INITIATIVE

INITIATIVE BONUS | Feats | Training | Misc

INIT = DEX + ___ + ___ + ___

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 - Size Modifier + Misc

Basis Aanval Bonus

COMBAT MANOEUVRE DEFENCE: CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + BAB - Size Modifier + Misc

FLAT-FOOTED CMD: CMD = 10 + STR / / + Deflection Modifier + BAB - Size Modifier + Misc

Temp CMB: + CMB | Temp CMD: + CMD | Conditional Modifiers

- Fatigued Penalty

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 / / + Deflection Modifier + Armour AC + Shield AC + Natural Armour + Size Modifier

AANRAKEN PANTSER KLASSE: PK = 10 + DEX + Dodge Modifier + Deflection Modifier / / / + Size Modifier

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	×

Munitie # | Special Ammo #

Munitie # | Special Ammo #

SAVES

	Base	Racial	Misc	Temp
FORTITUDE SAVE: FORT = CON +	+	+		+
REFLEX SAVE: REF = DEX +	+	+		+
WILL SAVE: WILL = WIS +	+	+		+

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS