FEATS, TRAITS AND SPECIAL ABILITIES

ATTRIBUTES

STATS

LEVELS

KLASSEN   Stufe

☐ **1**

☐ **2**

☐ **3**

☐ **4**

☐ **5**

Stufen-anpassung

EFFECTIVE CHARACTER LEVEL

Level Penalty **-** Stufen Bonus **+** Zauber-stufe

	Attributs-modifikator	Gegenstands-boni	Temporärer Modifikator
ST	ST		ST
KO	KO		KO
GE	GE		GE
IN	IN		IN
WE	WE		WE
CH	CH		CH

BASE ATTACK BONUS

COMBAT MANEUVRE BONUS

COMBAT MANEUVRE DEFENCE

GAB

KMB

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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