|  |
| --- |
| **Name** |

****

|  |  |
| --- | --- |
| Rasse |  |
| Kultur |  |
| Abstammung |  |
| Ausbildung |  |
| Variante | **Ein Bild, das Silhouette enthält.  Automatisch generierte Beschreibung** |
| Haar- / Fellfarbe |  |
| Augenfarbe |  |
| Hautfarbe |  |
| Geschlecht |  |
| Körpergröße |  |
| Gewicht |  |
| Geburtsort |  |
| Aussehen |  |
|  | |
|  | |

|  |  |
| --- | --- |
| Heldengrad |  |

|  |  |
| --- | --- |
| Maximales Attribut |  |
| Max. Fertigkeitspunkte |  |
| Widerstands-Bonus |  |
| Maximaler Bonus |  |

|  |  |
| --- | --- |
| Erfahrungspunkte (EP) | |
| Gesamt |  |
| Eingesetzt |  |
| Offen |  |
| Nächster Heldengrad |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Attribute |  | Start | Wert | mod. |
| Ausstrahlung | **AUS** |  |  |  |
| Beweglichkeit | **BEW** |  |  |  |
| Intuition | **INT** |  |  |  |
| Konstitution | **KON** |  |  |  |
| Mystik | **MYS** |  |  |  |
| Stärke | **STÄ** |  |  |  |
| Verstand | **VER** |  |  |  |
| Willenskraft | **WIL** |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Abgeleitete Werte |  | Wert | mod. | temp. |  |
| Größenklasse | **GK** |  |  |  | **Rasse** |
| Geschwindigkeit | **GSW** |  |  |  | **GK + BEW** |
| Initiative | **INI** |  |  |  | **10 – INT** |
| Lebenspunkte | **LP** |  |  |  | **GK + KON** |
| Fokus | **FO** |  |  |  | **2 x (MYS + WILL)** |
| Verteidigung | **VTD** |  |  |  | **12 + BEW + STÄ Rasse** |
| Geistiger Widerstand | **GW** |  |  |  | **12 + VER + WILL** |
| Körperlicher Widerstand | **KW** |  |  |  | **12 + KON + WIL** |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Splitterpunkte |  |  |  |  |  |  |  |  |  |  |

Pro Splitterpunkt: eine Probe +3, Widerstandswert +3, Schaden einer Quelle -5, Einsatz des Mondzeichens

|  |  |
| --- | --- |
| Schwächen |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| Stärke | Wirkung |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| Muttersprache |  |
| weitere: | |
|  | |

|  |  |
| --- | --- |
| Mondzeichen |  |
| Mondzeichen-Fähigkeiten | |
| Grad 1 |  |
| Grad 2 |  |
| Grad 3 | * Einsatz 2:1 für Gefährten * Verstärken einer Gefährten-Splittergabe: Probe und Widerstand +5 statt +3; Schaden -8 statt -5 |
| Grad 4 |  |

|  |  |  |
| --- | --- | --- |
| Ressource | | Bedeutung |
| Ansehen | |  |
| Wert: |  |  |
| Kontakte | |  |
| Wert: |  |  |
| Stand | |  |
| Wert: |  |  |
| Vermögen | |  |
| Wert: |  |  |
|  | |  |
| Wert: |  |  |
|  | |  |
| Wert: |  |  |
|  | |  |
| Wert: |  |  |
|  | |  |
| Wert: |  |  |
|  | |  |
| Wert |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Fertigkeit | Wert | Punkte | Att 1 | Att 2 | mod. | Schwerpunkte / Anmerkungen / Meisterschaften |
| Akrobatik |  |  | **BEW** | **STÄ** |  |  |
| Alchemie |  |  | **MYS** | **VER** |  |  |
| Anführen |  |  | **AUS** | **WIL** |  |  |
| Arkane Kunde |  |  | **MYS** | **VER** |  |  |
| Athletik |  |  | **BEW** | **STÄ** |  |  |
| Darbietung |  |  | **AUS** | **WIL** |  |  |
| Diplomatie |  |  | **AUS** | **VER** |  |  |
| Edelhandwerk |  |  | **INT** | **VER** |  |  |
| Empathie |  |  | **INT** | **VER** |  |  |
| Entschlossenheit |  |  | **AUS** | **WIL** |  |  |
| Fingerfertigkeit |  |  | **AUS** | **BEW** |  |  |
| Geschichte & Mythen |  |  | **MYS** | **VER** |  |  |
| Handwerk |  |  | **KON** | **VER** |  |  |
| Heilkunde |  |  | **INT** | **VER** |  |  |
| Heimlichkeit |  |  | **BEW** | **INT** |  |  |
| Jagdkunst |  |  | **KON** | **VER** |  |  |
| Länderkunde |  |  | **INT** | **VER** |  |  |
| Naturkunde |  |  | **INT** | **VER** |  |  |
| Redegewandtheit |  |  | **AUS** | **WIL** |  |  |
| Schlösser & Fallen |  |  | **INT** | **BEW** |  |  |
| Schwimmen |  |  | **STÄ** | **KON** |  |  |
| Seefahrt |  |  | **BEW** | **KON** |  |  |
| Straßenkunde |  |  | **AUS** | **INT** |  |  |
| Tierführung |  |  | **AUS** | **BEW** |  |  |
| Überleben |  |  | **INT** | **KON** |  |  |
| Wahrnehmung |  |  | **INT** | **WIL** |  |  |
| Zähigkeit |  |  | **KON** | **WIL** |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Meisterschaft | Schw. | Wirkung | Fertigkeit |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Kampffertigkeit | FP |  | Lebenspunkte | | | | | | | | | | | | | | | | | | | | | | | | | |
| Handgemenge |  |  | **Unverletzt** | 0 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Hiebwaffen |  |  | **Angeschlagen** | – 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Kettenwaffen |  |  | **Verletzt** | – 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Klingenwaffen |  |  | **Schwer verletzt** | – 4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Stangenwaffen |  |  | **Todgeweiht** | – 8 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Schusswaffen |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Wurfwaffen |  |  | **Atemholen benutzt** | |  |  |  |  |  |  |  |  | Kanalisiert | | | |  |  | Betäubung | | | | |  | Echter Schaden | | | |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Waffe | Wert | FP | Att 1 | Att 2 | WGS | Schaden | Reichw. | Merkmale |
| Waffenlos |  | **Handg.** | **BEW** | **STÄ** | **5** | **1 W 6** |  | **Entwaffnend 1, Umklammern** |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| Schildstoß |  |  | **BEW** | **STÄ** | **7** | **1 W 6 + 1** |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Meisterschaft | Schw. | Wirkung |  | Fertigkeit |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Rüstung / Schild | VTD+ | SR | Beh. | Tick+ | Merkmale |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Summe / + Schild |  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| Freie Manöver | | |
| Betäubungsschlag | 1 EG | Betäubungsschaden; nur bei Nahkampfangriffen |
| Störender Angriff | Je 1 EG | Je -3 auf Entschlossenheits-Probe gegen Unterbrechen kontinuierlicher Handlungen |
| Wuchtangriff | Je 1 EG | Je +1 Schaden |

**Aktive Abwehr (GRW S. 138)**

Kann nach generischem An­griff angesagt werden. Probe auf *Akrobatik* (Ausweichen), *Nahkampffertigkeit* (Parade), *Zähigkeit* (körperlicher Wider­stand) oder *Entschlossenheit* (geistiger Widerstand) gegen Schwierigkeit 15:

|  |  |
| --- | --- |
| Aktive Abwehr | |
| Ergebnis | **Widerstands- Bonus** |
| 1 – 14 |  |
| 15 – 17 | **+ 1** |
| 18 – 20 | **+ 2** |
| 21 – 23 | **+ 3** |
| 24 – 26 | **+ 4** |
| 27 – 29 | **+ 5** |
| 30 – 32 | **+ 6** |
| 33 – 35 | **+ 7** |
| 36 – 38 | **+ 8** |
| 39 – 41 | **+ 9** |
| 42-44 | **+10** |
| 45-48 | **+11** |

**Zustands-Kurzübersicht**

**Benommen [X]:** alle Handlun­gen +X Ticks; 60 Ticks Dauer

**Blutend [X]:** Alle 15 volle Ticks X mal 3 Schaden; 60 Ticks Dauer

**Brennend[X]:** Alle 15 volle Ticks X mal 1W6 Feuerscha­den; 90 Ticks Dauer (1 Stufe löschen: kont. Aktion, 10 Ticks)

**Geblendet [X]:**  X mal -2 auf Angriffe (X 4)

**Lahm:** GSW halbiert.; durch Ver­schnauf­pau­se aufhebbar

**Panisch:** nur Flucht (Sprint) möglich; 30 Minuten Dauer

**Rasend:** nur Risikowürfe er­laubt; 60 Ticks Dauer

**Ringend:** GSW=0, keine Be­wegung, VTD -3, Proben -3, Befreien aus Umklammerung

**Sterbend [X]:** kann nicht rege­nerieren, verliert volle Ge­sundheitsstufe in Stufe 1 = vol­ler Tag, Stufe 2 = volle Stunde, Stufe 3 = 15 Ticks; nur durch Heilung aufhebbar

**Verwundet [X]:** Wundabzüge um X Stufen erhöht

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Verbrauchsgegenstände |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Vermögen | |  | Wertgegenstände |
| Solare |  |  |  |
| Lunare |  |  |  |
| Telare |  |  |  |

|  |  |
| --- | --- |
| Kleine Gegenstände | Anzahl |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

| Ausrüstung | Last/Haltbark. |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Summe |  |

| Ausrüstung | Last/Haltbark. |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Summe |  |

| Ausrüstung | Last/Haltbark. |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Summe |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Artefakt | | |  | |  | | | |  | | | | | | | | | | |
| Name: |  | | | | | | | | | | **Objekt:** | |  | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Relikt |  |  | | **Eingestimmt** | |  |  | **Entzaubert** | |  | |  | | **Angeschlagen** | |  | **/ Demoliert** |  |  |
|  | | | | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Typus | | |  | | **Wirkung** | | | | **Konkreter Effekt** | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Artefaktqualität | | | | |  | | | | **Zusätzliche profane Qualität** | | | | | |  | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Notizen: | | | | | | | | | | | | | | | | | | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Artefakt | | |  | |  | | | |  | | | | | | | | | | |
| Name: |  | | | | | | | | | | **Objekt:** | |  | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Relikt |  |  | | **Eingestimmt** | |  |  | **Entzaubert** | |  | |  | | **Angeschlagen** | |  | **/ Demoliert** |  |  |
|  | | | | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Typus | | |  | | **Wirkung** | | | | **Konkreter Effekt** | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Artefaktqualität | | | | |  | | | | **Zusätzliche profane Qualität** | | | | | |  | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Notizen: | | | | | | | | | | | | | | | | | | | |

|  |  |
| --- | --- |
| Freie Verstärkung |  |
| Erhöhung um Grundreichweite | **Je 1 EG** |
| +1 Schaden; 1 Wesen | **Je 1 EG** |
| -1 verzehrter Fokus | **Je 3 EG** |
| Erhöhung um Grundwirkungsbereich | **Je 3 EG** |
| Erhöhung um Grundwirkungsdauer | **Je 2 EG** |
| Zauberverstärkung: Siehe Zauberbeschreibung |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Fokus | | | | | | | | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | Kanalisiert | | | | |  | Erschöpft | | | | |  | Verzehrt | | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Schule | Wert | FP | Att 1 | Att 2 | mod. | Schwerpunkte / Anmerkungen / Meisterschaften |
|  |  |  | **MYS** |  |  |  |
|  |  |  | **MYS** |  |  |  |
|  |  |  | **MYS** |  |  |  |
|  |  |  | **MYS** |  |  |  |
|  |  |  | **MYS** |  |  |  |
|  |  |  | **MYS** |  |  |  |
|  |  |  | **MYS** |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Meisterschaft | Schw. | Wirkung | Fertigkeit |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Artefakt | | |  | |  | | | |  | | | | | | | | | | |
| Name: |  | | | | | | | | | | **Objekt:** | |  | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Relikt |  |  | | **Eingestimmt** | |  |  | **Entzaubert** | |  | |  | | **Angeschlagen** | |  | **/ Demoliert** |  |  |
|  | | | | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Typus | | |  | | **Wirkung** | | | | **Konkreter Effekt** | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Artefaktqualität | | | | |  | | | | **Zusätzliche profane Qualität** | | | | | |  | | | | |
|  | | | | | | | | | | | | | | | | | | | |
| Notizen: | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |
|  | | |  | |  | | | |  | | | | | | | | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  | |
| Name |  | | |  |
|  |  |  |  | |
| Schule |  | **Typus** |  | |
| Schwierigkeit |  | **Kosten** |  | |
| Zauberdauer |  | **Reichweite** |  | |
| Wirkungsdauer |  | **Wirkungsbereich** |  | |
| Wirkung |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |
| Erfolgsgrade |  |  |  | |
|  |  |  |  | |
|  |  |  |  | |

|  |
| --- |
| **Name** |

****

|  |  |
| --- | --- |
| Art |  |
| Typus |  |
| Einstellung |  |
| Potential |  |
| Hautfarbe |  |
| Haar- / Fellfarbe |  |
| Augenfarbe |  |
| Geschlecht |  |
| Aussehen |  |
|  | |
|  | |

|  |  |
| --- | --- |
| Merkmal | Bedeutung |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Attribute |  | Start | Wert | mod. |
| Ausstrahlung | **AUS** |  |  |  |
| Beweglichkeit | **BEW** |  |  |  |
| Intuition | **INT** |  |  |  |
| Konstitution | **KON** |  |  |  |
| Mystik | **MYS** |  |  |  |
| Stärke | **STÄ** |  |  |  |
| Verstand | **VER** |  |  |  |
| Willenskraft | **WIL** |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Abgeleitete Werte |  | Wert | temp. |  |
| Größenklasse | **GK** |  |  | **Rasse** |
| Geschwindigkeit | **GSW** |  |  | **GK + BEW** |
| Initiative | **INI** |  |  | **10 – INT** |
| Lebenspunkte | **LP** |  |  | **GK + KON** |
| Fokus | **FO** |  |  | **2 x (MYS + WILL)** |
| Verteidigung / Schadensreduktion | **VTD** **/ SR** |  |  | **12 + BEW + STÄ Rasse** |
| Geistiger Widerstand | **GW** |  |  | **12 + VER + WILL** |
| Körperlicher Widerstand | **KW** |  |  | **12 + KON + WIL** |

| Fertigkeit | Wert | Punkte | Att 1 | Att 2 | mod. |
| --- | --- | --- | --- | --- | --- |
| Akrobatik |  |  | **BEW** | **STÄ** |  |
| Athletik |  |  | **BEW** | **STÄ** |  |
| Entschlossenheit |  |  | **AUS** | **WIL** |  |
| Heimlichkeit |  |  | **BEW** | **INT** |  |
| Wahrnehmung |  |  | **INT** | **WIL** |  |
| Zähigkeit |  |  | **KON** | **WIL** |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

| Meisterschaft | Schwelle | Wirkung |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

| Abrichtung | Wirkung |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Lebenspunkte | | | | | | | | | | | | | | | | | | | |  | Fokus | | | | | | | | | | |
| Unverletzt | **0** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Angeschlagen | **- 1** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Verletzt | **- 2** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Schwer verletzt | **- 4** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Todgeweiht | **- 8** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Waffe | Wert | FP | Att 1 | Att 2 | mod. | WGS | Schaden | Reichw. | Merkmale |
|  |  | **.** |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |