Porträt	Ident	dentität Sons			ges	150 Punkte <b>௴</b>				
A STATE OF THE STA	□ Name Menettänyt Kaikki Lehde				2024, 5:41 PI	M -614	-614 Überzogene Ausgaben			
	Titel	— II		Apr 22, 2024, 7:13 PM 33 Abstammung						
	Organisation Spieler:in					_	Attribute			
		Beschr				Vorteile				
L. The Market of the Control of the	Geschlecht Male	e 🤫 H	44 m ⊃\$ l	Haare Brown		Nachteile				
	Alter 24	→ Gew	cht 65 kg	g 💢 A	Augen Hazel		Marotten			
	Geburtstag Aug	ust 17 Gr	öße +0	7\$	Haut Olive	- 11	Fertigkeiten			
	Religion		TL 3	*	Hand Right	_ 0	Zaubersprüch	ne		
Primäre Attribute	Sek	cundäre Attribute			Humanoid		raglast, Bw. & <i>i</i>	Ausweiche		
[0] 9 Strength (ST)	[30] <b>20</b> Will			Wurf	Trefferzone		Level   Max.			
[20] 12 Dexterity (DX)	[0] 22 Fright C	heck			_	-9 0	0 8 kg			
[80] 14 Intelligence (IQ)		ion (Per)		3-4	Skull	-7 2	<b>≜</b> 1 16 kg	9 4		
[0] 10 Health (HT)	[0] 14 Vision	,		5	Face	-5 0	2 24 kg	3		
[0] 54 Threshold (Thresh				6-7	Right Leg	-2 0	3 48 kg	2		
[0] 14 Recharge Rate (R	· II —			8	Right Arm	-2 0	4 80 kg	g 1		
Basis-Schaden	[0] <b>14</b> Touch			9-10	Torso -	+0 0	Heben & Be	weaen		
1d-2 Basis-Stoß	[0] <b>5.5</b> Basic S	peed		11	Groin	-3 0	8 kg Basis			
1d-1 Basis-Schwung	[0] 5 Basic M	love		12		-2 0	16 kg Einhä	_		
Tu-1 Dasis-Scriwurig	[0] 5.5 Initiative	e (ini)		13-14	Left Leg	-2 0	64 kg Zweih	_		
	[0] 0 Excess	Power Tally (Exc	ess PT)	15	Hand	-4 0	96 kg Schie			
	[0] 0 Calamit	y Roll Bonus (Cal	amity Bor	<sub>lus)</sub> 16	Foot	-4 0	192 kg Schie			
	Punkte-Pools			17-18	Neck	-5 0	120 kg Auf de			
[0] 10 von 10 FP [Reste					Vitals	-3 0	400 kg Gerin			
[0] 9 von 9 HP [Healt	=									
[0] <b>54</b> von <b>54</b> PT [Balar	- '- '- '- '- '- '- '- '- '- '- '- '- '-									
			1		7					
±	Reaktion		± 16 0	مالا ۱۸ مالاه		ustand	was frame access	iooor		
+3 from explorers and r +1 from others	iature lovers			n all IQ rolls nental stun	to wake up o	or to reco	ver from surpr	ise or		
-1 from others aware o	f vour reputation		+2 to Dodge, Parry & Block against attacks from the front or							
	l situations when you	i have a chance	shield side							
i i i illuili utileis ili sucia										
		i ilave a cilalice	+2 to		ade for surviv	/al at -HF	or below, and	on anv		
to plan your attire in	advance	rnave a chance	- 11	o HT rolls ma			or below, and t death. If this	- 1		
to plan your attire in +2 from others who car	advance hear your voice		⊦	o HT rolls ma	failure mean	ns instan		bonus		
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	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				
	Gizmo 2	5	B57+	[+3 (+1 per level)]				
	Potion Only [-50%]		Daca	Dancing	14	DX+2	8	B187
	Habit Likes to hybridize plants	-1	B164	Judo	12	DX+1	8	B203+
	Hard to Kill 2	4	B58	Allows parrying two				
	Intuition	15	B63+	different attacks per turn, one with each hand.				
