

AANVALLEN

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

d

x

Munitie

Special Ammo

#

#

Range		Type	Aanvalsbonus	Damage	Critical
ft	sq			d	x

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

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INITIATIVE				
INITIATIVE BONUS		Feats	Misc	
INIT	= DEX	+	+	

The diagram illustrates three different speed measurements, each represented by a box containing the units 'ft' and 'sq'.

- SPEED**: A solid black box containing 'ft' and 'sq'.
- Speed with Armour**: A dashed black box containing 'ft' and 'sq'.
- Temp Speed**: A solid grey box containing 'ft' and 'sq'.

Swim Speed

ft	sq
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Fly Speed	
ft	sq

BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK

Buffs

Nerfs

RAGE!

Fatigued

Bufs

Nerfs

RAGE!

Fatigued

GRAPPLE

GRAPPLE BONUS

=

Base

Attack

+

x 4

+

STR

+

Size Modifier

x4

Misc

GRAPPLE BONUS

Size Modifier
x4

Misc

$$\boxed{} = \text{Base Attack} + x4 + \text{STR} +$$

RAGE!				
RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div>+</div><div></div> hp</div>	<div></div>	<div></div>
RAGE! DURATION				
<div></div> rds	=	CON + 3	(Use adjusted CON)	
<input checked="" type="checkbox"/> RAGE! +4 Strength +4 Constitution +2 Will -2 AC <input type="checkbox"/> Greater RAGE! +6 Strength +6 Constitution +3 Will -2 AC <input type="checkbox"/> Mighty RAGE! +8 Strength +8 Constitution +4 Will -2 AC Fatigued -2 Strength -2 Dexterity Can't charge or run				

HEALTH

HIT POINTS

Wounds

☐ Dying
 ☐ Stable

Non-lethal
 ☐ Unconscious

RAGE!

hp

hp

hp

+

hp

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

PLATTE VOETEN PANTSER KLASSE								
PK	= 10	/	+	+	+	-	+	+

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

SAVES

FORTITUDE SAVE Base Misc Temp RAGE!

FORT = CON + + + +

REFLEX SAVE

REF = **DEX** + **+** **+** **+** **-**

Fatigued

WILL SAVE RAGE!

WILL = WIS + + + +

- ☐ Evasion
 - ☐ Improved Evasion
 - ☐ Endurance
 - ☐ Indomitable Will
 - ☐ Trap Sense

[illegible]

FEATS

SPECIAL ABILITIES

RAGE!

RAGE!