Modifier — Base Attack Bonus — Size Modifier — RAGE!

CMD = 10 + STR + DEX + ___ + ___ + BAB - +

FLAT-FOOTED CMD — Deflection Modifier — Base Attack Bonus — Size Modifier — RAGE!

CMD = 10 + STR / / + ___ + BAB - +

Temp CMB — Temp CMD — Conditional Modifiers

+ CMB — + CMD

- Fatigued Penalty

HEALTH

HIT POINTS — RAGE! — Wounds — ☐ Dying — ☐ Stable — Non-lethal — ☐ Unconscious

hp — + hp — hp — hp

ARMOUR CLASS

ARMOUR CLASS — Dodge Modifier — Deflection Modifier — Armour AC — Shield AC — Natural Armour — Size Modifier

AC = 10 + DEX + ___ + ___ + ___ + ___ + ___ + ___

SURPRESA ARMOUR CLASS

AC = 10 / / + ___ + ___ + ___ + ___ + ___

TOQUE ARMOUR CLASS

AC = 10 + DEX + ___ + ___ / / / + ___

Temp AC — Spell Resistance — Conditional Modifiers

+ AC

- 2 RAGE! AC Penalty

- Fatigued AC Penalty

Damage Reduction

/

Notes

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 — ×

Range — Type — Attack Bonus — Damage — Critical

ft sq — d — ×

Ammo — # — Special Ammo — #

Ammo — # — Special Ammo — #

SAVES

Fortitude SAVE — Base — Misc — Temp — RAGE!

FORT = CON + ___ + ___ + +

REFLEXO RESISTÊNCIA — Fatigued

REF = DEX + ___ + ___ + -

VONTADE RESISTENCIA — RAGE!

WILL = WIS + ___ + ___ + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS