

Porträt	Identität		Sonstiges		1122 Punkte				
	Name	Hodei ap'Inar	Erstellt	Mar 1, 2024, 3:59 PM	0 Nicht ausgegebene CP				
	Titel	Barde v. Clan Gelbfieber	Geändert	Mar 1, 2024, 4:56 PM	25 Abstammung				
	Organisation	Ancestor Shadow	Spieler:in	Max/Toffer (GSC)	125 Attribute				
	Beschreibung				591 Vorteile				
	Geschlecht	Male	Höhe	1.75 m	Haare	Redhead	-25 Nachteile		
	Alter	25	Gewicht	69.5 kg	Augen	Brown	0 Marotten		
	Geburts-tag	Feburary 4	Größe	+0	Haut	Light Brown	406 Fertigkeiten		
	Religion		TL	3	Hand	Right	0 Zaubersprüche		
Primäre Attribute		Sekundäre Attribute		Humanoid		Traglast, Bw. & Ausweichen			
[20] 16 Strength (ST)	[5] 15 Will	Wurf	Trefferzone	DR	Level	Max.	Bw.	Ausw.	
[40] 12 Dexterity (DX)	[0] 15 Fright Check		Eyes	-9 0	0 Keine	25.5 kg	6	11	
[40] 12 Intelligence (IQ)	[0] 12 Perception (Per)	3-4	Skull	-7 2	1 Leicht	51 kg	4	10	
[10] 14 Health (HT)	[0] 13 Vision	5	Face	-5 0	2 Mittel	76.5 kg	3	9	
[0] 30 Threshold (Thresh)	[4] 14 Hearing	6-7	Right Leg	-2 1	3 Schwer	153 kg	2	8	
[0] 8 Recharge Rate (RR)	[6] 15 Taste & Smell	8	Right Arm	-2 2	4 X-Schwer	255 kg	1	7	
Basis-Schaden		9-10	Torso	+0 1	Heben & Bewegen				
1d+1 Basis-Stoß	[0] 12 Touch	11	Groin	-3 1	25.5 kg	Basis-Traglast			
2d+2 Basis-Schwung	[0] 6.5 Basic Speed	12	Left Arm	-2 2	51 kg	Einhändiges Heben			
	[0] 6 Basic Move	13-14	Left Leg	-2 1	204 kg	Zweihändiges Heben			
	[0] 6.5 Initiative (ini)	15	Hand	-4 0	306 kg	Schieben & Umstoßen			
		16	Foot	-4 0	612 kg	Schieben & Umstoßen mit Anlauf			
		17-18	Neck	-5 0	382.5 kg	Auf dem Rücken tragen			
			Vitals	-3 1	1,275 kg	Geringfügig verschieben			
Punkte-Pools		Zustand							
[0] 14 von 14 FP [Rested]									
[0] 22 von 22 HP [Healthy]									
[0] 30 von 30 PT [Balanced]									
±									
+3	on all HT rolls to avoid knockdown and stunning								
-5	to all rolls to notice interruptions while obsessed with a task								
+2	to any HT roll to avoid unconsciousness								
+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.								
+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	☑ Bard				406	
☑ Imisen - Va'Aleani Abstammung		25		☑ Special Bard Abilities				164	
Imisen are similar to Earth's humans, but larger, more resilient and with acute vision.				Captivate		20	Will+5	24	B191
Acute Vision 1		2	B35	Hypnotism		20	IQ+8	36	B201
Hard to Kill 2		4	B58	Musical Influence		20	IQ+8	32	B210
Hard to Subdue 2		4	B59	Persuade		20	Will+5	24	B191
Increased Will 2		10	B16	Suggest		20	Will+5	24	B191
Magery 0		5	Th76	Sway Emotions		20	Will+5	24	B192
Threshold-based magic (Needs Threshold Attributes file!) [+0%]				☑ Physical and Combat				155	
☑ Meta-Trait: Ancestor Shadow Meta		384		Acrobatics		12	DX	4	B174+
An ancestor shadow can become visible effortlessly. It materializes with some difficulty (1 FP/minute), but more easily than normal spirits.				Brawling		14	DX+2	4	B182+
Increased Strength 4		40	B14	Boating/TL3 (Unpowered)		11	DX-1	1	B180
Increased Health 3		30	B14	Cloak		13	DX+1	4	B184
Extra Hit Points 6		12	B16	Escape		13	DX+1	8	B192
Dark Vision		25	DFM10	Slip Handcuffs		13	+0	6	B233
Doesn't Breathe		20	B49	Grundwert: Escape-5					
Doesn't Eat or Drink		10	B50	Fast-Draw (Knife)		12	DX	1	B194
Doesn't Sleep		20	B50	Fast-Draw (Shortsword)		12	DX	1	B194+
Insubstantiality (Affect Substantial, Difficult Materialization)		144	B62	Filch		12	DX	2	B195
				Holdout		12	IQ	2	B200

