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