

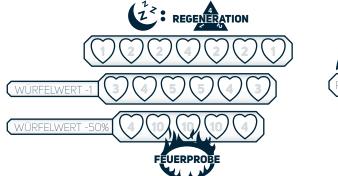
PERSONA

CHARAKTER

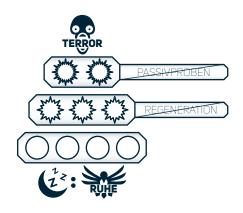


HINTERGRUND	JU	GEND	HOBBY		BERUF
		•	♦ HANDWERK ♦ KUNST ♦ KRIMINELL	SOZIAL	
TUGENDEN		SCHIO	CKSAL		LASTER
		FAHRUNGSPUNKTE			

GESUNDHEIT







MERKMALE

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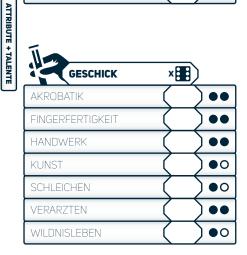
ACTIO

TALENTE

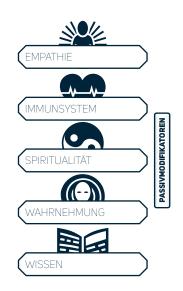


		4
CHARISMA	х	W ⁻
BERUHIGEN		••
EINSCHÜCHTERN		•0
HANDELN		
PERFORMEN		•0
TIERUMGANG		
ÜBERZEUGEN		••
VERFÜHREN		•0

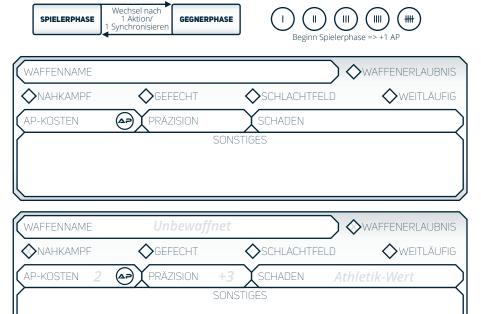
10 (15) 🖧	TALENTWERT +1 ●O
15 (20) 🚓	TALENTWERT +1 ••
40 (60) 🖧	WAFFENPRÄZISION +1
100(150)	ATTRIBUTSWERT +1
	FP-Kosten wenn Wert <5 /







KAMPF









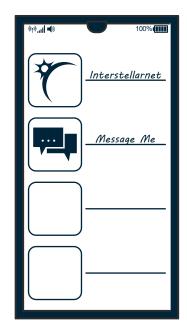






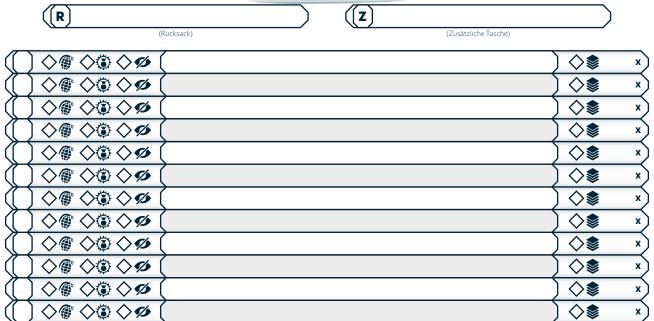
INVENTAR

AUSRÜSTUNG



	KLEIDUNG / ACCESSOIRES		
_		BARGELD	
	KLEINKRAMS		_
		KONTOSTAND	-

BESITZ

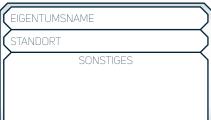


(Kampfbereit | Gesichert | Versteckt)

EIGENTUM









DIVINUS

PRINZIPIEN

DIVINITÄT				MEIN EID
MERKMAL	MERKMAL	MERKMAL		
	PFLICHTEN			
L ———] [-	

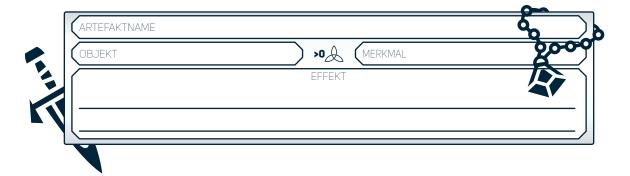
GUNST

STOBGEBET	1x	
GEBET	2x	
RITUAL	3x	



GNADE	<0 🔔
BEISTAND	10 🔔
EINGRIFF	20 🔔
WUNDER	40 🔔
INTERVENTION	80 🔔

ARTEFAKT



MISSION

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