

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

Munitie #
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□□□□□□□□
 | Special Ammo #
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RAGE!
PER DAY

RAGE!
Today

Temporary
Hit Points

+

hp

Total
Level

CON
Increase

RAGE! DURATION

rds

= **CON** + 3

(Use adjusted CON)

☒ **RAGE!**

☐ **Greater RAGE!**

☐ **Mighty RAGE!**

Fatigued

+4 Strength +4 Constitution +2 Will -2 AC

+6 Strength +6 Constitution +3 Will -2 AC

+8 Strength +8 Constitution +4 Will -2 AC

-2 Strength -2 Dexterity Can't charge or run

SAVES					
FORTITUDE SAVE		Base	Misc	Temp	RAGE!
<input type="text" value="FORT"/>	= CON +	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
REFLEX SAVE					Fatigued
<input type="text" value="REF"/>	= DEX +	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
WILL SAVE					RAGE!
<input type="text" value="WILL"/>	= WIS +	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="checkbox"/> Evasion	<input type="checkbox"/> Improved Evasion	<input type="checkbox"/> Trap Sense			
<input type="checkbox"/> Endurance	<input type="checkbox"/> Indomitable Will				

[illegible]

INITIATIVE				
INITIATIVE BONUS	Feats	Misc		
<div style="border: 1px solid black; display: inline-block; padding: 5px; margin-right: 10px;">INIT</div> = DEX + _____ + _____				

The diagram illustrates the relationship between different speed attributes:

- SPEED** (solid box) is the base attribute, with a note: "+ 10 to speed unless wearing heavy armour".
- Speed with Armour** (dashed box) is derived from SPEED.
- Temp Speed** (grey box) is derived from Speed with Armour.
- Swim Speed** (solid box) is derived from SPEED.
- Fly Speed** (solid box) is derived from SPEED.

BASE ATTACK BONUS	MELEE ATTACK		RANGED ATTACK	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Temp Attack Bonus	Bufs	Nerfs	RAGE!	Fatigued
<input type="text"/>	=	-	<input type="text"/>	<input type="text"/>
Temp Damage Bonus	Bufs	Nerfs	RAGE!	Fatigued
<input type="text"/>	=	-	<input type="text"/>	<input type="text"/>

GRAPPLE			
		Size Modifier x4	Misc
GRAPPLE BONUS	= Base Attack	+ x 4 + STR +	
<input type="text"/>		<input type="text"/> <input type="text"/> <input type="text"/>	

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	+	+	+	-	+	+	
AANRAKEN PANTSER KLASSE							
PK = 10 + DEX	/	/	/	-	+	+	

Temp AC	Spell Resistance	<input type="checkbox"/> Uncanny Dodge	<input type="checkbox"/> Improved Uncanny Dodge	Conditional Modifiers
PK				
-2	RAGE! AC Penalty			
Damage Reduction				

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