☐ FAMILIAR ☐ HUISDIER ☐ SUMMONED CREATURE

Creature Name

Creature Type Subtype

Size Size Modifier

Age Weight lb Height

Creature Level Ranks Level Adjustment

Effective Level Hit die d

XP

VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	Temp Bonus
STR			STR	
DEX			DEX	
CON			CON	
INT			INT	
WIS			WIS	
CHA			CHA	

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

PORTRAIT

SKILLS

	Ranks	Racial, Feats

FEATS

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

INITIATIVE

INITIATIVE BONUS Misc

INIT = DEX +

SPEED

BASIC SPEED Swim Speed Fly Speed

ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK Temp Attack Temp Damage

+ +

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

= Base Attack + STR + x 4 +

HEALTH

HIT POINTS hp

Wounds hp

☐ Dying ☐ Stable Non-lethal ☐ Unconscious hp

SAVES

FORTITUDE SAVE (Base Save, Misc, Temp)

FORT = CON + +

REFLEX SAVE

REF = DEX + +

WILL SAVE

WILL = WIS + +

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 /

EFFECTS

SPECIAL ABILITIES