Eigenschaft	Punkte	📖	Fertigkeit / Technik	SL	RSL	Punkte	📖
Higher Purpose (Protect Fenyang)	5	B59	Knife	16	DX+4	12	B208
High Pain Threshold Never suffer shock penalties when injured	10	DFA50	Grundwert: Shortsword-3				
Invisibility (Substantial Only, Switchable)	40	B63	Off-Hand Weapon Training	16	+0	5	B232
Resistant (Immunity to Metabolic Hazards)	30	B81	Grundwert: Knife-4				
See Invisible	15	DFM11	Disarming	20	+4	5	B230+
Single-Minded	5	B85	Grundwert: Knife				
Unaging	15	B95	Lockpicking/TL3	16	IQ+4	16	B206
Dependency (Sanctity) Rarity: Very Common [-5]; Frequency: Constantly (Lose 1 HP per minute without it) [x5]	-25	B130	Work by Touch	16	+0	8	B233
Hidebound	-5	DFM13	Grundwert: Lockpicking-5				
Incurious	-7	DFM13	Pickpocket	11	DX-1	2	B213
Obsession (Protect Fenyang) CR: 12 (meistens widerstehen) Make a self-control roll whenever it would be wise to deviate from your goal. If you fail, you continue to pursue your Obsession, regardless of the consequences.	0	B146	Grundwert: Filch-5				
🗡️ Bard	154	DF1:5	Shortsword	16	DX+4	16	B209
🎵 Bard-Song Power Modifier (Magical) [-10%]; Power Modifier (Musical) [-20%] 25 Points Minimum	62	DF1:21	Dual-Weapon Attack	16	+0	6	B230+
Bard Talent 2	16	DF1:21	Grundwert: Shortsword-4				
Charisma 4 +1 to Influence rolls	20	B41	Thrown Weapon (Knife)	13	DX+1	2	B226
Cultural Adaptability	10	B46	Throwing	12	DX	2	B226
Eidetic Memory Photographic [+5]	10	B51	Riding (Large Birds)	11	DX-1	1	B217
Language Talent	10	B65	Search	14	Per+2	8	B219
Luck	15	B66	Shadowing	15	IQ+3	8	B219
Penetrating Voice	1	B101	Grundwert: Stealth-4				
Talent (Musical Ability) 2	10	B91	Sleight of Hand	10	DX-2	1	B221
Talent (Smooth Operator) 1	15	B91	Grundwert: Filch-5				
Voice	10	B97	Stealth	17	DX+5	20	B222
Trickster CR: 12 (meistens widerstehen)	-15	B159	Swimming	14	HT	1	B224
Compulsive Carousing CR: 12 (meistens widerstehen)	-5	B128	Teaching	11	IQ-1	1	B224
Odious Personal Habit Continuous singing or strumming; -1 Reaction	-5	B22	Traps/TL3	15	IQ+3	8	B226
🗡️ Pylae Languages	23		Grundwert: Lockpicking/TL3-3				
Language (Arraw) Spoken (Broken) [+1] Represented by onomatopoeic cat sounds	1	B24	Diplomacy	13	IQ+1	1	B187
Language (Cetu) Spoken (Accented) [+2]; Written (Broken) [+1] Represented by Maori	3	B24	🗡️ Social and Knowledge			86	
Language (Jaikka) Spoken (Broken) [+1]; Written (None) [+0] Represented by Malagasy	1	B24	Acting	18	IQ+6	20	B174
Language (Oljipunnu) Native [-6]; Spoken (Native) [+3]; Written (Native) [+3] Represented by Finnish	0	B24	Grundwert: Performance-2				
Language (Taiji) Spoken (Accented) [+2]; Written (Broken) [+1] Represented by Malagasy	3	B24	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	12	IQ	1	B176
			Artist (Drawing)	12	IQ	4	B179
			Body Language	12	Per	2	B181
			Grundwert: Detect Lies-4				
			Carousing	15	HT+1	1	B183
			Counterfeiting/TL3	10	IQ-2	1	B185
			Current Affairs/TL3 (Fashion)	12	IQ	1	B186
			Detect Lies	17	Per+5	8	B187
			Diplomacy	13	IQ+1	1	B187
			Fast-Talk	15	IQ+3	1	B195
			Grundwert: Acting-5				

