

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

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

SAVES

FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT	= CON +	+	+		+

$$\boxed{\text{REF}} = \text{DEX} + \frac{\text{COST}}{\text{PRICE}} + \frac{\text{DIV}}{\text{PRICE}} + \frac{\text{GROWTH}}{\text{PRICE}}$$
$$\boxed{\text{WILL}} = \text{WIS} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \boxed{+}$$

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

ARMOUR

Type		Max Speed	Max AC DEX
Check Penalty	Spell Failure	ft	sq
		Weight	Armour AC
+	%	lb	+

SHIELD

Check Penalty	Spell Failure	Weight	Shield AC
	+	%	lb
			+

EQUIPMENT

Head
Properties
Throat
Properties
Body
Properties
Arms
Properties
Hands
Properties
Ring
Properties

INITIATIVE

INITIATIVE BONUS		Feats	Misc
INIT	= DEX	+	+

SPEED

SPEED	Speed with Armour	Temp Speed
ft sq	ft sq	ft sq

Temp Attack Temp Damage

BASE ATTACK BONUS	Bonus	Bonus
<input type="text"/>	<input style="background-color: #cccccc;" type="text" value="+"/>	<input style="background-color: #cccccc;" type="text" value="+"/>

Size Modifier

GRAPPLE BONUS x 4 Misc

= $\frac{\text{Base Attack}}{4} + \text{STR} + \text{Misc}$

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp

hp

hp

	Natural	Size	Deflection
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PANTSER KLASSE		Armour AC	Shield AC	Armour	Modifier	Modifier	Misc
PK	= 10 + DEX	+	+	+	-	+	+

PK = 10 / + + + - + +

$$\text{PK} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad +$$

Temp AC	Spell Resistance	Damage Reduction	Conditional Modifiers
PK			

EFFECTS

[illegible]

FEATS

COMBAT ABILITIES

SPECIAL ABILITIES