



Name: Rashkar Fellerim

Race: Arrodo

Appearance: Rotbraune Mähne, grüne Augen, Kleidung aus Fell und Leder.

Player: Anja

Ht: 115cm Wt: 40kg Age: 19

Spent: 917

Unspent: 61

## CHARACTER SHEET

<b>ST</b> 13 <sup>[1]</sup>	[ 40]	<b>HP</b> 13	[ 0]	<b>Basic Speed</b> 7	[ 0]
<b>DX</b> 14 <sup>[2]</sup>	[ 80]	<b>Will</b> 14 <sup>[2]</sup>	[ 0]	<b>Basic Move</b> 9 <sup>[4]</sup>	[ 0]
<b>IQ</b> 14 <sup>[2]</sup>	[ 80]	<b>Per</b> 16 <sup>[2]</sup>	[ 10]	<b>BL</b> 34 lb	(ST×ST)/5
<b>HT</b> 14 <sup>[3]</sup>	[ 30]	<b>FP</b> 20	[ 18]	Thr 1d+1	Sw 2d+1
[1] -1 from 'Arrodo', Cond. +2 from 'Striking ST', Cond. +3 from 'Striking ST'			[3] +1 from 'Arrodo - Belluino', Cond. +1 from 'Fit', Cond. +3 from 'Jack of All Trades' when making default skill rolls		
[2] Cond. +3 from 'Jack of All Trades' when making default skill rolls			[4] +2 from 'Arrodo'		

TL	2 <sup>[1]</sup>	[ 0]	SM	-1 <sup>[2]</sup>
[1] -1 from 'Low TL'		[2] -1 from 'Arrodo'		

Vision	16	Fright Check	14	Broad Jump	10 yd
Hearing	20 <sup>[1]</sup>	Consciousness	15 <sup>[2]</sup>	Money	2981 <sup>[3]</sup>
Touch	16	Death Check	15 <sup>[2]</sup>	Initiative (1d3+)	8 <sup>[4]</sup>
Taste/Smell	16 <sup>[5]</sup>	High Jump	2.44 yd		
[1] +4 from 'Discriminatory Hearing'			[4] +1 from 'Tactics'		
[2] +1 from 'Fit'			[5] Cond. +4 from 'Discriminatory Smell' when it involves Smell		
[3] +80 from 'Money', +3600 from 'Money', +250 from 'Money', +750000 from 'Money', +2400 from 'Money', +10200 from 'Money'					

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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FP	0 FP	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
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□□□□□□	□□□□□□	

PARRY		PARRY		BLOCK		DODGE		OTHER	
13		13		8		11 <sup>[1]</sup>			
Brawling		Tail Strike (Brawling)		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	1*	0	—	—
Neck	0	0	—	—	Arms	1*	0	7	—
Skull	2	0	—	—	Hands	0	0	5	—
Face	0	0	—	—	Legs	1*	0	7	—
Torso	1*	0	—	—	Feet	0	0	5	—
[1] +1 from 'Enhanced Dodge (Eisfalken-Training)'									

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	9 yd	7 yd	5 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	9 yd	7 yd	5 yd	3 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift <sup>[1]</sup>	2-Hand Lift <sup>[2]</sup>	Shove / Over <sup>[3]</sup>	Carry on Back <sup>[4]</sup>	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb
[1] Takes 2 seconds to complete			[3] Double with a running start		
[2] Takes 4 seconds to complete			[4] Lose 1 FP/sec while over X-Hvy enc.		

JUMP TABLE						
Mvmt. High Broad	Rest	1	2	3	4	5
	2.44 yd	2.78 yd	3.11 yd	3.44 yd	3.78 yd	4.11 yd
	10 yd	11.33 yd	12.67 yd	14 yd	15.33 yd	16.67 yd
6	7	8+				
4.44 yd	4.78 yd	4.89 yd				
18 yd	19.33 yd	20 yd				

SLAM TABLE				
Mvmt. Dmg.	1	2-3	4-7	8-10
	1d-3	1d-2	1d-1	1d



## REACTION MODIFIERS

Appearance: +0

Status: +1

+1 from 'KEF Seeker Rank'

Other: +0

Cond. +1 from 'Healer' when Patients, both past and present, Cond. +1 from 'Merchant' when buying or selling, Cond. +1 from 'Outdoorsman' when Explorers, nature lovers, and the like, Cond. +2 from 'Sense of Duty (Adventuring Party)' when in dangerous situations if Sense of Duty is known, Cond. +2 from 'Sense of Duty (Arrodo-Belluino)' when in dangerous situations if Sense of Duty is known, Cond. -2 from 'Social Stigma (Minority Group)', Cond. -1 from 'Reputation (Substandard Lifestyle)', Cond. +2 from 'Reputation (Jokitanssa-Bevölkerung - Fürsorgliche Sucher)', Cond. +3 from 'Geisterrassel (Relikt, Fadenrang 0)' when Dealing with Spirits, Cond. +1 from 'Nut Rattle (Nussrassel / Bazana Lakolosy)' when using Nut Rattle on Spirits, Cond. +1 from 'Merchant (Spirits)' when buying or selling, Cond. +1 from 'Reputation (Einsatzflechte: Operation Maske Runter)', Cond. +1 from 'Beastmaster' when All animals, however extraordinary

