

AANVALLEN

Range

Type

Aanvalsbonus

Damage

Critical

ft

sq

d

x

Munitie

Special Ammo

#

#

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

[illegible]

## SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

## INITIATIVE

## SPEED

## BASE ATTACK

$$+ = \quad + \quad - \quad +$$

## GRAPPLE

$$\boxed{\text{Base Attack}} \times 4 + \text{STR} +$$

HEALTH

## PANTSER KLASSE

PLATTE VOETEN PANTSER KLASSE

PK	= 10	/	+	+	+	-	+	+
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Temp AC	Spell Resistance	Conditional Modifiers
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## METAPSIONICS

[illegible]

## COMBAT ABILITIES

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