INITIATIVE

INITIATIVE 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: CMB = STR + BAB (Basis Aanval Bonus) - Size Modifier | RAGE! +

COMBAT MANOEUVRE DEFENCE: CMD = 10 + STR + DEX + ____ (Dodge Modifier) + ____ (Deflection Modifier) + BAB (Basis Aanval Bonus) - Size Modifier | RAGE! +

FLAT-FOOTED CMD: CMD = 10 + STR / / + ____ (Deflection Modifier) + BAB (Basis Aanval Bonus) - Size Modifier | RAGE! +

Temp CMB: + CMB | Temp CMD: + CMD | Conditional Modifiers

Fatigued Penalty: -

HEALTH

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

PANTSER KLASSE

PANTSER KLASSE: PK = 10 + DEX + ____ (Dodge Modifier) + ____ (Deflection Modifier) + ____ (Armour AC) + ____ (Shield AC) + ____ (Natural Armour) + ____ (Size Modifier)

PLATTE VOETEN PANTSER KLASSE: PK = 10 / / + ____ + ____ + ____ + ____ +

AANRAKEN PANTSER KLASSE: PK = 10 + DEX + ____ + ____ / / / +

Temp AC: + PK | Spell Resistance: ____ | Conditional Modifiers

- 2 RAGE! AC Penalty

Fatigued AC Penalty: -

Damage Reduction: /

Notes

AANVALLEN

Range	Type	Aanvalsbonus	Damage	Critical
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×
ft sq			d	×

Munitie # | Special Ammo #

Munitie # | Special Ammo #

SAVES

FORTITUDE SAVE: FORT = CON + ____ (Base) + ____ (Misc) | Temp + | RAGE! +

REFLEX SAVE: REF = DEX + ____ + ____ | Temp + | Fatigued -

WILL SAVE: WILL = WIS + ____ + ____ | Temp + | RAGE! +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ____

Conditional Modifiers

EFFECTS