	Porträt		ntität				stiges			16 Punkte		
>\$ Name Irirang			gi Karaitiana		— II	Erstellt Feb 26, 2024, 3:24 PM				ht ausgege	ebene CP	
	Titel				— II	Geändert Feb 26, 2024, 4:39 PM				81 Abstammung		
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To				Beschr	eibung				498 Vor			
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[0]		[0] 11 Touch	x onnen		Torso +0	2			en & Bev			
	Basis-Schaden	[0] 7 Basic S	Sneed		Groin -3	2	25.5 kg			vegen		
	1d+1 Basis-Stoß	[0] 7 Basic N			Left Arm -2	2			diges He	ahan		
	2d+2 Basis-Schwung	[0] 7 Initiativ	I		Left Leg -2	2	204 kg		_			
			C (IIII)		Hand -4	2	306 kg					
		e-Pools			Foot -4	2				istoßen mi	t Anlauf	
	14 von 14 FP [Reste	=			Neck -5	2	382.5 kg				Alliaul	
	22 von 22 HP [Healt	•-			Vitals -3	2	1,275 kg			_		
[0]	48 von 48 PT [Balan	ced <u>l</u>					1,273 kg	Genny	iugig vei	Schlieben		
±		Reaktion			±			Zustar	nd			
-1	from others where b	eing tidy or well-gro	omed wo	uld	+3 on all	HT ro	lls to avoid k	nockdo	wn and	stunning		
	matter					olls t	o notice inter	ruptior	s while	obsessed v	with a	
-1	to any Influence roll	where beina tidv or	well-groot	med	task							
			g. 00.									
	would matter	,	wen give	incu	+3 to resi							
		3.1,1	wen g. co	cu	+3 to resi	s for	any lengthy m					
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	would matter				+3 to resi +3 to rolls the ex focus	s for a clusion	any lengthy m on of other ac d be beneficia	ctivities al	s, if the G	SM feels su		
	would matter Eigenscha		Punkte		+3 to resi +3 to rolls the ex focus	s for a clusion would eit / -	any lengthy m on of other ac	ctivities		M feels su Punkte	ıch	
	would matter Eigenscha		Punkte	0 B271	+3 to resi +3 to rolls the ex focus Fertigk	s for a clusion would eit / - skills	any lengthy m on of other ac d be beneficia Fechnik	ctivities al SL	RSL	Punkte	ıch	
•	Eigensch: Natürliche Angriffe Cetosi (Abstammung)	aft	Punkte	0 B271	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi	s for a clusion would eit / kills c! (De	any lengthy mon of other acd be beneficial fechnik	ctivities al	s, if the G	M feels su Punkte	ıch	
	Eigensch: Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [aft +0%]	Punkte 8	0 B271	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi	s for clusion would be comment of the comment of th	any lengthy mon of other acd be beneficial rechnik eath, acy, Making	ctivities al SL	RSL	Punkte	ıch	
	Eigensch: Natürliche Angriffe Cetosi (Abstammung)	aft +0%] Shadow Meta	Punkte	0 B271	+3 to resi +3 to rolls the ex focus Fertigk • Magic S Magi Necro & Bre	s for a clusion would eit / Skills c! (Decoman	any lengthy mon of other acd be beneficial cechnik eath, acy, Making	ctivities al SL	RSL	Punkte	ıch	
	Eigensch: Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes	aft +0%] Shadow Meta ecome visible with some difficulty	Punkte 8	0 B271	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi Necro & Bre Cast a Prerec	eit / Ekills c! (Decomanders) caking	any lengthy mon of other acd be beneficial rechnik eath, acy, Making a) Is with their Count as a	ctivities al SL	RSL	Punkte	ıch	
	Eigensche Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes (1 FP/minute), but more ea	aft +0%] Shadow Meta ecome visible with some difficulty	Punkte 8	0 B271	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi Necro & Bre Cast a Prerec malus	eit / skills c! (De oman eaking all spel quisite Add	any lengthy mon of other acd be beneficial rechnik eath, acy, Making a) Is with their Count as a 4 for	ctivities al SL	RSL	Punkte	ıch	
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•	Eigenscha Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes (1 FP/minute), but more easpirits. Racial Memory (Own p Passive [+15]; Spirit Power [+50%] Modular Abilities (Ancessibility: Only in Transpiration) Accessibility: Only in Transpiration	aft +0%] Shadow Meta ecome visible with some difficulty sily than normal past lives) [-5%]; Immersive estor Spirit the [-30%]; Spirit Power	Punkte 8 36	0 B271 1 4 2 B78+	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi Necro & Bre Cast a Prerec malus non-sp Comm Mind C Thau Knowled Area (Shar	eit / Ekills c! (De oman eaking all spel quisite . Add peciali n&Emp Contr. mato dge S Knov rdland	any lengthy mon of other acd be beneficial fechnik eath, acy, Making g) Is with their Count as a 4 for zed Colleges b, Earth, Know, logy kills vledge ds)	stivities al SL 22	RSL IQ+10	Punkte 112 84 28 220	B225	
•	Eigenscha Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes (1 FP/minute), but more easpirits. Racial Memory (Own p Passive [+15]; Spirit Power [+50%] Modular Abilities (Ancelnspiration) 1	aft +0%] Shadow Meta ecome visible with some difficulty sily than normal past lives) [-5%]; Immersive estor Spirit ee [-30%]; Spirit Power Primary (8CP) (Gives	Punkte 8 36	0 B271 1 4 2 B78+	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi Necro & Bre Cast a Prerec malus non-sp Comm Mind C Thau Knowled Area (Shar General	eit / Ekills c! (De oman eaking all spel quisite . Add peciali n&Emp Contr. mato dge S Knov rdland al natu	any lengthy mon of other acd be beneficial fechnik Technik Techn	stivities al SL 22	RSL IQ+10	Punkte 112 84 28 220	B225	
•	Eigenscha Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes (1 FP/minute), but more ea spirits. Racial Memory (Own p Passive [+15]; Spirit Power [+50%] Modular Abilities (Ancellissing Ancellissing Ancellist Ancel	aft +0%] Shadow Meta ecome visible with some difficulty sily than normal past lives) [-5%]; Immersive estor Spirit re [-30%]; Spirit Power Primary (8CP) (Gives skill: Attr+4 (E), Attr+3) [+38]; Racial Memory	Punkte 8 36	0 B271 1 4 2 B78+	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi Necro & Bre Cast a Prerec malus non-sp Comm Mind C Thau Knowled Area (Shar General settler	eit / Ekills c! (De coman eaking all spel quisite . Add peciali n&Emp contr. mato dge S Knov rdland al natuments	any lengthy mon of other acd be beneficial fechnik eath, acy, Making g) Is with their Count as a 4 for zed Colleges b, Earth, Know, logy kills vledge ds)	stivities al SL 22	RSL IQ+10	Punkte 112 84 28 220	B225	
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•	Eigensch: Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes (1 FP/minute), but more ea spirits. Racial Memory (Own p Passive [+15]; Spirit Power [+50%] Modular Abilities (Ance Inspiration) 1 Accessibility: Only in Trance [-5%]; Racial Memory Skill - 8CP in the chosen primary (A), Attr+2 (H), Attr+1 (VH), Skill - Secondary (4CP) (Giv primary skill: Attr+3 (E), Att Attr+0 (VH)) [+22]; Racial N (2CP) (Gives 2CP in the ch Attr+2 (E), Attr+1 (A), Attr+ [+14]; Nuisance Effect: No state [-10%]; Limited Use (1 Magery 5 Threshold-based magic (N Attributes File!) [+0%]	aft chow Meta ecome visible with some difficulty sily than normal chast lives) [-5%]; Immersive estor Spirit ce [-30%]; Spirit Power Primary (8CP) (Gives skill: Attr+4 (E), Attr+3) [+38]; Racial Memory ves 4CP in the chosen ir+2 (A), Attr+1 (H), Memory Skill - Tertiary osen tertiary skill: 0 (H), Attr-1 (VH)) memory of trance 1/day) [-40%] eeds Threshold Magic	Punkte 8 36 2:	0 B271 1 4 2 B78+ 7 B71+	+3 to resi +3 to rolls the ex focus Fertigk Magic S Magi Necre & Bre Cast a Prerec malus non-sp Comm Mind C Thau Knowled Area (Shar Gener settler politic leader of Sta Histo Occu Theo and C Hidde Lore)	eit / ckills c! (Decomander aking ak	any lengthy mon of other acid be beneficial acid. Technik Techni	22 18 18 18 18 18	IQ+10 IQ+6 IQ+6 IQ+6 IQ+6	28 220 20 28 24 28 24	B225 B176 B200 B212 B226 B199+	
•	Eigensch: Natürliche Angriffe Cetosi Abstammung Increased Size Modifier 1 [Meta-Trait: Ancestor S An ancestor shadow can b effortlessly. It materializes (1 FP/minute), but more ea spirits. Racial Memory (Own p Passive [+15]; Spirit Power [+50%] Modular Abilities (Ance Inspiration) 1 Accessibility: Only in Trance [-5%]; Racial Memory Skill- 8CP in the chosen primary (A), Attr+2 (H), Attr+1 (VH); Skill - Secondary (4CP) (Giv primary skill: Attr+3 (E), Att Attr+0 (VH)) [+22]; Racial M (2CP) (Gives 2CP in the ch- Attr+2 (E), Attr+1 (A), Attr+ [+14]; Nuisance Effect: No state [-10%]; Limited Use (1 Magery 5 Threshold-based magic (N Attributes File!) [+0%] Increased Threshold 3	aft chow Meta ecome visible with some difficulty sily than normal chast lives) [-5%]; Immersive estor Spirit ce [-30%]; Spirit Power Primary (8CP) (Gives skill: Attr+4 (E), Attr+3) [+38]; Racial Memory ves 4CP in the chosen cr+2 (A), Attr+1 (H), Memory Skill - Tertiary osen tertiary skill: 0 (H), Attr-1 (VH)) memory of trance 1/day) [-40%] eeds Threshold Magic	Punkte 8 36 22 11	0 B271 1 4 2 B78+ 7 B71+	+3 to resi the ex focus Fertigk Magic S Magi Necre & Bre Cast a Prerec malus non-sp Comm Mind C Thau Knowled Area (Shar Gener settler politic leader of Sta Histo Occu Theo and C Hidde Lore) Hidde	eit / Skills c! (Decomander aking ak	any lengthy mon of other acd be beneficial fechnik Technik Techn	22 18 18 18 18 18	IQ+10 IQ+6 IQ+6 IQ+6	Punkte 112 84 28 220 20	B225 B176 B200 B212 B226	
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Eigenschaft	Punkte		Fert	igkeit / Tec	hnik	SL	RSL	Punkte	
Safer Magical Excess 1	10	T79	Hidden Lore (Shardlands)			18	IQ+6	24	B199+
You tend to produce less severe calamities. Each level doubles the number of excess Tally Points			,	10	10.6	0.4	D004		
(default: 5) that will give +1 to Calamity rolls.				aching ical Skills		18	IQ+6	24	B224
Rapid Magical Recovery 3	15	T79	Ac	8	DX-6	8	B174+		
You recover faster from spellcasting. Each level adds +25% to your Recharge Rate (default: RR 8				8	IQ-4	0	B183		
+2/lvl).			Camouflage Climbing				DX-5	0	B183
			Jumping			9	-	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		rwendun	<u> </u>	Parade	Block	Scha		Reichweite	ST
Large Knife	Swung		16	10	No	2d cu		C,1	6
Large Knife	Thrust		16	10	No	1d+1		C	6
Natürliche Angriffe	Biss		14	No	No	1d cr		C	
Natürliche Angriffe	Schlag Tritt		14 12	10 No	No No	1d cr 1d+1		C C,1	
Natürliche Angriffe Quarterstaff	Swung		14	12	No	2d+4		Ն, I 1-2	7 †
Staff	Swully		14	12	INO	Zu+4	CI	1-2	/1
Quarterstaff Two-Handed Sword	Swi	ung	9	7	No	2d+4	cr	1-2	9†
Quarterstaff Staff	Thr	ust	14	12	No	1d+3	cr	1-2	7 †
Quarterstaff Two-Handed Sword	Thr	ust	9	7	No	1d+2	cr :	2	9†
Fernkampfwaffe Verwendung SL	Acc	Schaden	Berei	ch RoF	Schüss	se N	⁄lasse	Rückstoß	ST
Large Knife Thrown 10	0 1	d+1 imp	12/24	1	Т	-2			6
✓ # Mitgeführte Ausrüstung (2.5 k	(g; \$50)	Ve	erwendet	TL L	C 🚅	A			
✓ 1 Quarterstaff				0	10	2 kg	3	10 2 kg	B273
✓ 1 Large Knife				0	40	0.5 kg	9	40 0.5 kg	B272