## CULTURAL FAMILIARITIES

Native	Pts
C: Arrach (Native)	[ 0]
Non-native	Pts
C: Oljin	[ 1]
	[ ]
	[ ]

## LANGUAGES

Native	Spoken	Written	Pts
L: Arraw (Native)	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
L: Oljipunnu	Accented	Semi-Lit.	[ 3]
			[ ]
			[ ]

## TEMPLATES AND META-TRAITS

Name	Pts
Arrodo	[ 35]
Arrodo - Belluino	[ 0]

## POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[ 258]
Advantages, Perks	[ 289]
Disadvantages, Quirks	[ -47]
Skills, Techniques	[ 355]
Spells	[ 62]
Total Points Spent:	917
Unspent Points:	61

ADVANTAGES	
Name	Pts
Absolute Direction	[ 5 ]
Ally (Eidechsen-Drachen; 5% of starting points; Cost, *0.2; 15 or less, *3; Non-Sapient, +0)	[ 1 ]
Ally (Eule; 5% of starting points; Cost, *0.2; 15 or less, *3; Non-Sapient, +0)	[ 1 ]
Ally (Local Animals worth 250 CP; 100% of starting points; Conjured, +100%; Costs Fatigue (+2), -10%; Preparation Required (1 hour), -50%; Spirit (Reaction Roll, Beastmaster or Animal Handling roll), -25%; 15 or less, *3)	[ 18 ]
Ally (Smoke Leopard; 75% of starting points; Constantly, *4; Non-Sapient, +0)	[ 12 ]
Ally (Steppenläufer; 15% of starting points; Cost, *0.6; 15 or less, *3; Non-Sapient, +0)	[ 2 ]
Animal Empathy Roll to empathize: 14 (IQ)	[ 5 ]
Beastmaster 1	[ 10 ]
Catfall Roll to halve damage from a fall: 14 (DX)	[ 10 ]
Claws (Sharp Claws)	[ 5 ]
Discriminatory Hearing (Spirit (Reaction Roll, Beastmaster or Animal Handling roll), -25%) Roll to memorize a sound: 14 (IQ), Roll to Hear: 20 (Hearing)	[ 12 ]
Discriminatory Smell (Spirit (Reaction Roll, Beastmaster or Animal Handling roll), -25%) Roll to memorize a scent: 14 (IQ), Roll to Smell: 20 (Taste/Smell+4)	[ 12 ]
Enhanced Dodge 1 (Eisfalken-Training)	[ 15 ]
Fit	[ 5 ]
Geisterrassel (Relikt, Fadenrang 0; Gadget/Breakable: DR 3-5, -15%)	[ 0 ]
Gizmo 1	[ 5 ]
Healer 1	[ 10 ]
Intuition (Requires Meditation Roll, +0%; Costs Fatigue (+2), -10%; Preparation Required (10 minutes), -30%; Spirit, +0) Notes:   Roll to guess correctly: 14 (IQ), Roll to Primary: 15 (Meditation)	[ 9 ]
Jack of All Trades 3 Usernotes: Bonus auf alle ST/DX/IQ/Will/Per/HT-Grundwerte.	[ 30 ]
KEF Seeker	[ 21 ]
KEF Seeker Rank (Seeker)	[ 15 ]
Legal Enforcement Powers 3 (Informal, -50%)	[ 8 ]
Legal Immunity 3 (Informal, -50%)	[ 8 ]
Duty (KEF Seeker; 9 or less (fairly often); Extremely Hazardous, -5)	[ -10 ]
Mind Control (Based On Beastmaster! (Own Roll), +0%; Accessibility (Animals Only) (+2), -20%; Conditioning Only, -50%; Costs Fatigue (+1), -5%; Spirit Power, -5%) Notes:   Roll to Control; R-Will: 14 (IQ), Roll to Primary: 17 (Beastmaster!)	[ 10 ]
Night Vision 6	[ 6 ]
Outdoorsman 1	[ 10 ]
Power Investiture 3	[ 30 ]
Precognition (Requires Fortune-Telling Roll, +0%; Active Only, -60%; Preparation Required (1 minute), -20%; Spirit, +0) Notes:   Roll to glimpse future: 14 (IQ)	[ 5 ]
Reputation +1 (Einsatzflechte: Operation Maske Runter; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST, -30%; All the time, *1; Small class, *1/3)	[ 1 ]
Reputation +2 (Jokitanassa-Bevölkerung - Fürsorgliche Sucher; 10 or less, *1/2; Large class, *1/2)	[ 2 ]
Striker (Long Plushy Tail; Long (+1), +100%; Clumsy (-2), -40%; Weak, -50%)	[ 6 ]
Striking ST 3 (Bite Only, -60%)	[ 6 ]
Striking ST 2	[ 10 ]
Super Climbing 2	[ 6 ]
Super Jump 1	[ 10 ]
Teeth (Sharp Teeth)	[ 1 ]
Vibration Sense (Spirit (Reaction Roll, Beastmaster or Animal Handling roll), -25%) Roll to "See": 16 (Per)	[ 8 ]
Wealth (Comfortable)	[ 10 ]
	[ ]
	[ ]
	[ ]

PERKS	
Name	Pts
Special Exercises (Enhanced Dodge)	[ 1 ]
	[ ]

PERKS (continued)	
Name	Pts
	[ ]
	[ ]

DISADVANTAGES	
Name	Pts
Colorblindness	[ -10 ]
Compulsive Behavior (Swapping Stuff; 12 or less, *1)	[ -10 ]
Enemy (Slavers; Small group (3-5 people); 6 or less, *1/2; Hunter, *1)	[ -5 ]
Low TL -1	[ -5 ]
Obsession (Find his Soul Item; Long-Term Goal; 15 or less, *0.5)	[ -5 ]
Phobia (Aquaphobia: Fear of Drowning; 15 or less, *0.5)	[ -5 ]
Reputation -1 (Substandard Lifestyle; All the time, *1; Large class, *1/2)	[ -2 ]
Restricted Diet (Carnivore; Very Common; Substitution, -50%)	[ -5 ]
Sense of Duty (Adventuring Party; Small Group)	[ -5 ]
Sense of Duty (Arrodo-Belluino; Large Group)	[ -10 ]
Short Attention Span (15 or less, *0.5)	[ -5 ]
Social Stigma (Minority Group)	[ -10 ]
	[ ]
	[ ]
	[ ]

QUIRKS	
Name	Pts
Alpträume Schatten (18; kein erholsamer Schlaf; heilt keine FP)	[ -1 ]
Chummy	[ -1 ]
Gluttony	[ -1 ]
Honesty (+1 Reaction)	[ -1 ]
Workaholic (+1 Reaction)	[ -1 ]
	[ ]
	[ ]
	[ ]

SKILLS				
Name	Level	Relative	Pts	
Acrobatics	16	DX+2	[	12]
Acting	14	IQ+0	[	2]
Aerobatics	14	DX+0	[	3]
Animal Handling (Big Cats)	14	IQ+0	[	1]
+1 from 'Beastmaster'				
Axe/Mace	15	DX+1	[	4]
Parry: 10				
Beastmaster!	17	IQ+3	[	60]
Body Language (Arrodo)	16	Per+0	[	2]
Body Language (Cetosi)	15	Per-1	[	1]
Body Language (Imiséen)	16	Per+0	[	2]
Body Language (Taipuisa)	16	Per+0	[	2]
Brawling	20	DX+6	[	20]
Parry: 13				
Camouflage	15	IQ+1	[	1]
+1 from 'Outdoorsman'				
Climbing	15	DX+1	[	4]
Cond. +3 from 'Claws (Sharp Claws)'				
Criminology/TL2	14	IQ+0	[	2]
Detect Lies	16	Per+0	[	4]
Diagnosis/TL2	15	IQ+1	[	4]
+1 from 'Healer'				
Diplomacy	14	IQ+0	[	4]
Escape	13	DX-1	[	2]
Esoteric Medicine (Arrach)	18	Per+2	[	8]
+1 from 'Healer'				
Esoteric Medicine (KEF)	15	Per-1	[	1]
+1 from 'Healer'				
Fast-Talk	15	IQ+1	[	4]
Filch	14	DX+0	[	2]
Flight	14	HT+0	[	1]
+1 from 'Beastmaster'				
Fortune-Telling (Augury)	14	IQ+0	[	2]
Fortune-Telling (Palmistry)	13	IQ-1	[	1]
Gesture	15	IQ+1	[	2]
Herb Lore/TL2	13	IQ-1	[	4]
Hidden Lore (Eläa)	13	IQ-1	[	1]
Hidden Lore (Faeries)	16	IQ+2	[	8]
Hidden Lore (Nature)	15	IQ+1	[	4]
Hidden Lore (Necromancy)	13	IQ-1	[	1]
Hidden Lore (Spirits)	16	IQ+2	[	8]
Hidden Lore (Xuktcha)	13	IQ-1	[	1]
Hiking	13	HT-1	[	1]
Holdout	13	IQ-1	[	1]
Usenotes: Dinge am Körper verstecken				
Interrogation	15	IQ+1	[	4]
Intimidation	14	Will+0	[	2]
Cond. -1 from 'Reputation (Substandard Lifestyle)' when your reputation works against you, Cond. -2 from 'Reputation (Jokitanssa-Bevölkerung - Fürsorgliche Sucher)' when your reputation works against you, Cond. -1 from 'Reputation (Einsatzflechte: Operation Maske Runter)' when your reputation works against you				
Jumping	16	DX+2	[	4]
Knife	17	DX+3	[	8]
Parry: 10				
Knot-Tying	14	DX+0	[	1]
Law (KEF)	13	IQ-1	[	2]
Leadership	14	IQ+0	[	2]
Leatherworking	14	DX+0	[	1]
Lockpicking/TL2	14	IQ+0	[	2]
Meditation	15	Will+1	[	8]
Merchant	14	IQ+0	[	2]
Cond. -1 from 'Colorblindness'				
Merchant (Spirits)	14	IQ+0	[	2]
Cond. -1 from 'Colorblindness'				
Mimicry (Animal Sounds)	15	IQ+1	[	2]
+1 from 'Outdoorsman', +1 from 'Beastmaster'				
Mimicry (Bird Calls)	15	IQ+1	[	2]
+1 from 'Outdoorsman', +1 from 'Beastmaster'				
Mimicry (Machine Sounds)	13	IQ-1	[	1]
+1 from 'Outdoorsman'				
Mimicry (Speech)	13	IQ-1	[	1]
+1 from 'Outdoorsman'				
Musical Instrument (Drums)	12	IQ-2	[	1]
Naturalist (Pylae)	16	IQ+2	[	4]
+1 from 'Outdoorsman', +1 from 'Beastmaster'				
Navigation/TL2 (Land)	17	IQ+3	[	1]
+3 from 'Absolute Direction', +1 from 'Outdoorsman'				
Observation	16	Per+0	[	2]
Occultism	14	IQ+0	[	2]
Physiology/TL2 (Arrodo)	14	IQ+0	[	2]
+1 from 'Healer'				

SKILLS (continued)				
Name	Level	Relative	Pts	
Physiology/TL2 (Cetosi)	13	IQ-1	[	1]
+1 from 'Healer'				
Physiology/TL2 (Imiséen)	14	IQ+0	[	2]
+1 from 'Healer'				
Physiology/TL2 (Taipuisa)	14	IQ+0	[	2]
+1 from 'Healer'				
Pickpocket	13	DX-1	[	2]
Poisons/TL2	14	IQ+0	[	4]
Psychology (Arrodo)	13	IQ-1	[	1]
+1 from 'Healer'				
Psychology (Cetosi)	13	IQ-1	[	1]
+1 from 'Healer'				
Psychology (Fairies)	13	IQ-1	[	1]
+1 from 'Healer'				
Psychology (Imiséen)	13	IQ-1	[	1]
+1 from 'Healer'				
Psychology (Taipuisa)	13	IQ-1	[	1]
+1 from 'Healer'				
Public Speaking (Storytelling)	15	IQ+1	[	2]
Ritual Magic (Arrach)	16	IQ+2	[	16]
Cond. +3 from 'Geisterrassel (Relikt, Fadenrang 0)' when Rattling				
Running	14	HT+0	[	2]
Scrounging	17	Per+1	[	2]
Search	17	Per+1	[	4]
Sex Appeal (Arrodo)	13	HT-1	[	1]
Singing	14	HT+0	[	1]
Sling	14	DX+0	[	4]
Cond. +1 from 'Staff Sling'				
Soldier/TL3	13	IQ-1	[	1]
Spear	17	DX+3	[	12]
Parry: 11				
Stealth	16	DX+2	[	8]
Surgery/TL2	14	IQ+0	[	4]
+1 from 'Healer', Cond. +2 from 'Surgical Instruments (Fine Quality)'				
Survival (Mistlands)	16	Per+0	[	1]
+1 from 'Outdoorsman'				
Survival (Mountain)	16	Per+0	[	1]
+1 from 'Outdoorsman'				
Survival (Plains)	16	Per+0	[	1]
+1 from 'Outdoorsman'				
Survival (River/Stream)	16	Per+0	[	1]
+1 from 'Outdoorsman'				
Survival (Swampland)	16	Per+0	[	1]
+1 from 'Outdoorsman'				
Survival (Woodlands)	16	Per+0	[	1]
+1 from 'Outdoorsman'				
Tactics	15	IQ+1	[	8]
Cond. +4 from 'Precognition' when successful active use to predict likely outcomes				
Teaching	14	IQ+0	[	2]
Thaumatology	11	IQ-3	[	1]
Throwing	13	DX-1	[	1]
Thrown Weapon (Axe/Mace)	14	DX+0	[	1]
Thrown Weapon (Knife)	14	DX+0	[	1]
Thrown Weapon (Spear)	14	DX+0	[	1]
Tracking	18	Per+2	[	4]
+1 from 'Outdoorsman', Cond. -1 from 'Colorblindness', Cond. +4 from 'Discriminatory Smell' when scent is a factor				
Traps/TL2	15	IQ+1	[	4]
Veterinary/TL2	15	IQ+1	[	2]
+1 from 'Healer', +1 from 'Beastmaster'				
Weather Sense	13	IQ-1	[	1]
			[	
			[	
			[	
			[	
			[	
			[	

