

	IDENTITY					Miscellaneous			240 Points 🗹		
> NAME Floriel Zungenweg						CREATED Jun 8, 2024, 6:41 AM			Unspent		
	TITLE			N	Modified Jul 13, 2024, 6:35 AM			ANCESTRY			
Organization Aufelf			PLAYER Ghaith			ATTRIBUTES					
	Description								ADVANTAGES		
24	GENDER	Male	☆ Height	197 m	24	Hair	Black (No hair)	-75	DISADVANTAGES		
24	Age		₩EIGHT			Eyes	, ,		Quirks		
24	BIRTHDAY		SIZE				Freckled (Albino)		Skills		
	RELIGION		TL	3		HAND		23	SPELLS		

PRIMARY ATTRIBUTES SECONDARY ATTRIBUTES		Humanoid				Encumbrance, Move & Dodge							
[-20]	9 STRENGTH (ST)	[0]	9	Ini	Roll	Location	۱ _	DR	Ĝ	LEVEL	Max Load	Move	Dodge
[-30]	9 DEXTERITY (DX)	[0]	10	FRIGHT CHECK		Eyes	-9	0		<u></u> 0 N	8 kg	4	7
[120]	14 INTELLIGENCE (IQ)	[0]	12	VISION	3-4	SKULL	-7	2		1 Lı	16 kg	3	6
[0]	10 HEALTH (HT)	[0]	12	HEARING	5	FACE	-5	0		2 M	24 kg	2	5
[0]	10 WILL	[0]	12	TASTE & SMELL	6-7	RIGHT LEG	-2	0		3 H	48 kg	1	4
[30]	12 Perception (Per)	[0]	12	Тоисн	8	RIGHT ARM	-2	0		4 X	80 kg	1	3
[0]	12 ZAUBEREI (MB)	[0]	4.75	BASIC SPEED	9-10	Torso	+0	0		LIFT	ING & MOVIN	g Thing:	S
[0]	12 MIRAKEL (WB)	[0]	4	Basic Move	11	GROIN	-3	0		8 kg E	BASIC LIFT		
[0]	HERO POINTS (HERO)	[0]	14	MENTAL POINTS (MP)	12	LEFT ARM	-2	0		_	NE-HANDED	Lift	
[0]	0 Passive Defense (PD)	[0]	10	PSYCHE (PP)	13-14	LEFT LEG	-2	0		64 kg T	wo-Handed	Lift	
	Basic Damage				15	HAND	-4	0		96 kg Shove & Knock Over			
	1d-2 BASIC THRUST				16	Fоот	-4	0		192 kg F	RUNNING SHO	VE & KNO	CK OVE
1d-1 Basic Swing		17-18	NECK	-5	0		120 kg Carry On Back						
Point Pools				VITALS	-3	0		400 kg S	SHIFT SLIGHTL	.Υ			
[0] 1	O OF 10 FP [RESTED]												

- REACTION
 +1 from con artists, politicians, salesmen, etc. but only if you aren't trying to manipulate them.
- -2 from experienced NPCs
- from others who realize you are a weirdness magnet (except parapsychologists, cultists, conspiracy theorists, thrill-seekers)
- +1 from sapient being with whom you actively interact (converse, lecture, etc.)
- +2 from young or naive individuals who believe you are as good as you say you are
- +1 to Influence rolls

