

AANVALLEN

Range

Type

Aanvalsbonus

Damage

Critical

ft sq

d

x

Munitie

Special Ammo

#

#

Range	Type	Aanvalsbonus	Damage	Critical
ft	sq		d	x

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ft	sq		d	x

Munitie  #  Special Ammo  # 

SAVES

REFLEX SAVE

REF = DEX + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

EFFECTS

INITIATIVE

SPEED

BASE ATTACK

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

GRAPPLE

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

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
PK	= 10 + DEX +	+	+	-	+	+	

$$\begin{array}{|c|} \hline \text{PK} \\ \hline \end{array} = 10 \quad / \quad + \quad \quad + \quad \quad + \quad \quad - \quad \quad + \quad \quad + \quad \quad$$

AANRAKEN PANTSER KLASSE

$$\begin{array}{|c|} \hline \text{PK} \\ \hline \end{array} = 10 + \text{DEX} \quad / \quad / \quad / \quad - \quad + \quad + \quad$$

Temp AC	Spell Resistance	Conditional Modifiers
PK		
Damage Reduction		

METAPSIONICS

[illegible]

COMBAT ABILITIES

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