

[illegible]

Reichweite	Art	ANGRIFFSBONUS	Schaden	Kritisch
m	Fe		d	x

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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> <td>Spezialmunition</td> <td>#</td> <td><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> </td>	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

REFLEX SAVE

REF = GE + + + +

☐ Entrinnen ☐ Verbessertes Entrinnen ☐ Ausdauer ☐ Fallengespür

EFFEKTE

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INITIATIVE

BEWEGUNGSRATE

BEWEGUNGSRATE	Mit Rüstung	Temp.
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GRUNDANGRIFF

GRUND-	FERNKAMPF	NAHKAMPF
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Temp. Schaden- bonus	Moral- bonus	BUFFS	Debuff	Heftiger Angriff
+	=	+	-	+

GRAPPLE

GRAPPLE BONUS Size Modifier Sonstiges

= Grund- $\times 4$ + $\times 4$ + **ST** +

angriff _____ _____ _____

GESUNDHEIT

RÜSTUNGSKLASSE						
RÜSTUNGSKLASSE	Rüstung RK	Schild RK	Natürliche Rüstung	Größenmodifikator	Ablenkungsmodifikator	Sonstiges

	Natürliche	Größen-	Ablenkungs-
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AUF DEM FALSCHEN FUSS RÜSTUNGSKLASSE

RK	= 10	/	+	+	+	-	+	+
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$$BK = 10 + GE + \frac{1}{2} \frac{1}{2} + \frac{1}{2} \frac{1}{2} - \frac{1}{2} + \frac{1}{2}$$

RK Schadensreduzierung

METAMAGIE

KAMPFFÄHIGKEITEN

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