TECHNIQUES				
Name	Level	Relative	Pts	
Jump Kick (Brawling)	17	def+1	[	2]
Notes: AoA: +2 dam.				
Spinning Kick (Brawling)	17	def+0	[	0]
Sweeping Kick (Brawling)	17	def+0	[	0]
Sweeping Tail Strike (Brawling)	18	def+3	[	4]
Notes: Fall?SK ST:ST DX Acro				
Parry: 12				
Tail Strike (Brawling)	20	def+2	[	2]
Parry: 13				
Targeted Attack (Brawling Bite/Neck)	20	def+5	[	6]
Parry: 0				

<b>TECHNIQUES (continued)</b>			
<b>Name</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
			[ ]
			[ ]
			[ ]
			[ ]
			[ ]

[illegible]

MELEE ATTACKS						
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch	20	13	1d+1 cut	C	–	
Brawling: Bite	20	–	1d+2 cut	C	–	
Brawling: Kick	18	–	1d+2 cut	C,1	–	
Jump Kick (Brawling)	17	–	2d cut	2, 3 / ½Mv, Mv	–	AoA: +2 dam.
Striker (Long Plushy Tail)	18	12	1d+2 cr	C,1	–	
Sweeping Tail Strike (Brawling)	18	12	1d+2 cr	C,1	–	Fall?SK
Tail Strike (Brawling)	20	13	1d+2 cr	C,1	–	
Targeted Attack (Brawling Bite/Neck)	20	–	1d+2 cut	C	–	
Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Dagger (Assassinendolch)	17	10	1d+1 imp	C	5	[1]
Hatchet	15	10	2d+1 cut	1	8	[1]
Long Knife: Knife swing	17	11	2d cut	C,1	7	
Long Knife: Knife thrust	17	11	1d+1 imp	C,1	7	
Long Knife: Shortsword swing	13	9	2d cut	1	7	
Long Knife: Shortsword thrust	13	9	1d+1 imp	C,1	7	
Spear: one-handed thrust	17	11	1d+3 imp	1*	9	[1]
Spear: two-handed thrust	17	11	2d imp	1,2*	9†	
Name	Skill	Parry	Damage	Reach	ST	Notes

**Reach "1"**: The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

**ST "†"**: The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Dagger (Assassinendolch)	14	1d+1 imp	–	8 yd / 15 yd	1	–	5	-1	–	
Hatchet	14	2d+1 cut	1	23 yd / 38 yd	1	–	8	-2	–	
Spear: woomera	–	3d imp	2	23 yd / 300 yd	1	1(1)	7	-6	–	
Spear: thrown	14	2d imp	2	15 yd / 23 yd	1	T(1)	9	-3	–	
Staff Sling	15	2d+2 pi	1	150 yd / 225 yd	1	1(2)	7†	-6	–	[3,7]

**ST "†"**: The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T"**: The weapon is a *thrown weapon*.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals <sup>[2]</sup>	-3
5	Face	-5(f)/-7(b)	–	Eye <sup>[3]</sup>	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest <sup>[1]</sup>	–	–	Jaw	-6
11	Abdomen <sup>[1]</sup>	-1	–	Spine <sup>[4]</sup>	-8
12	Left Arm	-2	–	Limb Vein/Artery <sup>[5]</sup>	-5
13–14	Left Leg	-2	–	Neck Vein/Artery <sup>[5]</sup>	-8
15	Hand	-4	–	Arm/Leg Joint <sup>[6]</sup>	-5
16	Foot	-4	–	Hand/Foot Joint <sup>[6]</sup>	-7
17–18	Neck	-5	–	Groin	-3

[1] If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 [2] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 [3] Only targetable by impaling, piercing, and tight-beam burning attacks  
 [4] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 [5] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 [6] Only targetable by crushing, cutting, impaling, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit <sup>[1]</sup>	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

[1] Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

SPELL GRIMOIRE							
~Clerical - Air	Skill	Class	Time	Duration	Casting Cost	College	Page
No-Smell (Clerical)	15 [1]	Regular	1 sec.	1 hr.	2/2	CL, Ai	M24, B243
Odor (Clerical)	15 [1]	Area	1 sec.	1 hr.	1	CL, Ai	M24
Rain (Clerical)	15 [1]	Area	1 min.	1 hr.	1/10/S#	CL, We, Ai, Wa	M195, F168
~Clerical - Animal	Skill	Class	Time	Duration	Casting Cost	College	Page
Beast Possession (Clerical)	15 [1]	Regular/R-Will	5 sec.	1 min.	6/2	CL, An	M32
Beast Seeker (Clerical)	15 [1]	Information	1 sec.	Instant	3#	CL, An	M32
Beast Speech (Clerical)	15 [1]	Regular	1 sec.	1 min.	4/2	CL, An	M31
Beast Summoning (Clerical)	15 [1]	Regular	1 sec.	1 min.	3/2#	CL, An	M30
Bird Control (Clerical)	15 [1]	Regular/R-Will	1 sec.	1 min.	Varies	CL, An	M30
Partial Shapeshifting (Saber Teeth; Clerical)	15 [2]	Regular/R-Will	10 sec.	1 hour	5/2	CL, An	M34
Partial Shapeshifting (Smoke Leopard Smoke Form; Clerical)	15 [2]	Regular/R-Will	10 sec.	1 hour	7/3	CL, An	M34
Rider (Clerical)	15 [1]	Regular	1 sec.	5 min.	2/1	CL, An	M31
Rider Within (Clerical)	15 [1]	Regular	3 sec.	1 min.	4/1	CL, An	M31
Shapeshift Others (Finch; Clerical)	15 [2]	Special/R-Will	30 sec.	1 hour	6/2	CL, An	M33
Shapeshifting (Eidechsen-Minidrache; Clerical)	14 [1]	Special	3 sec.	1 hour	3/1	CL, An	M32
Shapeshifting (Finch; Clerical)	15 [2]	Special	3 sec.	1 hour	3/1	CL, An	M32
Shapeshifting (Fire Cormorant; Clerical)	15 [2]	Special	3 sec.	1 hour	3/1	CL, An	M32
Shapeshifting (Little Owl; Clerical)	15 [2]	Special	3 sec.	1 hour	3/1	CL, An	M32
Shapeshifting (Mist Owl; Clerical)	15 [2]	Special	3 sec.	1 hour	3/1	CL, An	M32
Shapeshifting (Smoke Leopard; Clerical)	18 [12]	Special	3 sec.	1 hour	9/3	CL, An	M32
Shapeshifting (Steinhorn; Clerical)	15 [2]	Special	3 sec.	1 hour	6/2	CL, An	M32
~Clerical - Communication & Empathy	Skill	Class	Time	Duration	Casting Cost	College	Page
Sense Life (Clerical)	15 [1]	Inform./Area	1 sec.	Instant	1#	CL, CE	M45
~Clerical - Healing	Skill	Class	Time	Duration	Casting Cost	College	Page
Healing Slumber (Clerical)	15 [1]	Regular/R-#	30 sec.	8 hrs.#	6 or 10	CL, He	M94
Lend Energy (Clerical)	15 [1]	Regular	1 sec.	Perm.	Varies	CL, He	M89, B248
Major Healing (Clerical)	14 [1]	Regular	1 sec.	Perm.	1 to 4	CL, He	M91, B248
Minor Healing (Clerical)	15 [1]	Regular	1 sec.	Perm.	1 to 3	CL, He	M91, B248
Share Energy (Clerical)	15 [1]	Regular	1 sec.	Special	Varies	CL, He	M89
Usernotes: 1-5 FP als Tila-Mana bereitstellen							
Suspended Animation (Clerical)	15 [1]	Regular/R-HT	30 sec.	Indef.#	6	CL, He	M94
~Clerical - Knowledge	Skill	Class	Time	Duration	Casting Cost	College	Page
Astral Vision (Clerical)	15 [2]	Regular	1 sec.	1 min.	4/2	CL, Kn, Ne	M105
Aura (Clerical)	15 [1]	Information	1 sec.	Instant	3	CL, Kn	M101, B249
Seeker (Clerical)	15 [1]	Information	1 sec.	Instant	3	CL, Kn	M105, B249
~Clerical - Light & Darkness	Skill	Class	Time	Duration	Casting Cost	College	Page
Hide (Clerical)	15 [1]	Regular	5 sec.	1 hr.	1 to 5/S	CL, LD	M113, F170
~Clerical - Necromancy	Skill	Class	Time	Duration	Casting Cost	College	Page
Affect Spirits (Clerical)	15 [1]	Regular	2 sec.	1 min.	4/2	CL, Ne	M151
Astral Vision (Clerical)	15 [2]	Regular	1 sec.	1 min.	4/2	CL, Kn, Ne	M105
Steal Energy (Clerical)	15 [1]	Regular	1 min/3 FP-#	Perm.	none#	CL, Ne	M150
Steal Vitality (Clerical)	15 [1]	Regular	1 min/3 HP-#	Perm.	none#	CL, Ne	M150
Turn Spirit (Clerical)	15 [1]	Regular/R-Will	1 sec.	10 sec.	4/2#	CL, Ne	M151
~Clerical - Protection & Warning	Skill	Class	Time	Duration	Casting Cost	College	Page
Armor (Clerical)	15 [1]	Regular	1 sec.	1 min.	Varies	CL, PW	M167, B253
Mystic Mist (Clerical)	15 [1]	Area	5 min.	10 hrs.	1/S	CL, PW	M168
Watchdog (Clerical)	15 [1]	Area	10 sec.	10 hrs.	1/1	CL, PW	M167
~Clerical - Sound	Skill	Class	Time	Duration	Casting Cost	College	Page
Mage-Stealth (Clerical)	15 [1]	Regular	3 sec.	1 min.	3/2	CL, So	M172
Silence (Clerical)	15 [1]	Area	1 sec.	1 min.	2/1	CL, So	M171, F172
~Clerical - Water	Skill	Class	Time	Duration	Casting Cost	College	Page
Purify Water (Clerical)	15 [1]	Special	5-10 sec./gal.#	Perm.	1/gal.	CL, Wa	M184, B253
Rain (Clerical)	15 [1]	Area	1 min.	1 hr.	1/10/S#	CL, We, Ai, Wa	M195, F168
Seek Water (Clerical)	15 [1]	Information	1 sec.	Instant	2	CL, Wa	M184, B253
~Clerical - Weather	Skill	Class	Time	Duration	Casting Cost	College	Page
Rain (Clerical)	15 [1]	Area	1 min.	1 hr.	1/10/S#	CL, We, Ai, Wa	M195, F168
Name	Skill	Class	Time	Duration	Casting Cost	College	Page

EQUIPMENT				
Qty	Item	Cost	Weight	
1	<b>Ampuas Amulett der Energie (TL3)</b> Description: gewährt max. 5FP; Auslöser Feuerkormoranschrei; nachladen +1FP/Nacht Notes: gewährt max. 5FP; Auslöser Feuerkormoranschrei; nachladen +1FP/Nacht	3500	1.6 oz	
1	<b>Backpack, Medium Leather (TL0) {p. B288}</b> Per Unit - Cost: 60, Weight: 1.5 lb Contents - Cost: 400, Weight: 35.5 lb Description: TL:0 Notes: 2 cu. ft., Holds 25 lbs of gear.	460	37 lb	
8	<b>Bandages (TLVar.) {p. B289}</b> Per Unit - Cost: 10, Weight: 2 lb Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	80	16 lb	
1	<b>Blanket (TL1) {p. B288}</b> Description: TL:1 Notes: A warm sleeping blanket.	20	4 lb	
6	<b>Candle, Wax (TL1) {p. B288}</b> Per Unit - Cost: 3 Description: TL:1 Notes: Lasts 16 hrs.	18	—	
1	<b>Drum (TL0) {p. B288}</b> Description: TL:0 Notes: Audible for several miles.	40	2 lb	
1	<b>Hatchet (TL0) {p. B271, B276}</b> Description: TL:0 LC:4, [Mode: thrown Dam:sw cut Acc:1 Range:ST*1.5/ST*2.5 RoF:1 Shots:T(1) ST:8 Bulk:-2], [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]	40	2 lb	
6	<b>Rations (TL2)</b> Per Unit - Cost: 2, Weight: 8 oz	12	3 lb	
1	<b>Ritual Basics (TL2)</b> Description: TL:2 Incense sticks, cups, a bit of coal, etc. Used by shamans to call upon the spirits.	150	2 lb	
2	<b>Rope, 3/8" (per 10 yards; TL1) {p. B288}</b> Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb	
1	<b>Waterskin (Cider; TL0) {p. B288}</b> Per Unit - Cost: 4, Weight: 8 oz Contents - Cost: 20, Weight: 2 lb Description: TL:0 Notes: Holds 2 pints of liquid.	24	2.5 lb	
2	<b>Blood and Milk Cider, Fermented (1 pt; TL2) {p. nil}</b> Per Unit - Cost: 10, Weight: 1 lb Description: TL:2 Notes: 1 pint of hard apple cider	20	2 lb	
1	<b>Whetstone (TL1) {p. B289}</b> Description: TL:1 Notes: For sharpening tools and weapons.	6	1 lb	
1	<b>Dagger (Assassinendolch; TL1; Fine Quality) {p. B272, B276}</b> Description: TL:1 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]	60	4 oz	
1	<b>Leather Jacket (TL1) {p. B283}</b> Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb	
1	<b>Leather Pants (TL1) {p. B283}</b> Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: legs, groin	40	3 lb	
1	<b>Long Knife (TL2) {p. MA228, MA229}</b> Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]	120	1.5 lb	
1	<b>Nut Rattle (Nussrassel / Bazana Lakolosy; TL3)</b> Description: +4 auf Beschwörungen; +4 auf Reaktionswürfe von Geistern; Geister erhalten in 7m Umkreis +4 auf alle Attribute	50	1 lb	
2	<b>Ordinary Clothes (TL0) {p. B266}</b> Per Unit - Cost: 160, Weight: 2 lb Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	320	4 lb	
1	<b>Pouch (TL0) {p. B288}</b> Per Unit - Cost: 10 Contents - Cost: 295, Weight: 3 lb Description: TL:0 Notes: Holds 3 lbs.	305	3 lb	
1	<b>Book, Journal (Herb Lore &amp; Poison Recipes; TL3)</b>	240	—	
1	<b>First Aid Kit (TLVar.) {p. B289}</b> Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb	
1	<b>Personal Basics (TL0) {p. B288}</b> Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb	

