

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"/>

Stufen-
anpassung

EFFECTIVE
CHARACTER LEVEL

Level
Penalty

Level
Bonus

Zauber-
stufe

ST
KO
GE
IN
WE
CH

Attributs-
modifikator

Gegenstands-
boni

Temporärer
Modifikator

ST
KO
GE
IN
WE
CH

ST
KO
GE
IN
WE
CH

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

=

+

-

=

=

=

=