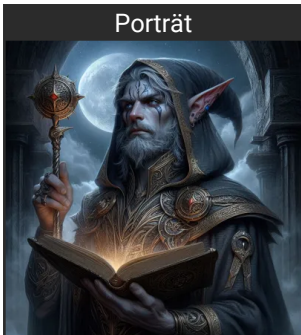


Porträt	Identität		Sonstiges		600 Punkte							
	☞ Name	Terrep Tarraini	Erstellt	Apr 21, 2024, 11:52 PM		16 Nicht ausgegebene CP						
	Titel	Zauberer, H.V.d. Erbauer	Geändert	Apr 22, 2024, 4:45 PM		27 Abstammung						
	Organisation	KEF	Spieler:in	Toffer (Pylae NPC)		130 Attribute						
	Beschreibung					223 Vorteile						
	☞ Geschlecht	Male	☞ Höhe	1.25	☞ Haare	Red	-25 Nachteile					
	☞ Alter	28	☞ Gewicht	29 k	☞ Augen	Brown	-2 Marotten					
	☞ Geburtstag	August	Größe	-1	☞ Haut	Bicolor Black-Brown	116 Fertigkeiten					
	Religion		TL	3	☞ Hand	Right	115 Zaubersprüche					
Primäre Attribute		Sekundäre Attribute				Humanoid			Traglast, Bw. & Ausweichen			
[10]	10	Strength (ST)	[0]	14	Will	Wurf	Trefferzone	DR	Level	Max.	Bw.	A
[20]	11	Dexterity (DX)	[0]	14	Fright Check		Eyes	-9	0	0	10 kg	7
[80]	14	Intelligence (IQ)	[0]	14	Perception (Per)	3-4	Skull	-7	2	1	20 kg	5
[10]	11	Health (HT)	[0]	14	Vision	5	Face	-5	0	2	30 kg	4
[0]	48	Threshold (Thresh)	[0]	14	Hearing	6-7	Right Leg	-2	0	3	60 kg	2
[0]	12	Recharge Rate (RR)	[0]	17	Taste & Smell	8	Right Arm	-2	0	4	100 kg	1
Basis-Schaden		[0]	14	Touch		9-10	Torso	+0	0	Heben & Bewegen		
1d Basis-Stoß		[0]	5.5	Basic Speed		11	Groin	-3	0	10 kg	Basis-Traglast	
2d-1 Basis-Schwung		[0]	7	Basic Move		12	Left Arm	-2	0	20 kg	Einhändiges Heben	
		[0]	5.5	Initiative (ini)		13-14	Left Leg	-2	0	80 kg	Zweihändiges Heben	
		[0]	0	Excess Power Tally (Excess PT)		15	Hand	-4	0	120 kg	Schieben & Umstürzen	
		[0]	0	Calamity Roll Bonus (Calamity Bonus)		16	Foot	-4	0	240 kg	Schieben & Umstürzen	
Punkte-Pools						17-18	Neck	-5	0	150 kg	Auf dem Rücken	
[6]	13	von 13 FP [Rested]					Vitals	-3	0	500 kg	Geringfügig verschleut	
[4]	12	von 12 HP [Healthy]										
[0]	48	von 48 PT [Balanced]										
±	Reaktion				±	Zustand						
+2	from ordinary animals				+1	to Dodge, Parry & Block against attacks from the front or shield side						
-1	from others				-1	to IQ-based skills when alone						
-1	to orders, insults, or social slights				+1	to ST vs. knockback						
+2	to others				+1	to trained Acting skill for the sole purpose of "acting innocent"						
Nahkampfwaffe		Verwendung	SL	Parade	Block	Schaden	Reichweite	ST				
Acid Jet		Jet	11	No	No	1d-1 cor/point	1					
Create Fire		Area	0	No	No	1d-1 burn						
Crushing Striker (Tail)		Tail Strike	10	8	No	1d-1 cr	C,1					
Dagger		Thrust	11	7	No	1d-1 imp	C	5				
Hail		Area	0	No	No	1d-2 cr						
Large Knife		Swung	11	7	No	2d-3 cut	C,1	6				
Large Knife		Thrust	11	7	No	1d imp	C	6				
Light Cloak DR 1, HP 3		Entangle	6	No	6	See B404	C,1					
Natürliche Angriffe		Biss	12	No	No	1d-1 cr	C					
Natürliche Angriffe		Schlag	12	9	No	1d-1 cr	C					
Natürliche Angriffe		Tritt	10	No	No	1d cr	C,1					
Quarterstaff Staff		Swung	12	11	No	2d+1 cr	1-2	7+				
Quarterstaff Two-Handed Sword		Swung	6	6	No	2d+1 cr	1-2	9+				
Quarterstaff Staff		Thrust	12	11	No	1d+2 cr	1-2	7+				
Quarterstaff Two-Handed Sword		Thrust	6	6	No	1d+1 cr	2	9+				
Sharp Claws		Kick	10	No	No	1d cut	C,1					
Sharp Claws		Slash	12	9	No	1d-1 cut	C					
Sharp Teeth		Bite	12	No	No	1d-1 cut	C					
Spit Acid		Breath	11	No	No	1d cor/point	1					
Water Jet		Jet	11	No	No	1d cr/point	1					

Fernkampf-Waffe	Verwendung	SL	Acc	Schaden	Bereich	RoF	Schüsse	Masse	Rückstoß	ST
Acid Ball		11	1	1d cor/point	20/40					
Dagger	Thrown	11	0	1d-1 imp	5/10	1	T	-1		5
Large Knife	Thrown	11	0	1d imp	8/15	1	T	-2		6
Light Cloak	Thrown	6	1	See B411	2	1	T	-4		5
DR 1, HP 3										
Stone Missile		11	2	1d+1 cr/point	40/80					

Eigenschaft	Punkte	📖	Fertigkeit / Technik	SL	RSL	Punkte	📖
Natürliche Angriffe	0	B271	Acting	14	IQ	2	B174
Animal Empathy Specialized (All land animals) [-40%]	3	B40+	Administration Grundwert: Merchant-3	13	IQ-1	1	B174
Chummy	-5	B126	Alchemy/TL3	13	IQ-1	4	B174
Gluttony CR: 12 (meistens widerstehen) Make a self-control roll when presented with a tempting morsel or good wine that, for some reason, you should resist. If you fail, you partake – regardless of the consequences.	-5	B137	🔍 Alchemical Elixirs			39	
Honest Face	1	B101	Animal Handling (Lizards) Talent (Animal Friend) 2 [+2 (+1 per level)]	15	IQ+1	1	B175
Overweight	-1	B19	Animal Handling (Birds) Talent (Animal Friend) 2 [+2 (+1 per level)]	15	IQ+1	1	B175
Proud	-1	B164	Area Knowledge (Eluvien; Lived there) Location of its major cities and important sites; awareness of its major customs, ethnic groups, and languages (but not necessarily expertise); names of folk of Status 6+; and a general understanding of the economic and political situation	14	IQ	1	B176
Talent (Animal Friend) 2	10	B90+	Artist (Calligraphy) Colorblindness [-1]	11	IQ-3	1	B179
🔍 Arrodo - Cicuro <b>Abstammung</b> Reduced Size Modifier 1 [+0%]	27		Body Language (Imisen) Grundwert: Detect Lies-4	13	Per-1	1	B181
🔍 KEF Mage	159		Brawling	12	DX+1	2	B182+
🔍 Pylae Cultural Familiarities	5		Tail Strike Grundwert: Brawling-2	12	+0	2	B231+
🔍 Pylae Languages	18		Camouflage Grundwert: Survival (Desert)-2	14	IQ	1	B183
🔍 Dead, Secret and Magical Languages	10		Carousing	11	HT	1	B183
Claim to Hospitality Lizard Farmers - Has Shelter, Food, Rides [+2]	2	B41	Connoisseur (Food)	13	IQ-1	1	B185+
			Cooking	13	IQ-1	1	B185
			Detect Lies	12	Per-2	1	B187
			Diplomacy	12	IQ-2	1	B187
			Esoteric Medicine (KEF)	14	Per	4	B192+
			Fast-Talk	13	IQ-1	1	B195
			Gesture	14	IQ	1	B198
			Hazardous Materials/ TL3 (Magical)	13	IQ-1	1	B199
			Hidden Lore (Faerie Lore)	13	IQ-1	1	B199+
			Innate Attack (Beam) Grundwert: Innate Attack (Breath)-2	11	DX	1	B201
			Innate Attack (Breath) Grundwert: Innate Attack (Gaze)-2	11	DX	1	B201
			Innate Attack (Gaze) Grundwert: Innate Attack (Projectile)-2	11	DX	1	B201
			Innate Attack (Projectile)	11	DX	1	B201
			Intimidation Grundwert: Acting-3	13	Will-1	1	B202
			Knife	11	DX	1	B208

Fertigkeit / Technik					SL	RSL	Punkte			
Knot-Tying					11	DX	1	B203+		
Law (KEF)					12	IQ-2	1	B204		
Leadership					13	IQ-1	1	B204		
Meditation					12	Will-2	1	B207		
Merchant					12	IQ-2	1	B209		
Colorblindness [-1]										
Mimicry (Animal Sounds)					12	IQ-2	1	B210		
Mimicry (Bird Calls)					12	IQ-2	1	B210		
Naturalist (Pylae)					12	IQ-2	1	B211		
Navigation/TL3 (Land)					13	IQ-1	1	B211		
Observation					13	Per-1	1	B211		
Packing					15	IQ+1	1	B212		
Talent (Animal Friend) 2 [+2 (+1 per level)]										
Research/TL3					15	IQ+1	4	B217		
Grundwert: Writing-3										
Riding (Bird)					12	DX+1	1	B217		
Talent (Animal Friend) 2 [+2 (+1 per level)]										
Riding (Lizards)					13	DX+2	1	B217		
Grundwert: Animal Handling (Lizards)-3										
Talent (Animal Friend) 2 [+2 (+1 per level)]										
Savoir-Faire (Magical)					14	IQ	1	B218+		
Search					13	Per-1	1	B219		
Spear					11	DX	1	B208		
Grundwert: Staff-2										
Staff					12	DX+1	4	B208		
Stealth					9	DX-1	1	B222		
Traglast [-1]										
Survival (Desert)					13	Per-1	1	B223		
Grundwert: Survival (Mountain)-3										
Survival (Mountain)					13	Per-1	1	B223		
Grundwert: Survival (Plains)-3										
Survival (Plains)					13	Per-1	1	B223		
Grundwert: Survival (Swampland)-3										
Survival (River/Stream)					13	Per-1	1	B223		
Survival (Swampland)					13	Per-1	1	B223		
Grundwert: Survival (Woodlands)-3										
Survival (Woodlands)					13	Per-1	1	B223		
Teaching					13	IQ-1	1	B224		
Thaumatology					15	IQ+1	1	B225		
Magery 4 [+4 (+1 per level)]										
Thrown Weapon (Knife)					11	DX	1	B226		
Tracking					12	Per-2	1	B226		
Colorblindness [-1]										
Veterinary/TL3					16	IQ+2	4	B228		
Grundwert: Animal Handling (Lizards)-6										
Talent (Animal Friend) 2 [+2 (+1 per level)]										
Weather Sense/TL3					13	IQ-1	1	B209		
Writing					13	IQ-1	1	B228		
Zauberspruch					SL	RSL	Punkte			
Water College							21			
P&W College							5			
Earth College							14			
Air and Weather College							13			
Fire College							9			
Animal College							23			
Food College							14			
Knowledge College							16			
✓	#	Mitgeführte Ausrüstung (18.752 kg; \$14,167)	Verwendet	TL	LC					
✓	1	Minimal Delver's Kit				0	0 kg	100	10.25 kg	DF1
✓	1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	0.5 kg	5	0.5 kg	B28

✓	#	Mitgeführte Ausrüstung (18.752 kg; \$14,167)	Verwendet	TL	LC						
✓	1	<b>Clothing, Ordinary</b> Status 4 (Lesser noble, congressional representative) [x100 auf die Endkosten]		0		12,000	1 kg	12,000		1 kg	LT9
✓	1	<b>Light Cloak</b> DR 1, HP 3		1		20	1 kg	20		1 kg	B28
✓	1	<b>Quarterstaff</b>		0		10	2 kg	10		2 kg	B27
✓	1	<b>Large Knife</b>		0		40	0.5 kg	40		0.5 kg	B27
✓	4	<b>Dagger</b>		1		20	0.125 kg	80		0.5 kg	B27
✓	1	<b>Shovel</b> Speeds up digging		1		12	3 kg	12		3 kg	B28
✓	1	<b>10 pt Powerstone</b>	10			1,900	0.002 kg	1,900		0.002 kg	M2