FAMILIAR / ANIMAL COMPANION / MOUNT / SUMMONED CREATURE HEALTH Non-lethal Unconscious Creature Name HIT POINTS Wounds □ Dying ☐ Stable Creature Level hp hp hp (Creature Type Subtype Weight Height ft HILL **AANVALLEN** COMBAT lb **INITIATIVE BONUS** SKILLS = DEX + Ranks Aanvalsbonus Damage Critical Range BASE ATTACK Temp Attack Temp Damage ft sq **VAARDIGHEDEN** BASIC SPEED Swim Speed Temp Fly Speed Vaardigheid Item Vaardigheid Aanvalsbonus Damage Critical Score Bonus Bonus Range ft sq ft sq ft sq STR ft sq Climb Speed Burrow Speed Temp Speed DEX ft sq ft sq ft sq Aanvalsbonus Critical Damage CON **COMBAT MANOEUVRES** Range COMBAT MANOEUVRE ft sq INT BONUS Modifier Munitie **WIS CHA** COMBAT MANOEUVRE Dodge Deflection Basis Size Morale DEFENCE Modifier Modifier **Aanval Bonus** Modifier Bonus Ability Modifier = (Total Ability Score - 10) ÷ 2 = 10 + STR + DEX + +**EQUIPMENT** DEFENCE **SAVING THROWS** Armour Size Misc Base Save Misc Modifier FORTITUDE SAVE PANTSER KLASSE & Shield FORT = CON+ = 10 + DEX + PLATTE VOETEN PANTSER KLASSE REFLEX SAVE **FEATS & SPECIAL ABILITIES** = 10 REF = DEX+ **AANRAKEN PANTSER KLASSE** WILL SAVE **PORTRAIT** = 10 + DEX WILL = WIS+ Temp AC Spell Resistance Damage Reduction □ Evasion □ Endurance PK **COMBAT ABILITIES EFFECTS**