

INITIATIVE

INITIATIVA BONUS Feats Training Misc

INIC = DES + + +

SPEED

SPEED

ft sq

Temp Speed

ft sq

Swim Speed

ft sq

Fly Speed

ft sq

Climb Speed

ft sq

BASE ATTACK

BASE ATTACK BONUS

MELEE ATTACK

RANGED ATTACK

Temp Attack Bonus

Morale Bonus

Bufs

Nerfs

Power Attack

+ = + - -

Temp Damage Bonus

Morale Bonus

Bufs

Nerfs

Power Attack

+ = + - +

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

Base Attack Bonus

Size Modifier

Misc

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

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

FLAT-FOOTED CMD

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

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

Temp CMB

Temp CMD

Conditional Modifiers

+ CMB + CMD

SAVES

Fortitude SAVE

Base Misc 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

Dodge Modifier

Deflection Modifier

Natural Armour

Size Modifier

Evolutions

Misc

AC = 10 + DEX + + + + +

SURPRESA ARMOUR CLASS

AC = 10 / / + + + + +

TOQUE ARMOUR CLASS

AC = 10 + DEX + + / + + +

Temp AC

Spell Resistance

Conditional Modifiers

+ AC

Damage Reduction

/

Notes

EFFECTS

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FEATS