

[illegible]

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W	x

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m	Fe		W	x

Munition	#	<div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> </div>	Spezialmunition	#	<div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> </div>
Munition	#	<div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> </div>	Spezialmunition	#	<div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> </div>

## RETTUNGSWÜRFE

**REFLEX RETTUNGSWURF**

REF = GE + + + +

☐ Entrinnen ☐ Verbessertes Entrinnen ☐ Ausdauer ☐ Fallengespür

## EFFEKTE

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## INITIATIVE

## BEWEGUNGSRATE

## GRUNDWERTE ANGRIFF

Temp. Angriffs- bonus	Moral- bonus	Bufs	Nerfs	Heftiger Angriff
<b>+</b>	=	+	-	-
Temp. Schadens- bonus	Moral- bonus	Bufs	Nerfs	Heftiger Angriff
<b>+</b>	=	+	-	+

## RINGKAMPF

**RINGKAMPF BONUS** = Grund-Griff  $\times 4$  + **ST** + Sonstiges

## GESUNDHEIT

REFERENZPUNKTE		Verletzungen	<input type="checkbox"/> Sterbend	<input type="checkbox"/> Stabil	Nichttödlich	<input type="checkbox"/> Bewusstlos
TP						

# RÜSTUNGSKLASSE

RÜSTUNGSKLASSE		Rüstungsbonus	Schildbonus	Natürliche Rüstung	Größenmodifikator	Ablenkungsmodifikator	Sonstiges
<b>RK</b>	<b>= 10 +</b>	<b>GE</b>	+	+	-	+	+

## AUF DEM FALSCHEN FUSS RÜSTUNGSKLASSE

RK	= 10	/	+	+	+	-	+	+
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## BERÜHRUNG RÜSTUNGSKLASSE

RK	= 10 +	GE	/	/	/	-	+	+
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Temp. RK      Zauberresistenz      Zustandsmodifikatoren

**RK**            \_\_\_\_\_

Schadensreduzierung

## METAPSIONICS

[illegible]

## FÄHIGKEITEN IM KAMPF

[illegible]