

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	+		+		+
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☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

[illegible]

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INITIATIVE

SPEED

BASE ATTACK

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

GRAPPLE

HEALTH

HEALTH

PANTSER KLASSE

PLATTE VOETEN PANTSER KLASSE

PK	= 10	/	+	+	+	-	+	+
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AANRAKEN PANTSER KLASSE

Temp AC	Spell Resistance	Conditional Modifiers
PK		
Damage Reduction		

METAPSIONICS

[illegible]

COMBAT ABILITIES

[illegible]