

ANGRIFFE									
Reichweite		Art		Angriffsbonus	Schaden	Kritisch			
m		Fe			W	x			
Munition	#	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Spezialmunition	#
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W	×

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W	×

Munition	#		Spezialmunition	#	
Munition	#		Spezialmunition	#	

## RETTUNGSWÜRFE

**REFLEX RETTUNGSWURF**

REF	=	GE	+		+		+			+
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☐ Entrinnen ☐ Verbessertes Entrinnen ☐ Ausdauer ☐ Fallens-  
gespür

## EFFEKTE

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## INITIATIVE

## BEWEGUNGSRATE

BEWEGUNGSRATE	Mit Rüstung	Temp.
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## GRUNDWERTE ANGRIFF

GRUND-	NAHKAMPF-	FERNKAMPF-
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$$\boxed{+} = \quad + \quad - \quad -$$
$$\boxed{+} = \quad + \quad - \quad +$$

## RINGKAMPF

**RINGKAMPF BONUS**

= Grund-Griff  $\times 4$  + ST +

## GESUNDHEIT

# RÜSTUNGSKLASSE

	Natürliche	Größen-	Ablenkungs-
	Größen	verhältnisse	verhältnisse

AUF DEM FALSCHEN FUSS RÜSTUNGSKLASSE

RK	= 10	/	+	+	+	-	+	+
			-----	-----	-----	-----	-----	-----

$$\text{RK} = 10 + \text{GE} \quad / \quad / \quad / \quad - \quad + \quad +$$

**RK**  \_\_\_\_\_  
Schadensreduzierung \_\_\_\_\_

## METAMAGIE

[illegible]

## FÄHIGKEITEN IM KAMPF

[illegible]