

FEATS, TRAITS AND SPECIAL ABILITIES

ATTRIBUTES

STATS

LEVELS

KLASSEN

Stufe

<input type="checkbox"/> 1	<input type="text"/>
<input type="checkbox"/> 2	<input type="text"/>
<input type="checkbox"/> 3	<input type="text"/>
<input type="checkbox"/> 4	<input type="text"/>
<input type="checkbox"/> 5	<input type="text"/>

ST

KO

GE

IN

WE

CH

Attributs-
modifikator

Gegenstands-
boni

Temporärer
Modifikator

ST
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ST
KO
GE
IN
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CH

Stufen-
anpassung

EFFECTIVE
CHARACTER LEVEL

Level
Penalty

Level
Bonus

Zauber-
stufe

BASE
ATTACK
BONUS

GAB

COMBAT
MANEUVRE
BONUS

KMB

COMBAT
MANEUVRE
DEFENCE

KMV

FEATS

Bonus

Basic Value

Stat

Stat

Wert

Wert

Buff

Nerf

=

+

-

=

Bonus

Basic Value

Stat

Stat

Wert

Wert

Buff

Nerf

=

+

-

=

Bonus

Basic Value

Stat

Stat

Wert

Wert

Buff

Nerf

=

+

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