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: + ___ = ___ (Favoured Enemy) + ___ (Morale Bonus) + ___ (Buffs) - ___ (Nerfs)

Temp Damage Bonus: + ___ = ___ (Favoured Enemy) + ___ (Morale Bonus) + ___ (Buffs) - ___ (Nerfs)

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS: CMB = STR + BAB (Base Attack Bonus) - Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE: CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + BAB (Base Attack Bonus) - Size Modifier + Misc

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + BAB (Base Attack Bonus) - Size Modifier + Misc

Temp CMB: + CMB

Temp CMD: + CMD

Conditional Modifiers

HEALTH

HIT POINTS: ___ hp

Wounds: ___ hp

☐ Dying ☐ Stable

Non-lethal: ___ hp

☐ Unconscious

ARMOUR CLASS

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

SURPRESA ARMOUR CLASS: AC = 10 / / + Deflection Modifier + Armour AC + Shield AC + Natural Armour + Size Modifier

TOQUE ARMOUR CLASS: AC = 10 + DEX + Dodge Modifier + Deflection Modifier / / / + Size Modifier

Temp AC: + AC

Spell Resistance: ___

Conditional Modifiers

Damage Reduction: /

Notes

ATTACKS

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

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SAVES

Fortitude SAVE: FORT = CON + Base + Racial + Misc + Temp

REFLEXO RESISTÊNCIA: REF = DEX + Base + Racial + Misc + Temp

VONTADE RESISTENCIA: WILL = WIS + Base + Racial + Misc + Temp

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS

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