


PORTRÄT		IDENTITÄT		SONSTIGES		171 PUNKTE							
	NAME	Isko Sasi		ERSTELLT	Jan 11, 2025, 4:19 PM		0 NICHT AUSGEGEBENE CP						
	TITEL	Raufbold (DF15 Brute)		GEÄNDERT	Jan 11, 2025, 4:56 PM		25 ABSTAMMUNG						
	ORGANISATION	Wasserratten Gang		SPIELER:IN	Toffer		108 ATTRIBUTE						
	BESCHREIBUNG						62 VORTEILE						
GESCHLECHT		Male		HÖHE		1.75 m		HAARE		Black		-74 NACHTEILE	
ALTER		17		GEWICHT		59.5 kg		AUGEN		Amber		0 MAROTTEN	
GEBURTSTAG		April 22		GRÖßE		+0		HAUT		Brown		50 FERTIGKEITEN	
RELIGION				TL		3		HAND		Right		0 ZAUBERSPRÜCHE	
PRIMÄRE ATTRIBUTE			SEKUNDÄRE ATTRIBUTE			HUMANOID				TRAGLAST, BW. & AUSWEICHEN			
[30]	13	STRENGTH (ST)	[-10]	10	Will	WURF	TREFFERZONE	DR		LEVEL	MAX.	BW.	AUSW.
[40]	12	DEXTERITY (DX)	[8]	16	FRIGHT CHECK		EYES	-9	0	0 KEINE	17 kg	6	10
[0]	10	INTELLIGENCE (IQ)	[10]	12	PERCEPTION (PER)	3-4	SKULL	-7	2	1 LEICHT	34 kg	4	9
[30]	13	HEALTH (HT)	[0]	13	VISION	5	FACE	-5	0	2 MITTEL	51 kg	3	8
[0]	30	THRESHOLD (THRESH)	[0]	12	HEARING	6-7	RIGHT LEG	-2	0	3 SCHWER	102 kg	2	7
[0]	8	RECHARGE RATE (RR)	[0]	12	TASTE & SMELL	8	RIGHT ARM	-2	0	4 X-SCHWER	170 kg	1	6
BASIS-SCHADEN			[0]	12	TOUCH	9-10	TORSO	+0	1	HEBEN & BEWEGEN			
1d+1 BASIS-STOß			[0]	6.5	BASIC SPEED	11	GROIN	-3	1	17 kg BASIS-TRAGLAST			
2d+1 BASIS-SCHWUNG			[0]	6	BASIC MOVE	12	LEFT ARM	-2	0	34 kg EINHÄNDIGES HEBEN			
			[0]	6.5	INITIATIVE (INI)	13-14	LEFT LEG	-2	0	136 kg ZWEIHÄNDIGES HEBEN			
						15	HAND	-4	0	204 kg SCHIEBEN & UMSTOßEN			
						16	FOOT	-4	0	408 kg SCHIEBEN & UMSTOßEN MIT ANLAUF			
						17-18	NECK	-5	0	255 kg AUF DEM RÜCKEN TRAGEN			
							VITALS	-3	1	850 kg GERINGFÜGIG VERSCHIEBEN			
± ZUSTAND													
+2 to any HT roll to avoid unconsciousness													
+2 to Dodge, Parry & Block against attacks from the front or shield side													
+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.													
+5 to your effective HT whenever you roll to recover lost HP or to see if you can get over a crippling injury													
EIGENSCHAFT		PUNKTE			FERTIGKEIT / TECHNIK		SL	RSL	PUNKTE				
Natürliche Angriffe		0	B271	—	Cutpurse				50		—		
✔ Imisen - Oljipuni		25		—	✔ Primary Skill				16		—		
Imisen are similar to Earth's humans, but larger, more resilient and with acute vision.					Climbing		15	DX+4	2	B183	—		
Acute Vision 1		2	B35	—	Filch		12	DX	2	B195	—		
Hard to Kill 2		4	B58	—	Forced Entry		13	DX+1	2	B196	—		
Hard to Subdue 2		4	B59	—	Lockpicking/TL3		10	IQ	2	B206	—		
Increased Will 2		10	B16	—	Pickpocket		11	DX-1	2	B213	—		
Rapid Healing		5	B79	—	Grundwert: Filch-5								
✔ Cutpurse		-12		—	Stealth		12	DX+1	4	B222	—		
✔ Class Advantages		62		—	Traps/TL3		10	IQ	2	B226	—		
Increased Basic Speed 1		5	B17	—	Grundwert: Lockpicking/TL3-3								
Ambidexterity		5	B39	—	✔ Secondary Skill				29		—		
Combat Reflexes		15	B43	—	Acrobatics		11	DX-1	1	B174	—		
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)					Brawling		12	DX	1	B182	—		
Flexibility		5	B56	—	Cloak		12	DX	2	B184	—		
Luck		12	B66	—	Escape		13	DX+1	1	B192	—		
Defensive [-20%]					Streetwise		10	IQ	2	B223	—		
Usable once per hour of play					Fast-Draw		13	DX+1	1	B194	—		
Night Vision 1		1	B71	—	(Knife)								
Perfect Balance		15	B74	—	Fast-Talk		10	IQ	2	B195	—		
Striking ST 2		4	B88	—	Knife		14	DX+2	4	B208	—		
Only on suprise attack [-60%]					Garrote		12	DX	1	B197	—		
✔ Class Disadvantages		-74		—									

EIGENSCHAFT	PUNKTE			FERTIGKEIT / TECHNIK	SL	RSL	PUNKTE		
<b>Bad Temper</b>	-10	<u>B124</u>	—	<b>Holdout</b>	9	IQ-1	1	<u>B200</u>	—
CR: 12 (meistens widerstehen)				Grundwert: Sleight of Hand-3					
<b>Code of Honor (Pirate's)</b>	-5	<u>B127</u>	—	<b>Intimidation</b>	10	Will	2	<u>B202</u>	—
<b>Compulsive Gambling</b>	-5	<u>B128</u>	—	<b>Lip Reading</b>	11	Per-1	1	<u>B205</u>	—
CR: 12 (meistens widerstehen)				<b>Observation</b>	11	Per-1	1	<u>B211</u>	—
<b>Greed</b>	-15	<u>B137</u>	—	<b>Search</b>	11	Per-1	1	<u>B219</u>	—
CR: 12 (meistens widerstehen)				<b>Shadowing</b>	9	IQ-1	1	<u>B219</u>	—
<b>Laziness</b>	-10	<u>B142</u>	—	Grundwert: Stealth-4					
<b>Social Stigma (Criminal Record)</b>	-5	<u>B155</u>	—	<b>Shortsword</b>	12	DX	2	<u>B209</u>	—
-1 Reaction, -2 for cops & judges				Grundwert: Knife-4					
<b>Overconfidence</b>	-5	<u>B148</u>	—	<b>Sleight of Hand</b>	10	DX-2	1	<u>B221</u>	—
CR: 12 (meistens widerstehen)				Grundwert: Filch-5					
<b>Wealth</b>	-15	<u>B25</u>	—	<b>Sling</b>	10	DX-2	1	<u>B221</u>	—
Poor (Starting wealth is 1/5 average) [-15]				<b>Thrown Weapon (Knife)</b>	12	DX	1	<u>B226</u>	—
<b>Appearance</b>	-4	<u>B21</u>	—	<b>Throwing</b>	11	DX-1	1	<u>B226</u>	—
Unattractive [-4]				<b>Wrestling</b>	11	DX-1	1	<u>B228</u>	—
				✓ <b>Background Skills</b>			5		—
				<b>Gesture</b>	10	IQ	1	<u>B198</u>	—
				<b>Gambling</b>	9	IQ-1	1	<u>B197</u>	—
				<b>Carousing</b>	13	HT	1	<u>B183</u>	—
				<b>Scrounging</b>	12	Per	1	<u>B218</u>	—
				<b>Urban Survival</b>	11	Per-1	1	<u>B228</u>	—

NAHKAMPFWAFFE	VERWENDUNG	SL	PARADE	BLOCK	SCHADEN	REICHWEITE	ST
<b>Baton</b>	Swung	12	10	No	2d+1 cr	1	6
<b>Baton</b>	Thrust	12	10	No	1d+1 cr	1	6
<b>Garrote</b>		12	No	No	see B405	C	
<b>Heavy Cloak</b>	Entangle	12	No	10	See B404	C,1	
DR 1, HP 5							
<b>Large Knife</b>	Swung	14	10	No	2d-1 cut	C,1	6
<b>Large Knife</b>	Thrust	14	10	No	1d+1 imp	C	6
<b>Natürliche Angriffe</b>	Biss	12	No	No	1d cr	C	
<b>Natürliche Angriffe</b>	Schlag	12	10	No	1d cr	C	
<b>Natürliche Angriffe</b>	Tritt	10	No	No	1d+1 cr	C,1	
<b>Small Knife</b>	Swung	14	10	No	2d-2 cut	C,1	5
<b>Small Knife</b>	Thrust	14	10	No	1d imp	C	5

FERNKAMPFWAFFE	VERWENDUNG	SL	ACC	SCHADEN	BEREICH	RoF	SCHÜSSE	MASSE	RÜCKSTOß	ST
<b>Heavy Cloak</b>	Thrown	12	1	See B411	2	1	T	-6		8
DR 1, HP 5										
<b>Large Knife</b>	Thrown	12	0	1d+1 imp	10/19	1	T	-2		6
<b>Sling</b>		10	0	2d+1 pi	78/130	1	1(2)	-4		6
<b>Small Knife</b>	Thrown	12	0	1d imp	6/13	1	T	-1		5

✓	#	MITGEFÜHRTE AUSRÜSTUNG (17.755 kg; \$486)	VERWENDET	TL	LC					
✓	1	➡ <b>Minimal Delver's Kit</b>				0	0 kg	84	8.25 kg	<u>DF13:5</u>
✓	1	<b>Baton</b>		0		20	0.5 kg	20	0.5 kg	<u>B273</u>
✓	1	<b>Garrote</b>		0		2	0.005 kg	2	0.005 kg	<u>B272</u>
✓	1	<b>Large Knife</b>		0		40	0.5 kg	40	0.5 kg	<u>B272</u>
✓	8	<b>Small Knife</b>		0		30	0.25 kg	240	2 kg	<u>B272</u>
✓	1	<b>Sling</b>		0		20	0.25 kg	20	0.25 kg	<u>B276</u>
✓	30	<b>Sling Stone</b>		0		0	0.025 kg	0	0.75 kg	<u>B276</u>
✓	1	<b>Heavy Cloak</b>		1		50	2.5 kg	50	2.5 kg	<u>B287</u>
		DR 1, HP 5								
✓	1	<b>Cloth Armor</b>		1		30	3 kg	30	3 kg	<u>B283</u>
		Flexible, concealable								