

	Identität		Sonstiges		1016 Punkte						
	Name	Irirangi Karaitiana	Erstellt	Feb 26, 2024, 3:24 PM	0 Nicht ausgegebene CP						
	Titel		Geändert	Feb 26, 2024, 4:39 PM	81 Abstammung						
	Organisation	Syklinhoitaja	Spieler:in	Toffer	97 Attribute						
Beschreibung							498 Vorteile				
Geschlecht		Male	Höhe		3.0555 m	Haare		None	0 Nachteile		
Alter		77	Gewicht		341.5 kg	Augen		Blue	0 Marotten		
Geburts-tag		October 14	Größe		+1	Haut		Anthrazite	340 Fertigkeiten		
Religion		Okun	TL		3	Hand		Right	0 Zaubersprüche		
Primäre Attribute		Sekundäre Attribute		Humanoid		Traglast, Bw. & Ausweichen					
[-18] 16 Strength (ST)		[0] 12 Will		Wurf	Trefferzone	DR	Level	Max.	Bw.	Ausw.	
[80] 14 Dexterity (DX)		[0] 12 Fright Check			Eyes	-9	0	0 Keine	25.5 kg	7	10
[40] 12 Intelligence (IQ)		[-5] 11 Perception (Per)		3-4	Skull	-7	4	1 Leicht	51 kg	5	9
[0] 14 Health (HT)		[0] 11 Vision		5	Face	-5	2	2 Mittel	76.5 kg	4	8
[0] 48 Threshold (Thresh)		[0] 11 Hearing		6-7	Right Leg	-2	2	3 Schwer	153 kg	2	7
[0] 14 Recharge Rate (RR)		[0] 11 Taste & Smell		8	Right Arm	-2	2	4 X-Schwer	255 kg	1	6
Basis-Schaden		[0] 11 Touch		9-10	Torso	+0	2	Heben & Bewegen			
1d+1 Basis-Stoß		[0] 7 Basic Speed		11	Groin	-3	2	25.5 kg Basis-Traglast			
2d+2 Basis-Schwung		[0] 7 Basic Move		12	Left Arm	-2	2	51 kg Einhändiges Heben			
Punkte-Pools		[0] 7 Initiative (ini)		13-14	Left Leg	-2	2	204 kg Zweihändiges Heben			
[0] 14 von 14 FP [Rested]				15	Hand	-4	2	306 kg Schieben & Umstoßen			
[0] 22 von 22 HP [Healthy]				16	Foot	-4	2	612 kg Schieben & Umstoßen mit Anlauf			
[0] 48 von 48 PT [Balanced]				17-18	Neck	-5	2	382.5 kg Auf dem Rücken tragen			
					Vitals	-3	2	1,275 kg Geringfügig verschieben			
±		Reaktion		±		Zustand					
-1		from others where being tidy or well-groomed would matter		+3		on all HT rolls to avoid knockdown and stunning					
-1		to any Influence roll where being tidy or well-groomed would matter		-5		to all rolls to notice interruptions while obsessed with a task					
				+3		to resist torture					
				+3		to rolls for any lengthy mental task you concentrate on to the exclusion of other activities, if the GM feels such focus would be beneficial					
Eigenschaft		Punkte		Fertigkeit / Technik		SL	RSL	Punkte			
Natürliche Angriffe		0 B271		✓ Magic Skills				112			
Cetosi Abstammung		81		Magic! (Death, Necromancy, Making & Breaking)		22	IQ+10	84			
Increased Size Modifier 1 [+0%]				Cast all spells with their Prerequisite Count as a malus. Add -4 for non-specialized Colleges							
Meta-Trait: Ancestor Shadow Meta		364		Comm&Emp, Earth, Know, Mind Contr.							
An ancestor shadow can become visible effortlessly. It materializes with some difficulty (1 FP/minute), but more easily than normal spirits.				Thaumatology		22	IQ+10	28		B225	
Racial Memory (Own past lives)		22 B78+		✓ Knowledge Skills				220			
Passive [+15]; Spirit Power [-5%]; Immersive [+50%]				Area Knowledge (Shardlands)		18	IQ+6	20		B176	
Modular Abilities (Ancestor Spirit Inspiration) 1		17 B71+		General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+							
Accessibility: Only in Trance [-30%]; Spirit Power [-5%]; Racial Memory Skill - Primary (8CP) (Gives 8CP in the chosen primary skill: Attr+4 (E), Attr+3 (A), Attr+2 (H), Attr+1 (VH)) [+38]; Racial Memory Skill - Secondary (4CP) (Gives 4CP in the chosen primary skill: Attr+3 (E), Attr+2 (A), Attr+1 (H), Attr+0 (VH)) [+22]; Racial Memory Skill - Tertiary (2CP) (Gives 2CP in the chosen tertiary skill: Attr+2 (E), Attr+1 (A), Attr+0 (H), Attr-1 (VH)) [+14]; Nuisance Effect: No memory of trance state [-10%]; Limited Use (1/day) [-40%]				History (Magic)		18	IQ+6	28		B200	
Magery 5		55 T76		Occultism		18	IQ+6	24		B212	
Threshold-based magic (Needs Threshold Magic Attributes File!) [+0%]				Theology (Amalay and Okun)		18	IQ+6	28		B226	
Increased Threshold 3		15 T78		Hidden Lore (Demon Lore)		18	IQ+6	24		B199+	
You can cast longer without needing to roll for Calamity. Increases Thresh by 20%/lvl (default: Thr 30 +6/lv)				Hidden Lore (Spirit Lore)		18	IQ+6	24		B199+	
				Hidden Lore (Black Magic)		18	IQ+6	24		B199+	

