INITIATIVE

INITIATIVE BONUS: INIT = DEX + Feats + Training + Misc

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 + Misc

COMBAT MANOEUVRE DEFENCE: CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + BAB (Basis Aanval Bonus) - Size Modifier + Misc

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + BAB (Basis Aanval Bonus) - Size Modifier + Misc

Temp CMB: + CMB

Temp CMD: + CMD

Fatigued Penalty: -

Conditional Modifiers

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 + Racial + Misc + Temp

REFLEX SAVE: REF = DEX + + + +

WILL SAVE: WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS