

ANGRIFFE									
Reichweite		Art		Angriffsbonus		Schaden		Kritisch	
m		Fe				W		x	
Munition	#	<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>
		<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>		<div></div>

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W	×

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m	Fe		W	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

REFLEX RETTUNGSWURF

REF = GE + + + +

☐ Entrinnen ☐ Verbessertes Entrinnen ☐ Ausdauer ☐ Fallens-  
gespür

## EFFEKTE

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## INITIATIVE

## BEWEGUNGSRATE

BEWEGUNGSRATE	Mit Rüstung	Temp.
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## GRUNDWERTE ANGRIFF

GRUND-	NAHKAMPF-	FERNKAMPF-
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Temp. Schadens- bonus	Moral- bonus	Bufs	Nerfs	Heftiger Angriff
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## RINGKAMPF

GESUNDHEIT

## GESUNDHEIT

## RÜSTUNGSKLASSE

	Natürliche	Größen-	Ablenkungs-
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AUF DEM FALSCHEN FUSS RÜSTUNGSKLASSE

RK	= 10	/	+	+	+	-	+	+
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**RK** = 10 + **GE** / / - + +

**RK** ☐ \_\_\_\_\_  
Schadensreduzierung

## METAMAGIE

[illegible]

## FÄHIGKEITEN IM KAMPF

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