EQUIPMENT (continued)				
Qty	Item	Cost	Weight	
1	<b>Shadow Cloak (Schattenmantel; TL3)</b> Description: Benutzer wird eins mit den Schatten (kann jede Runde frei "Body of Shadows" ohne FP-Kosten anwenden). Alles unter den Mantel passende bis 100 lbs. wird mit zu Schatten. Wenn der Nutzer in Schatten tritt, kann er als Volle Bewegung zu jedem Schatten in 50y teleportieren. Notes: Benutzer wird eins mit den Schatten (kann jede Runde frei "Body of Shadows" ohne FP-Kosten anwenden). Alles unter den Mantel passende bis 100 lbs. wird mit zu Schatten. Wenn der Nutzer in Schatten tritt, kann er als Volle Bewegung zu jedem Schatten in 50y teleportieren.	750000	1.6 oz	
1	<b>Spear (TL0) {p. B273, B276}</b> Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.], [Mode:Woomera Dam:sw+3 imp Acc:2 Range:ST*1.5/ST*2.0 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower] Notes: [[1]]	40	4 lb	
1	<b>Staff Sling (TL1; Quality (Good: +1 to skill)) {p. B276}</b> Description: TL:1 LC:4, Dam:sw+1 pi Acc:1 Range:ST*10/ST*15 RoF:1 Shots:1(2) ST:7† Bulk:-6 Skill:Sling Notes: [3,7] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Can fire stones (TL0) or lead bullets (TL2). Lead pellets give +1 damage and double range. Notes: [3,7]	100	2 lb	
1	<b>Steppenläufer-Geschirr der Leichtigkeit (TL3; ~Lighten Burden (+1))</b> Description: erleichtert bei einem Steppenläufer die Traglast um 25% (Lighten Burden-18)	10200	—	
1	<b>Surgical Instruments (Fine Quality; TLVar.; Skill Bonus (+2)) {p. B289}</b> Description: TL:Var. Notes: Includes scalpels, forceps, etc. Basic equipment for Surgery skill.	300	15 lb	
1	<b>Waterskin (Water; TL0) {p. B288}</b> Per Unit - Cost: 4, Weight: 8 oz Contents - Weight: 2 lb Description: TL:0 Notes: Holds 2 pints of liquid.	4	2.5 lb	
1	<b>Water (1 qt; TL0) {p. B288}</b> Description: TL:0 Notes: 1 pint of water.	0	2 lb	

LOAD-OUTS				
Qty	« Combat »	Cost	Weight	
1	Leather Jacket (TL1)	50	4 lb	
1	Leather Pants (TL1)	40	3 lb	
1	Long Knife (TL2)	120	1.5 lb	
2	Ordinary Clothes (TL0)	320	4 lb	
1	Pouch (TL0)	305	3 lb	
1	Book, Journal (Herb Lore & Poison Recipes; TL3)	240	—	
1	First Aid Kit (TLVar.)	50	2 lb	
1	Personal Basics (TL0)	5	1 lb	
1	Staff Sling (TL1)	100	2 lb	
<b>Totals:</b>		935	17.5 lb	
Qty	Total	Cost	Weight	
1	Backpack, Medium Leather (TL0)	460	37 lb	
8	Bandages (TLVar.)	80	16 lb	
1	Blanket (TL1)	20	4 lb	
6	Candle, Wax (TL1)	18	—	
1	Drum (TL0)	40	2 lb	
1	Hatchet (TL0)	40	2 lb	
6	Rations (TL2)	12	3 lb	
1	Ritual Basics (TL2)	150	2 lb	
2	Rope, 3/8" (per 10 yards; TL1)	10	3 lb	
1	Waterskin (Cider; TL0)	24	2.5 lb	
2	Blood and Milk Cider, Fermented (1 pt; TL2)	20	2 lb	
1	Whetstone (TL1)	6	1 lb	
1	Leather Jacket (TL1)	50	4 lb	
1	Leather Pants (TL1)	40	3 lb	
1	Long Knife (TL2)	120	1.5 lb	
2	Ordinary Clothes (TL0)	320	4 lb	
1	Pouch (TL0)	305	3 lb	
1	Book, Journal (Herb Lore & Poison Recipes; TL3)	240	—	
1	First Aid Kit (TLVar.)	50	2 lb	
1	Personal Basics (TL0)	5	1 lb	
1	Staff Sling (TL1)	100	2 lb	
1	Waterskin (Water; TL0)	4	2.5 lb	
1	Water (1 qt; TL0)	0	2 lb	
<b>Totals:</b>		1399	57 lb	