AANVALLEN

Range	Type	Aanvalsbonus	Damage	Critical
ft sq			d	x
ft sq			d	x
ft sq			d	x
ft sq			d	x
ft sq			d	x

Munitie # Special Ammo #

Munitie # Special Ammo #

INITIATIVE

INITIATIVE BONUS: INIT = DEX + Feats + Misc

SPEED

SPEED: ft sq

Speed with Armour: ft sq

Temp Speed: ft sq

+ 10 to speed unless wearing heavy armour

Swim Speed: ft sq

Fly 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 -

GRAPPLE

GRAPPLE BONUS = Base Attack + Size Modifier x4 + STR + Misc

RAGE!

RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
		+ hp	=	×

RAGE! DURATION: rds = CON + 3 (Use adjusted CON)

☐ RAGE!	+4 Strength	+4 Constitution	+2 Will	-2 AC
☐ Greater RAGE!	+6 Strength	+6 Constitution	+3 Will	-2 AC
☐ Mighty RAGE!	+8 Strength	+8 Constitution	+4 Will	-2 AC
Fatigued	-2 Strength	-2 Dexterity	Can't charge or run	

HEALTH

HIT POINTS: hp | Wounds: hp | ☐ Dying ☐ Stable | Non-lethal: hp | ☐ Unconscious | RAGE! + hp

PANTSER KLASSE

		Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
PANTSER KLASSE: PK	= 10 + DEX	+	+	+	-	+	+
PLATTE VOETEN PANTSER KLASSE: PK	= 10	/ +	+	+	-	+	+
AANRAKEN PANTSER KLASSE: PK	= 10 + DEX	/	/	/	-	+	+

Temp AC: PK

Spell Resistance:

☐ Uncanny Dodge ☐ Improved Uncanny Dodge

Conditional Modifiers

- 2 RAGE! AC Penalty

Damage Reduction: /

SAVES

	Base	Misc	Temp	RAGE!
FORTITUDE SAVE: FORT = CON +			+	+
REFLEX SAVE: REF = DEX +			+	Fatigued -
WILL SAVE: WILL = WIS +			+	RAGE! +

☐ Evasion ☐ Improved Evasion ☐ Trap Sense

☐ Endurance ☐ Imdomitable Will

EFFECTS

FEATS

SPECIAL ABILITIES

RAGE!