Eigenschaft			Punkte		Fertigkeit / Technik		SL	RSL	Punkte	
Safer Magical Excess 1 You tend to produce less severe calamities. Each level doubles the number of excess Tally Points (default: 5) that will give +1 to Calamity rolls.			10	T79	Hidden Lore (Shardlands)		18	IQ+6	24	B199+
Rapid Magical Recovery 3 You recover faster from spellcasting. Each level adds +25% to your Recharge Rate (default: RR 8 +2/lvl).			15	T79	Teaching		18	IQ+6	24	B224
					Physical Skills				8	
					Acrobatics		8	DX-6	0	B174+
					Camouflage		8	IQ-4	0	B183
					Climbing		9	DX-5	0	B183
					Jumping		-	-	0	B203+
					Knife		16	DX+2	4	B208
					Running		9	HT-5	0	B218
					Staff		14	DX	2	B208
					Stealth		14	DX	2	B222

Nahkampfwaffe			Verwendung	SL	Parade	Block	Schaden	Reichweite	ST
Large Knife			Swung	16	10	No	2d cut	C,1	6
Large Knife			Thrust	16	10	No	1d+1 imp	C	6
Natürliche Angriffe			Biss	14	No	No	1d cr	C	
Natürliche Angriffe			Schlag	14	10	No	1d cr	C	
Natürliche Angriffe			Tritt	12	No	No	1d+1 cr	C,1	
Quarterstaff Staff			Swung	14	12	No	2d+4 cr	1-2	7+
Quarterstaff Two-Handed Sword			Swung	9	7	No	2d+4 cr	1-2	9+
Quarterstaff Staff			Thrust	14	12	No	1d+3 cr	1-2	7+
Quarterstaff Two-Handed Sword			Thrust	9	7	No	1d+2 cr	2	9+

Fernkampfwaffe		Verwendung	SL	Acc	Schaden	Bereich	RoF	Schüsse	Masse	Rückstoß	ST
Large Knife		Thrown	10	0	1d+1 imp	12/24	1	T	-2		6

	#	Mitgeführte Ausrüstung (2.5 kg; \$50)			Verwendet	TL	LC						
	1	Quarterstaff				0		10	2 kg	10	2 kg	B273	
	1	Large Knife				0		40	0.5 kg	40	0.5 kg	B272	