	Nightmares	-5	B144	Traglast [-1]				
	CR: 12 (meistens widerstehen)	J	וש	Arm Lock	14	+2	2	B230+
	Make a self-control roll each morning upon			Grundwert: Judo				
	awakening. If you fail, you suffered nightmares;			Disarming	14	+2	3	B230+
	this costs you 1 FP that you can only recover through sleep. On a roll of 17 or 18, you are left			Grundwert: Judo	- 44	DV 1	4	D047
	shaking, and are at -1 to all skill and Perception			Riding (Birds) Grundwert: Animal	11	DX-1	1	B217
	rolls for the entire day.			Handling (Birds)-3				
	Lifebane	-10	B142	Riding (Lizards)	11	DX-1	1	B217
	Essence Discord, temporary	-5	D150	Singing	14	HT+4	4	B220
	Post-Combat Shakes CR: 12 (meistens widerstehen)	-5	B150	Voice [+2]				
	Make a self-control roll at the end of any battle. If			Smallsword	11	DX-1	1	B208
	you fail, roll 3d, add the amount by which you			Thrown Weapon	12	DX	1	B226
	failed your self-control roll, and look up the result			(Stick)				
	on the Fright Check Table.  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
	•	16		Artist (Illusion)	12	IQ-2	1	B179
	Pylae Languages	22		Artist (Woodworking)	12	IQ-2	1	B179
•	Hallapuisa Spy	22		Connoisseur (Dance)	13	IQ-1	1	B185+
				Cooking (Vegan)	14	IQ	1	B185
				Current Affairs/TL3	14	IQ	1	B186
				(Magical Society)				
				Current Affairs/TL3	14	IQ	1	B186
				(Business)				
				Esoteric Medicine	12	Per-2	1	B192+
				(Taipuisa)				
				Falconry	14	IQ	2	B194
				Gardening	14	IQ	1	B197
				Hazardous Materials/	13	IQ-1	1	B199
				TL3 (Magical)	4.0	10.1		Desc
				Herb Lore/TL3	13	IQ-1	4	B199
				Hidden Lore	16	IQ+2	8	B199+
				(Mistlands)	10	10.1	4	D100:
				Hidden Lore (Faerie Lore)	13	IQ-1	1	B199+
				Hypnotism	14	IQ	4	B201
				Merchant	14	IQ	2	B201
				Mind Block	24	Will+4	16	B210
				Naturalist (Pylae)	15	IQ+1	10	B210
				Talent (Outdoorsman) 3	13	IQŦΙ		DZII
				[+3 (+1 per level)]				
				Navigation/TL3	16	IQ+2	1	B211
				(Land)				
				Talent (Outdoorsman) 3				
				[+3 (+1 per level)] Occultism	13	IQ-1	1	B212
				Research/TL3	14	IQ-1	1	B217
				Grundwert: Writing-3	14	iŲ	1	DZ1/
				Savoir-Faire (KEF)	14	10	1	B218+
				IL			_	

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	13	IQ-1	1	B174
Grundwert: Merchant-3				
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)	14	IQ	1	B176
General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+  Area Knowledge (Eluvien)	14	IQ	1	B176
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				
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	18	IQ+4	2	B210
Talent (Outdoorsman) 3 [+3 (+1 per level)], Voice [+2]  Impersonate	16	-2	1	B233
Grundwert: Mimicry (Speech)-3	10	Dan 1	4	D011
Observation Disknowled	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	13	IQ-1	1	B219
Grundwert: Stealth-4 Stealth	14	DX+3	12	B222
Traglast [-1]	4.4	10		D004:
Tactics Trans/TL2	14	IQ	4	B224+
Traps/TL3 Grundwert: Lockpicking/TL3-3	14	IQ	2	B226

<b>✓</b>	#	Mitgeführte Ausrüstung (14.753 kg; \$143,320)	Verwendet	TL	LC	<b>3</b>	Â	<b>\$</b>	<b>\$</b>
<b>V</b>	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 kį
✓	1	Clothing, Ordinary Status 5 (Great noble, multinational corporate boss) [x1000 auf die Endkosten]		0		120,000	1 kg	120,000	1 kg
<b>✓</b>	1	Heavy Cloak DR 1, HP 5		1		50	2.5 kg	50	2.5 kg
<b>✓</b>	1	8 pt Powerstone	8			1,300	0.0015 kg	1,300	0.0015 kg
<b>✓</b>	1	6 pt Powerstone	6			790	0.001 kg	790	0.001 k
<b>✓</b>	1	3 pt Powerstone	3			280	0.0005 kg	280	0.0005 kg
✓	1	Minimal Delver's Kit				0	0 kg	100	10.25 k