

| WILD SHAPE  |                       |                  |                     | Creature Type      | Size Modifier |        |              |
|---|-----------------------|------------------|---------------------|--------------------|---------------|--------|--------------|
| VAARDIGHEDEN                                      |                       |                  |                     | AANVALLEN          |               |        |              |
| Vaardigheid Score                                 | Item Bonus            | Temp Bonus       | Vaardigheid         | Range              | Aanvalsbonus  | Damage | Critical     |
| STR   |                       |                  | STR                 | ft sq              |               |        |              |
| DEX   |                       |                  | DEX                 |                    |               |        |              |
| CON   |                       |                  | CON                 |                    |               |        |              |
| Ability Modifier = (Total Ability Score - 10) ÷ 2 |                       |                  |                     |                    |               |        |              |
| COMBAT  |                       |                  |                     |                    |               |        |              |
| INITIATIVE BONUS                                  |                       | Misc             | Initiative          | Range              | Aanvalsbonus  | Damage | Critical     |
| INIT  | = DEX +               |                  |                     | ft sq              |               |        |              |
| SPEED   |                       | Temp Speed       |                     | Range              | Aanvalsbonus  | Damage | Critical     |
| ft sq   |                       | ft sq            |                     | ft sq              |               |        |              |
| COMBAT MANOEUVRES                                 |                       |                  |                     |                    |               |        |              |
| COMBAT MANOEUVRE BONUS                            |                       | Size Modifier    | Misc                | Range              | Aanvalsbonus  | Damage | Critical     |
| CMB   | = Base Attack + STR + |                  |                     | ft sq              |               |        |              |
| COMBAT MANOEUVRE DEFENCE                          |                       | Dodge Modifier   | Deflection Modifier | Basis Aanval Bonus | Size Modifier | Misc   | Morale Bonus |
| CMD   | = 10 + STR + DEX +    |                  |                     | + BAB +            |               |        | +            |
| PANTSER KLASSE                                    |                       |                  |                     | SAVES              |               |        |              |
| PANTSER KLASSE                                    | Natural Armour        | Size Modifier    | Misc                | Base               | Misc          | Temp   |              |
| PK  | = 10 + DEX +          | -                |                     | FORTITUDE SAVE     |               |        |              |
| PLATTE VOETEN PANTSER KLASSE                      |                       |                  |                     | REFLEX SAVE        |               |        |              |
| PK  | = 10 / +              | -                |                     | REF                | = DEX +       | +      |              |
| AANRAKEN PANTSER KLASSE                           |                       |                  |                     | PORTRAIT           |               |        |              |
| PK  | = 10 + DEX /          | -                |                     |                    |               |        |              |
| Temp AC   | Spell Resistance      | Damage Reduction |                     |                    |               |        |              |
| PK  | /                     |                  |                     |                    |               |        |              |
| SPECIAL ABILITIES                                 |                       |                  |                     |                    |               |        |              |
|   |                       |                  |                     |                    |               |        |              |
|   |                       |                  |                     |                    |               |        |              |
|   |                       |                  |                     |                    |               |        |              |

# WILD SHAPE

Creature Type

Size  
Modifier

## VAARDIGHEDEN

|     | Vaardigheid<br>Score | Item<br>Bonus | Temp<br>Bonus | Vaardigheid |
|-----|----------------------|---------------|---------------|-------------|
| STR |                      |               |               | STR         |
| DEX |                      |               |               | DEX         |
| CON |                      |               |               | CON         |

Ability Modifier = (Total Ability Score - 10) ÷ 2

## COMBAT

INITIATIVE BONUS      Misc      Initiative

**INIT** = **DEX** +

SPEED      Temp Speed

ft sq       ft sq

## COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS      Size Modifier      Misc

**CMB** = Base Attack + **STR** + +

COMBAT MANOEUVRE DEFENCE

**CMD** = 10 + **STR** + **DEX** +  +  +  + **BAB** + +  +

## PANTSER KLASSE

PANTSER KLASSE

**PK** = 10 + **DEX** +  - +

PLATTE VOETEN PANTSER KLASSE

**PK** = 10 / +  - +

AANRAKEN PANTSER KLASSE

**PK** = 10 + **DEX** / - +

Temp AC      Spell Resistance      Damage Reduction

**PK**  /

## SPECIAL ABILITIES

## AANVALLEN

Range      Aanvalsbonus      Damage      Critical

ft sq

Range      Aanvalsbonus      Damage      Critical

ft sq

Range      Aanvalsbonus      Damage      Critical

ft sq

Range      Aanvalsbonus      Damage      Critical

ft sq

Basis Aanval Bonus      Size Modifier      Misc      Morale Bonus

+ +  +

## SAVES

Base      Misc      Temp

**FORT** = **CON** +  +

REFLEX SAVE

**REF** = **DEX** +  +

## PORTRAIT