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

Damage Reduction: /

- Fatigued AC Penalty

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 + + | + | Fatigued -

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

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS