

AANVALLEN									
Range		Type	Aanvalsbonus			Damage		Critical	
			<input type="text"/>			<input type="text"/>		<input type="text"/>	
ft      sq						d		x	
Munitie	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Special Ammo			#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

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

[illegible]

## INITIATIVE

## SPEED

SPEED	Speed with Armour	Temp Speed
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## BASE ATTACK

BASE	MELEE	RANGED
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Temp Damage Bonus	Morale Bonus	Bufs	Nerfs	Power Attack
+	=	+	-	+

## GRAPPLE

**GRAPPLE BONUS** =  $\frac{\text{Base Attack}}{4} \times 4 + \text{STR} + \text{Misc}$

HEALTH

**HIT POINTS** Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp

hp

hp

## PANTSER KLASSE

PANTSER KLASSE		Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
<b>PK</b>	<b>= 10 + DEX</b>	+	+	+	-	+	+

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

PK	= 10	+ DEX	/	/	/	-	+	+
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## Damage Reduction

## METAMAGIC

[illegible]

## COMBAT ABILITIES

[illegible]