INITIATIVE

INICIATIVA BONUS | Feats | Training | Misc

INIT = DEX + ___ + ___ + ___

SPEED

SPEED ___ ft sq | Speed with Armour ___ 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 + = Buffs ___ - Nerfs ___ | RAGE! + | Fatigued -

Temp Damage Bonus + = Buffs ___ - Nerfs ___ | RAGE! + | Fatigued -

Conditional Modifiers

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 + CMB | Temp CMD + CMD | Conditional Modifiers

- Fatigued Penalty

HEALTH

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

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 + AC | Spell Resistance ___ | Conditional Modifiers

- 2 RAGE! AC Penalty

Damage Reduction

/

- Fatigued AC Penalty

Notes

ATTACKS

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

Ammo # | Special Ammo #

Ammo # | Special Ammo #

SAVES

Fortitude SAVE | Base | Racial | Misc | Temp

FORT = CON + ___ + ___ + ___ + ___

REFLEXO RESISTÊNCIA

REF = DES + ___ + ___ + ___ + ___

VONTADE RESISTENCIA

VONTADE = SAB + ___ + ___ + ___ + ___

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS