

WILD SHAPE

Creature Type



Size
Modifier

VAARDIGHEDEN

Vaardigheid Score Item Bonus Temp Bonus Vaardigheid

STR
DEX
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 Dodge Modifier Deflection Modifier Basis Aanval Bonus Size Modifier Misc Morale Bonus

CMD = 10 + STR + DEX + + + + +

PANTSER KLASSE

PANTSER KLASSE Natural Armour Size Modifier Misc

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

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ft sq

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ft sq

SAVES

FORTITUDE SAVE Base Misc Temp

FORT = CON + +

REFLEX SAVE

REF = DEX + +

PORTRAIT

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