

[illegible]

Reichweite	Art	ANGRIFFSBONUS	Schaden	Kritisch
m	Fe		d	×

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m	Fe		d	x

Munition	#	<div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div>	Spezialmunition	#	<div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; background-color: #ccc; margin-right: 5px;"></div>
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RETTUNGSWÜRFE

☐ Entrinnen ☐ Verbessertes Entrinnen ☐ Ausdauer ☐ Fallengespür

EFFEKTE

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INITIATIVE

BEWEGUNGSRATE

BEWEGUNGSRATE	Mit Rüstung	Temp.
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GRAND TOTALS

GRUNDANGRIFF

Temp. Schadens- bonus	Moral- bonus	BUFFS	Debuff	Heftiger Angriff
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS

$$\boxed{} = \text{Grund-angriff} \times 4 + \text{ST} + \text{Sonstiges}$$

GESUNDHEIT

RÜSTUNGSKLASSE

	Natürliche	Größen-	Ablenkungs-
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BERÜHRUNG RÜSTUNGSKLASSE

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

RK _____

Schadensreduzierung

METAMAGIE

[illegible]

KAMPFFÄHIGKEITEN

[illegible]