

WILD SHAPE

Druid Level

Creature Type

Size

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

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

Base

Attack

Size Modifier x4

Misc

=

STR

x4

SAVES

FORTITUDE SAVE

Base

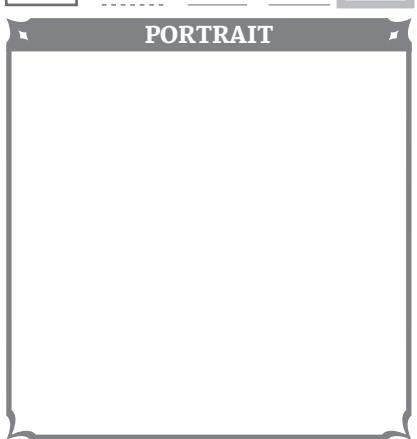
Misc

Temp

FORT = CON +

REFLEX SAVE

REF = DEX +



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

PANTSER KLASSE

PANTSER KLASSE

Natural Armour

Size Modifier

Misc Modifier

PK = 10 + DEX +

PLATTE VOETEN PANTSER KLASSE

PK = 10 / +

AANRAKEN PANTSER KLASSE

PK = 10 + DEX / - +

Temp AC

Spell Resistance

Damage Reduction

PK

/

SPECIAL ABILITIES

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Size Modifier x4

Misc

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x4

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FORTITUDE SAVE

Base

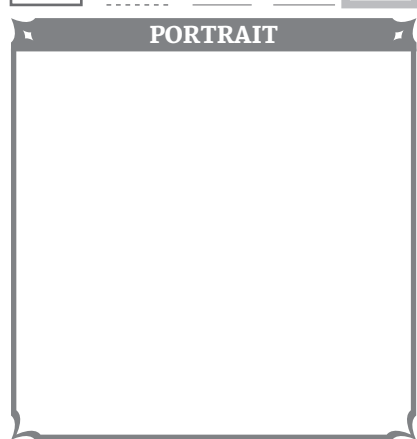
Misc

Temp

FORT = CON +

REFLEX SAVE

REF = DEX +



AANVALLEN

Range

Aanvalsbonus

Damage

Critical

ft

sq

Range

Aanvalsbonus

Damage

Critical

ft

sq

Range

Aanvalsbonus

Damage

Critical

ft

sq

Range

Aanvalsbonus

Damage

Critical

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Damage Reduction

PK

/

SPECIAL ABILITIES