AANVALLEN					initiative *		
					INITIATIVE BONU		Misc
Range	Туре	Aanvalsbonu	us Damage	Critical	INIT = DEX	+	H
ft	sq		d	×	CONTRO	SPEED	Tanan Casad
Munitie	#		ecial Ammo	# 0000	SPEED	Speed with Armour	Temp Speed
					ft sq Swim Speed	ft sq	ft sq Climb Speed
		Aanvalsbonu	us Damage	Critical	ft sq	ft sq	
Range ft	Туре	Adiivaispoile	d	×		BASE ATTACI	
IL	sq				BASE	MELEE	RANGED
		Aanvalsbonu	us Damage	Critical	ATTACK BONUS	ATTACK	ATTACK
Range	Туре	Adiivaisbuile	d	×		<u> </u>	
ft	sq				Temp Attack Mor Bonus Bon		Power Nerfs Attack
			Damana	0-:4:1	+ =	+	
Range	Туре	Aanvalsbonu	us Damage d	Critical ×	Temp Damage Mor Bonus Bon		Power Nerfs Attack
ft	sq				+ =	+ -	+
			_				
	Туре	Aanvalsbonu		Critical			
Munitie ft	sq	Cn	ecial Ammo	x	X	GRAPPLE	<i>,</i> (
Munite	#		eciai Allillo	# 0000		Size Mo	difier
Munitie			pecial Ammo	# 0000	GRAPPLE BONUS	4 × 4	
				# 0000		Base Attack	+ + 5TR +
FORTITUDE	SAVE Base F	Racial Misc Temp	HIT POINTS Wounds		HEALTH □ Dyi	ng □ Stable Non	-lethal ☐ Unconscious
FORT = C	DAVL		hp			hp	hp
REFLEX SAV	E		<u> </u>	P	ANTSER KLASS		*
REF = D	EX + +	+ +	PANTSER KLASSE	Armour	Nat AC Shield AC Arn		Deflection Modifier Misc
WILL SAVE				DEX +	+ +	- +	+
	/IS + +		PLATTE VOETEN PA	NTSER KLASSE			
L Evasion L	Improved	Sense	PK = 10	/ +	+ +	+	+
			AANRAKEN PANTSE			,	
			PK = 10 +		/	+	+
Temp AC Spell Resistance Condition					al Modifiers		
×	EFFECT	TS ,	Damage Reduction				
			META	MAGIC	7 1	COMBAT AB	ILITIES