ATTACKS

Range ft sq | Type | Attack Bonus | Damage d | Critical x
Ammo # | Special Ammo #

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

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

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

Range ft sq | Type | Attack Bonus | Damage d | Critical x
Ammo # | Special Ammo #

Ammo # | Special Ammo #

INITIATIVE

INICIATIVA BONUS: INIT = DEX + Feats + Misc

SPEED

SPEED ft sq | Speed with Armour ft sq | Temp Speed ft sq

+ 10 to speed unless wearing heavy armour

Swim Speed ft sq | Fly Speed 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 -

GRAPPLE

GRAPPLE BONUS = Base Attack + Size Modifier x4 + STR + Misc

FÚRIA!

RAGE! PER DAY | RAGE! Today | Temporary Hit Points + hp = Total Level × CON Increase

RAGE! DURATION rds = CON + 3 (Use adjusted CON)

☐ RAGE!	+4 Strength	+4 Constitution	+2 Will	-2 AC
☐ Greater RAGE!	+6 Strength	+6 Constitution	+3 Will	-2 AC
☐ Mighty RAGE!	+8 Strength	+8 Constitution	+4 Will	-2 AC
Fatigued	-2 Strength	-2 Dexterity	Can't charge or run	

HEALTH

HIT POINTS hp | Wounds hp | ☐ Dying ☐ Stable | Non-lethal hp | ☐ Unconscious | RAGE! + hp

ARMOUR CLASS

ARMOUR CLASS: AC = 10 + DEX + Armour AC + Shield AC + Natural Armour - Size Modifier + Deflection Modifier + Misc

SURPRESA ARMOUR CLASS: AC = 10 / + + + - + +

TOQUE ARMOUR CLASS: AC = 10 + DEX / / / - + +

Temp AC | Spell Resistance | ☐ Uncanny Dodge ☐ Improved Uncanny Dodge | Conditional Modifiers

AC | - 2 RAGE! AC Penalty

Damage Reduction /

SAVES

Fortitude SAVE: FORT = CON + Base + Misc | Temp + | RAGE! +

REFLEXO RESISTÊNCIA: REF = DEX + Base + Misc | Temp + | Fatigued -

VONTADE RESISTENCIA: WILL = WIS + Base + Misc | Temp + | RAGE! +

☐ Evasion ☐ Improved Evasion ☐ Trap Sense
☐ Endurance ☐ Imdomitable Will

EFFECTS

FEATS

SPECIAL ABILITIES

RAGE!