

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Temp Speed

ft sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - +

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Basis Aanval Bonus Size Modifier Misc

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Basis Aanval Bonus Size Modifier Misc

CMD = 10 + STR + DEX + + + BAB - +

FLAT-FOOTED CMD Deflection Modifier Basis Aanval Bonus Size Modifier Misc

CMD = 10 + STR / / + + BAB - +

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

PANTSER KLASSE

PANTSER KLASSE Dodge Modifier Deflection Modifier Natural Armour Size Modifier Evolutions Misc

PK = 10 + DEX + + + + +

PLATTE VOETEN PANTSER KLASSE

PK = 10 / / + + + +

AANRAKEN PANTSER KLASSE

PK = 10 + DEX + + / + + +

Temp AC Spell Resistance Conditional Modifiers

+ PK

Damage Reduction

/

Notes

AANVALLEN

Range Type Aanvalsbonus Damage Critical

ft sq d x

Range Type Aanvalsbonus Damage Critical

ft sq d x

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ft sq d x

Range Type Aanvalsbonus Damage Critical

ft sq d x

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

Effects grid

FEATS

Feats list