

AANVALLEN

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

Munitie

#

Special Ammo

#

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

SAVES

FORTITUDE SAVE

Base

Racial

Misc

Temp

FORT

=

CON

+

+

+

+

REFLEX SAVE

REF

=

DEX

+

+

+

+

WILL SAVE

WILL

=

WIS

+

+

+

+

☐ Evasion

☐ Improved Evasion

☐ Endurance

☐ Trap Sense

ARMOUR

Type

Max Speed

Max AC DEX

ft

sq

Check Penalty

Spell Failure

Weight

Armour AC

+

%

lb

+

SHIELD

Check Penalty

Spell Failure

Weight

Shield AC

+

%

lb

+

EQUIPMENT

Head

Properties

Throat

Properties

Body

Properties

Arms

Properties

Hands

Properties

Ring

Properties

INITIATIVE

INITIATIVE BONUS

Feats

Misc

INIT

=

DEX

+

+

SPEED

SPEED

Speed with Armour

Temp Speed

ft

sq

ft

sq

ft

sq

BASE ATTACK

BASE ATTACK BONUS

Temp Attack Bonus

Temp Damage Bonus

+

+

GRAPPLE

GRAPPLE BONUS

Size Modifier

Misc

=

Base Attack

+

4

+

STR

+

HEALTH

HIT POINTS

Wounds

☐ Dying

☐ Stable

Non-lethal

☐ Unconscious

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

Damage Reduction

Conditional Modifiers

PK

EFFECTS

COMBAT ABILITIES

FEATS

SPECIAL ABILITIES