

		AANVALLEN												
Range	Type	Aanvalsbonus				Damage				Critical				
<div>ft</div>	<div>sq</div>	<div></div>				<div>d</div>				<div>x</div>				
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

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## INITIATIVE

## SPEED

## BASE ATTACK

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

## GRAPPLE

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

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>	+	+	+	-	+	+

## PLATTE VOETEN PANTSER KLASSE

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

PK	= 10 + DEX	/	/	/	-	+	+
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Temp AC	Spell Resistance	Conditional Modifiers
<div>PK</div>	<div></div>	
Damage Reduction		

## METAMAGIC

[illegible]

## COMBAT ABILITIES

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