

AANVALLEN

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

d

x

Munitie

Special Ammo

#

#

Range		Type	Aanvalsbonus	Damage	Critical
ft	sq			d	x

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ft	sq			d	x

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

SAVES

FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	+	+		+

$$\boxed{\text{REF}} = \text{DEX} + \quad + \quad + \quad \boxed{+}$$

$$\boxed{\text{WILL}} = \boxed{\text{WIS}} + \quad + \quad + \quad \boxed{+}$$

- ☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

ARMOUR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	sq
		Weight	
	+	lb	+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+ %	lb	+

EQUIPMENT

Head
Properties
Throat
Properties
Body
Properties
Arms
Properties
Hands
Properties
Ring
Properties

INITIATIVE

INITIATIVE BONUS		Feats	Misc
INIT	= DEX +	+	

SPEED

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

BASE ATTACK

BASE ATTACK BONUS	Temp Attack Bonus	Temp Damage Bonus
	+	+

GRAPPLE

GRAPPLE BONUS	Size Modifier × 4		Misc
	= Base Attack	+ × 4 + STR +	

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp

hp

hp

PANTSER KLASSE

PANTSER KLASSE		Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
PK	= 10 + DEX +	+	+	-	+	+	

$$\boxed{\text{PK}} = 10 \quad / \quad + \quad + \quad + \quad - \quad + \quad +$$

$$\text{PK} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
PK			

EFFECTS

[illegible]

FEATS

COMBAT ABILITIES

SPECIAL ABILITIES

[illegible]