Eigenschaft				Punkte	
Language (Tungonka) Spoken (Accented) [+2]; Written (Broken) [+1] Represented by Mongolian				3	B24
Language (Va'alea) Spoken (Native) [+3]; Written (Native) [+3] Represented by Basque				6	B24
Language (Werlanik) Spoken (Native) [+3]; Written (Native) [+3] Represented by Sesotho				6	B24
✔ Pylae Cultural Familiarities				5	
Cultural Familiarity (Arraw) Do not suffer -3 for unfamiliarity				1	B23
Cultural Familiarity (Cetotuke) Do not suffer -3 for unfamiliarity				1	B23
Cultural Familiarity (Oljin) Do not suffer -3 for unfamiliarity				1	B23
Cultural Familiarity (Tungu-Tungu) Do not suffer -3 for unfamiliarity				1	B23
Cultural Familiarity (Va'alea) Native [-1] Do not suffer -3 for unfamiliarity				0	B23
Cultural Familiarity (Werlforstanning) Do not suffer -3 for unfamiliarity				1	B23

Fertigkeit / Technik		SL	RSL	Punkte	
Gambling		13	IQ+1	4	B197
Hidden Lore (Stories and Legends)		16	IQ+4	16	B199+
Interrogation Grundwert: Intimidation-3		13	IQ+1	2	B202
Intimidation Grundwert: Acting-3		16	Will+1	1	B202
Lip Reading		12	Per	2	B205
Makeup/TL3		12	IQ	1	B206
Merchant		11	IQ-1	1	B209
Mimicry (Speech)		12	IQ	1	B210
Impersonate Grundwert: Mimicry (Speech)-3		12	+0	3	B233
Musical Composition Grundwert: Musical Instrument (Lyre)-2		12	IQ	1	B210
Musical Instrument (Lyre)		13	IQ+1	2	B211
Naturalist (Pylae)		10	IQ-2	1	B211
Performance Grundwert: Public Speaking-2		13	IQ+1	1	B212
Poetry		11	IQ-1	1	B214
Propaganda/TL3		11	IQ-1	1	B216
Public Speaking		18	IQ+6	1	B216
Research/TL3 Grundwert: Writing-3		11	IQ-1	1	B217
Savoir-Faire (High Society)		13	IQ+1	1	B218
Singing		18	HT+4	1	B220
Ventriloquism		11	IQ-1	2	B228
Writing		12	IQ	2	B228

Nahkampfwaffe				Verwendung	SL	Parade	Block	Schaden	Reichweite	ST
Heavy Cloak					11	No	16	-		
Natürliche Angriffe				Biss	14	No	No	1d+1 cr	C	
Natürliche Angriffe				Schlag	14	12	No	1d+1 cr	C	
Natürliche Angriffe				Tritt	12	No	No	1d+2 cr	C,1	
Shortsword				Swung	16	13	No	2d+4 cut	1	8
Shortsword				Thrust	16	13	No	1d+3 imp	1	8
Small Knife				Swung	16	12	No	2d-2 cut	C,1	5
Small Knife				Thrust	16	12	No	1d imp	C	5

Fernkampfwaffe		Verwendung	SL	Acc	Schaden	Bereich	RoF	Schüsse	Masse	Rückstoß	ST
Heavy Cloak		Thrown	13	1	Special	2	1	T	-6		8
Short Bow		Shoot	7	1	1d+1 imp	240/320	1	1(2)	-6		7+
Small Knife		Thrown	13	0	1d imp	8/16	1	T	-1		5

✓	#	Mitgeführte Ausrüstung (17.7 kg; \$16,806)	Verwendet	TL	LC					
✓	1	✔ Wandering Minstrel				0	0 kg	396	10.2 kg	DF13:9
✓	1	Cloth Sleeves		1		20	1 kg	20	1 kg	B283
✓	1	Clothing, Ordinary, Freeman (Status 0)		0		0	1 kg	0	1 kg	LT98
✓	1	Hat, Small				12	0.1 kg	12	0.1 kg	DF8:17
✓	1	Leather Jacket		1		50	2 kg	50	2 kg	B283
✓	1	Leather Pants		1		40	1.5 kg	40	1.5 kg	B283
✓	1	Short Bow		0		50	0.75 kg	50	0.75 kg	LT72
✓	1	✔ Shoulder Quiver Holds 12 arrows or bolts		0		10	0.25 kg	34	0.85 kg	B289
✓	12	Arrow		0		2	0.05 kg	24	0.6 kg	B276

✓	#	Mitgeführte Ausrüstung (17.7 kg; \$16,806)	Verwendet	TL	LC					
✓	1	Flute Two-handed. Speech impossible.				40	0.5 kg	40	0.5 kg	DF1:24
✓	1	Lyre Two-handed.				150	2.5 kg	150	2.5 kg	DF1:24
✓	1	Heavy Cloak		1		50	2.5 kg	50	2.5 kg	B287
✓	2	Shortsword Very Fine Quality (-2 to break; for fencing weapons and swords only) [+19 CF auf die Basis-Kosten]		2		8,000	1 kg	16,000	2 kg	B273
✓	12	Small Knife		0		30	0.25 kg	360	3 kg	B272
Notiz										
For the Bard Loadout, select either Wandering Minstrel or Courtly Bard, then add a weapon lens.										