INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Speed with Armour Temp Speed

ft sq ft sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + − −

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + − +

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Basis Aanval Bonus Size Modifier Misc

CMB = STR + BAB − +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Basis Aanval Bonus Size Modifier Misc

CMD = 10 + STR + DEX + + + BAB − +

FLAT-FOOTED CMD Deflection Modifier Basis Aanval Bonus Size Modifier Misc

CMD = 10 + STR / / + + BAB − +

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

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

hp hp hp

PANTSER KLASSE

PANTSER KLASSE Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

PK = 10 + DEX + + + + + +

PLATTE VOETEN PANTSER KLASSE

PK = 10 / / + + + + +

AANRAKEN PANTSER KLASSE

PK = 10 + DEX + + / / / +

Temp AC Spell Resistance Conditional Modifiers

+ PK

Damage Reduction

/

Notes

AANVALLEN

Range Type Aanvalsbonus Damage Critical

ft sq d ×

Munitie # Special Ammo #

Range Type Aanvalsbonus Damage Critical

ft sq d ×

Range Type Aanvalsbonus Damage Critical

ft sq d ×

Range Type Aanvalsbonus Damage Critical

ft sq d ×

Range Type Aanvalsbonus Damage Critical

ft sq d ×

Munitie # Special Ammo #

Munitie # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

EFFECTS