

WILD SHAPE

Creature Type



Size
Modifier

VAARDIGHEDEN

Vaardigheid Score Item Bonus Temp 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 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

Range Aanvalsbonus Damage Critical
ft sq

Range Aanvalsbonus Damage Critical
ft sq

Range Aanvalsbonus Damage Critical
ft sq

SAVES

Base Misc Temp

FORTITUDE SAVE FORT = CON + +

REFLEX SAVE REF = DEX + +

PORTRAIT

WILD SHAPE

Creature Type



Size
Modifier

VAARDIGHEDEN

Vaardigheid Score Item Bonus Temp 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 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

Range Aanvalsbonus Damage Critical
ft sq

Range Aanvalsbonus Damage Critical
ft sq

Range Aanvalsbonus Damage Critical
ft sq

SAVES

Base Misc Temp

FORTITUDE SAVE FORT = CON + +

REFLEX SAVE REF = DEX + +

PORTRAIT