

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Speed with Armour Temp Speed

ft sq 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 Favoured Enemy Morale Bonus Buffs Nerfs

+ = + + -

Temp Damage Bonus Favoured Enemy Morale Bonus Buffs Nerfs

+ = + + -

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Basis Aanval Bonus Size Modifier Misc

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + + +

FLAT-FOOTED CMD

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 Armour AC Shield AC Natural Armour Size Modifier

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

Munitie # Special Ammo #

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

Munitie # Special Ammo #

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SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +

Evasion Improved Evasion Endurance Trap Sense

Conditional Modifiers

EFFECTS

Effects grid