

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

Munitie	#			
				
				

Special Ammo	#	
		
		

## SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion    ☐ Improved Evasion    ☐ Endurance    ☐ Trap Sense

## EFFECTS

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## INITIATIVE

## SPEED

### BASE ATTACK

Temp Damage Bonus	Morale Bonus	Buffs	Nerfs	Power Attack
+	=	+	-	+

## GRAPPLE

**GRAPPLE BONUS** Size Modifier Misc

= Base Attack  $\times 4$  + STR +

## HEALTH

## PANTSER KLASSE

**AANRAKEN PANTSER KLASSE**

**PK** = 10 + **DEX** / / / - + +

Temp AC	Spell Resistance	Conditional Modifiers
<b>PK</b>		
Damage Reduction		

## METAMAGIC

[illegible]

## COMBAT ABILITIES

[illegible]