





	Identität		Sonstiges		150 Punkte					
	☞ Name	Menettänyt Kaikki Lehde	Erstellt	Apr 22, 2024, 5:41 PM	-614	Überzogene Ausgaben				
	Titel		Geändert	Apr 22, 2024, 7:13 PM	33	Abstammung				
	Organisation		Spieler:in	Toffer	130	Attribute				
	Beschreibung				311	Vorteile				
☞ Geschlecht	Male	☞ Höhe	1.6944 m	☞ Haare	Brown	-45	Nachteile			
☞ Alter	24	☞ Gewicht	65 kg	☞ Augen	Hazel	-3	Marotten			
☞ Geburtstag	August 17	Größe	+0	☞ Haut	Olive	338	Fertigkeiten			
Religion		TL	3	☞ Hand	Right	0	Zaubersprüche			
Primäre Attribute		Sekundäre Attribute			Humanoid		Traglast, Bw. & Ausweichen			
[0] 9	Strength (ST)	[30] 20	Will	Wurf	Trefferzone	DR	Level	Max.	Bw.	A
[20] 12	Dexterity (DX)	[0] 22	Fright Check		Eyes	-9	0	0	8 kg	5
[80] 14	Intelligence (IQ)	[0] 14	Perception (Per)	3-4	Skull	-7	2	1	16 kg	4
[0] 10	Health (HT)	[0] 14	Vision	5	Face	-5	0	2	24 kg	3
[0] 54	Threshold (Thresh)	[0] 14	Hearing	6-7	Right Leg	-2	0	3	48 kg	2
[0] 14	Recharge Rate (RR)	[0] 14	Taste & Smell	8	Right Arm	-2	0	4	80 kg	1
Basis-Schaden		[0] 14	Touch	9-10	Torso	+0	0	Heben & Bewegen		
1d-2 Basis-Stoß		[0] 5.5	Basic Speed	11	Groin	-3	0	8 kg Basis-Traglast		
1d-1 Basis-Schwung		[0] 5	Basic Move	12	Left Arm	-2	0	16 kg Einhändiges He		
		[0] 5.5	Initiative (ini)	13-14	Left Leg	-2	0	64 kg Zweihändiges H		
		[0] 0	Excess Power Tally (Excess PT)	15	Hand	-4	0	96 kg Schieben & Ums		
		[0] 0	Calamity Roll Bonus (Calamity Bonus)	16	Foot	-4	0	192 kg Schieben & Ums		
Punkte-Pools				17-18	Neck	-5	0	120 kg Auf dem Rücken		
[0] 10	von 10	FP	[Rested]		Vitals	-3	0	400 kg Geringfügig vers		
[0] 9	von 9	HP	[Healthy]							
[0] 54	von 54	PT	[Balanced]							
±	Reaktion			±	Zustand					
+3	from explorers and nature lovers			+6	on all IQ rolls to wake up or to recover from surprise or mental stun					
+1	from others			+2	to Dodge, Parry & Block against attacks from the front or shield side					
-1	from others aware of your reputation			+2	to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth.					
+1	from others in social situations when you have a chance to plan your attire in advance			+1	to initiative rolls for your side (+2 if you are the leader)					
+2	from others who can hear your voice			+1	to someone else's reaction bonus from others when you put together their outfit					
+2	from sapient being with whom you actively interact (converse, lecture, etc.)									
