

INITIATIVE

INIATIVA BONUS Feats Training Misc

INIC = DES + + +

SPEED

SPEED Temp Speed

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 Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs 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 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 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