+2	to Influence rolls									
Nahkampfwaffe		Verwendung	SL	Parade	Block	Schaden	Reichweite	ST		
Baton		Swung	8	8	No	1d+1 cr	1	6		
Taipuisa Oksa										
Baton		Thrust	8	8	No	1d cr	1	6		
Taipuisa Oksa										
Heavy Cloak		Entangle	7	No	7	See B404	C,1			
DR 1, HP 5										
Natürliche Angriffe		Biss	12	No	No	1d-3 cr	C			
Natürliche Angriffe		Schlag	12	10	No	1d-3 cr	C			
Natürliche Angriffe		Tritt	10	No	No	1d-2 cr	C,1			
Fernkampfwaffe	Verwendung	SL	Acc	Schaden	Bereich	RoF	Schüsse	Masse	Rückstoß	ST
Heavy Cloak	Thrown	7	1	See B411	2	1	T	-6		8
DR 1, HP 5										
Eigenschaft		Punkte		Fertigkeit / Technik		SL	RSL	Punkte		
Natürliche Angriffe		0	B271	☞ Magic Colleges				151		
Ambidexterity		5	B39	☞ Physical Skills				33		
Bad Reputation 1		-1	B26+	Animal Handling (Birds)		13	IQ-1	1	B175	
People Affected (KEF Underperformer) [x0.5]; Recognized sometimes (10-) [x0.5]				Acrobatics		10	DX-2	1	B174+	
Charisma 2		10	B41							

Eigenschaft	Punkte		Fertigkeit / Technik	SL	RSL	Punkte	
Careful	-1	B163	Body Sense	10	DX-2	1	B181
Combat Reflexes	15	B43	Grundwert: Acrobatics-3				
Never freeze			Camouflage	17	IQ+3	1	B183
Eidetic Memory	5	B51	Grundwert: Survival (Eluvien)-2				
Fashion Sense	5	B21	Talent (Outdoorsman) 3 [+3 (+1 per level)]				
Gizmo 2	5	B57+	Dancing	14	DX+2	8	B187
Potion Only [-50%]			Judo	12	DX+1	8	B203+
Habit	-1	B164	Allows parrying two different attacks per turn, one with each hand. Traglast [-1]				
Likes to hybridize plants			Arm Lock	14	+2	2	B230+
Hard to Kill 2	4	B58	Grundwert: Judo				
Intuition	15	B63+	Disarming	14	+2	3	B230+
Nightmares	-5	B144	Grundwert: Judo				
CR: 12 (meistens widerstehen)			Riding (Birds)	11	DX-1	1	B217
Make a self-control roll each morning upon awakening. If you fail, you suffered nightmares; this costs you 1 FP that you can only recover through sleep. On a roll of 17 or 18, you are left shaking, and are at -1 to all skill and Perception rolls for the entire day.			Grundwert: Animal Handling (Birds)-3				
Lifebane	-10	B142	Riding (Lizards)	11	DX-1	1	B217
Essence Discord, temporary			Singing	14	HT+4	4	B220
Post-Combat Shakes	-5	B150	Voice [+2]				
CR: 12 (meistens widerstehen)			Smallsword	11	DX-1	1	B208
Make a self-control roll at the end of any battle. If you fail, roll 3d, add the amount by which you failed your self-control roll, and look up the result on the Fright Check Table.			Thrown Weapon (Stick)	12	DX	1	B226
❖ Taipuisa - Ologapuisa Abstammung	33		☑ Mental Skills			66	
❖ KEF Mage	180		Alchemy/TL3	13	IQ-1	4	B174
❖ Pylae Cultural Familiarities	4		Artist (Drawing)	12	IQ-2	1	B179
❖ Pylae Languages	16		Artist (Illusion)	12	IQ-2	1	B179
❖ Hallapuisa Spy	22		Artist (Woodworking)	12	IQ-2	1	B179
			Connoisseur (Dance)	13	IQ-1	1	B185+
			Cooking (Vegan)	14	IQ	1	B185
			Current Affairs/TL3 (Magical Society)	14	IQ	1	B186
			Current Affairs/TL3 (Business)	14	IQ	1	B186
			Esoteric Medicine (Taipuisa)	12	Per-2	1	B192+
			Falconry	14	IQ	2	B194
			Gardening	14	IQ	1	B197
			Hazardous Materials/ TL3 (Magical)	13	IQ-1	1	B199
			Herb Lore/TL3	13	IQ-1	4	B199
			Hidden Lore (Mistlands)	16	IQ+2	8	B199+
			Hidden Lore (Faerie Lore)	13	IQ-1	1	B199+
			Hypnotism	14	IQ	4	B201
			Merchant	14	IQ	2	B209
			Mind Block	24	Will+4	16	B210
			Naturalist (Pylae)	15	IQ+1	1	B211
			Talent (Outdoorsman) 3 [+3 (+1 per level)]				
			Navigation/TL3 (Land)	16	IQ+2	1	B211
			Talent (Outdoorsman) 3 [+3 (+1 per level)]				
			Occultism	13	IQ-1	1	B212
			Research/TL3	14	IQ	1	B217
			Grundwert: Writing-3				
			Savoir-Faire (KEF)	14	IQ	1	B218+

Fertigkeit / Technik	SL	RSL	Punkte	
Survival (Eluvien) Talent (Outdoorsman) 3 [+3 (+1 per level)]	16	Per+2	1	B223
Survival (Mistlands) Talent (Outdoorsman) 3 [+3 (+1 per level)]	16	Per+2	1	B223
Writing	16	IQ+2	8	B228
🔍 Spy Skills			88	
Administration Grundwert: Merchant-3	13	IQ-1	1	B174
Accounting Grundwert: Merchant-5	12	IQ-2	1	B174
Acting	16	IQ+2	8	B174
Architecture/TL3	13	IQ-1	1	B176
Area Knowledge (Eversteppe) General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+	14	IQ	1	B176
Area Knowledge (Eluvien) 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
Area Knowledge (KEF University) All important businesses, streets, citizens, leaders, etc.	14	IQ	1	B176
Body Language (All Races)	12	Per-2	6	B181
Carousing	10	HT	1	B183
Cryptography/TL3	12	IQ-2	1	B186
Detect Lies	14	Per	4	B187
Diplomacy Voice [+2]	14	IQ	1	B187
Fast-Talk Grundwert: Acting-5 Voice [+2]	15	IQ+1	1	B195
Filch Grundwert: Pickpocket-4	11	DX-1	1	B195
Forgery/TL3	14	IQ	4	B196
Holdout	13	IQ-1	1	B200
Intelligence Analysis/TL3	15	IQ+1	8	B201
Intimidation	19	Will-1	1	B202
Interrogation Grundwert: Intimidation-3	16	IQ+2	1	B202
Leadership Charisma 2 [+2 (+1 per level)]	15	IQ+1	1	B204
Lip Reading	13	Per-1	1	B205
Lockpicking/TL3	13	IQ-1	1	B206
Mimicry (Speech) Grundwert: Acting-6 Talent (Outdoorsman) 3 [+3 (+1 per level)], Voice [+2]	18	IQ+4	2	B210
Impersonate Grundwert: Mimicry (Speech)-3	16	-2	1	B233
Observation	13	Per-1	1	B211
Pickpocket	12	DX	4	B213
Poisons/TL3	15	IQ+1	8	B214
Politics Voice [+2]	15	IQ+1	1	B215
Psychology	12	IQ-2	1	B216
Propaganda/TL3	14	IQ	2	B216
Public Speaking Grundwert: Acting-5 Charisma 2 [+2 (+1 per level)], Voice [+2]	17	IQ+3	1	B216
Search	13	Per-1	1	B219
Shadowing Grundwert: Stealth-4	13	IQ-1	1	B219
Stealth Traglast [-1]	14	DX+3	12	B222
Tactics	14	IQ	4	B224+
Traps/TL3 Grundwert: Lockpicking/TL3-3	14	IQ	2	B226

✓	#	Mitgeführte Ausrüstung (14.753 kg; \$143,320)	Verwendet	TL	LC				
✓	2	Baton Very Fine Quality (-2 to break; for fencing weapons and swords only) [+19 CF auf die Basis-Kosten]; Penetrating Weapon (2) [+5000 auf die Endkosten]; Accuracy (1) [+5000 auf die Endkosten] Taipuisa Oksa		0		10,400	0.5 kg	20,800	1 kg
✓	1	Clothing, Ordinary Status 5 (Great noble, multinational corporate boss) [x1000 auf die Endkosten]		0		120,000	1 kg	120,000	1 kg
✓	1	Heavy Cloak DR 1, HP 5		1		50	2.5 kg	50	2.5 kg
✓	1	8 pt Powerstone	8			1,300	0.0015 kg	1,300	0.0015 kg
✓	1	6 pt Powerstone	6			790	0.001 kg	790	0.001 kg
✓	1	3 pt Powerstone	3			280	0.0005 kg	280	0.0005 kg
✓	1	🔗 Minimal Delver's Kit				0	0 kg	100	10.25 kg