<u> </u>	CONDITION
+3	to others' attempts to identify or follow you

Trait	Ртѕ		SKILL / TECHNIQUE	SL	RSL	Ртѕ	
Advantages	130		Acting	14	IQ	1	<u>B174</u>
Absolute Timing	2	B35	Default: Performance-2				
Astralenergie 14	14		Animal Handling (Big Cats)	13	IQ-1	1	<u>B175</u>
Charisma 1	5	B41	Animal Handling (Dogs)	13	IQ-1	1	<u>B175</u>
Cultural Adaptability	10	B46	Animal Handling (Equines)	13	IQ-1	1	<u>B175</u>
Danger Sense	15	B47+	Body Language	11	Per-1	1	<u>B181</u>
Eidetic Memory	10	B51	Default: Psychology-4				
Photographic			Carousing	11	HT+1	1	<u>B183</u>
Language Talent	10	B65	Connoisseur (Literature)	13	IQ-1	1	<u>B185+</u>
Magery	5	B66	Connoisseur (Music)	13	IQ-1	1	<u>B185+</u>
Mimicry	10	B68+	Default: Musical Composition-3				
Rapier Wit	5	B79+	Counterfeiting/TL3	12	IQ-2	1	<u>B185</u>
Speak With Animals	25	B87+	Default: Forgery/TL3-2	10	D	•	D107
Talent (Smooth Operator) 1	15	B90+	Detect Lies	12	Per	2	<u>B187</u>
Tradition : Elf	4		Default: Psychology-4 Diplomacy	13	IQ-1	1	B187
⊘ Cultures	13		. ,			1	B187
Cultural Familiarity (Achazstamm)	1	B23	Disguise/TL3 (Human)	14	IQ	1	
Do not suffer the normal -3 penalty for			Fast-Talk	14	IQ	1	B195
unfamiliarity			Forgery/TL3	12	IQ-2	1	B196
			History (Aventurien)	12	IQ-2	1	B200
			Linguistics	12	IQ-2	1	<u>B205</u>

Trait	Ртѕ		SKILL / TECHNIQUE	SL	RSL	Pts	Ą
Cultural Familiarity (Auelfisch)	0	B23	Lip Reading	11	Per-1	1	B205
Native			Mimicry (Speech)	12	IQ-2	1	B210
Do not suffer the normal -3 penalty for unfamiliarity			Musical Composition	12	IQ-2	1	<u>B210</u>
Cultural Familiarity (Bornisch)	1	B23	Default: Musical Instrument				
Do not suffer the normal -3 penalty for		220	(Flute)-2 Musical Instrument (Flute)	12	IQ-2	1	B211
unfamiliarity			Observation	11	Per-1	1	B211
Cultural Familiarity (Firnelfisch)	1	<u>B23</u>	Default: Shadowing-5		. 6		=
Do not suffer the normal -3 penalty for unfamiliarity			Performance	13	IQ-1	1	<u>B212</u>
Cultural Familiarity (Horasisch)	1	B23	Default: Public Speaking-2	4.4	10	-	D015
Do not suffer the normal -3 penalty for			Politics Psychology	14 12	IQ IQ-2	1	B215 B216
unfamiliarity	1	DOO	Public Speaking	15	IQ-2 IQ+1	1	B216
Cultural Familiarity (Hügelzwergisch) Do not suffer the normal -3 penalty for	1	<u>B23</u>	Research/TL3	13	IQ-1	1	B217
unfamiliarity			Savoir-Faire (High Society)	15	IQ+1	1	B218+
Cultural Familiarity (Mittelland-ländich)	1	B23	Default: Savoir-Faire (Servant)-2		,		
Do not suffer the normal -3 penalty for			Savoir-Faire (Jester)	15	IQ+1	1	<u>B218+</u>
unfamiliarity Cultural Familiarity (Mittelland-städlsch)	1	B23	Savoir-Faire (Magical)	15	IQ+1	1	B218+
Do not suffer the normal -3 penalty for		520	Savoir-Faire (Servant)	15	IQ+1	1	B218+
unfamiliarity			Shadowing Teaching	10 13	IQ-4 IQ-1	1	B219 B224
Cultural Familiarity (Orkisch)	1	<u>B23</u>	Teamster (Equines)	13	IQ-1 IQ-1	1	B224 B225
Do not suffer the normal -3 penalty for unfamiliarity			Thaumatology	11	IQ-3	1	B225
Cultural Familiarity (Torwalisch)	1	B23					
Do not suffer the normal -3 penalty for							
unfamiliarity		200					
Cultural Familiarity (Trollisch) Do not suffer the normal -3 penalty for	1	<u>B23</u>					
unfamiliarity							
Cultural Familiarity (Trollzackisch)	1	B23					
Do not suffer the normal -3 penalty for							
unfamiliarity Cultural Familiarity (Tulamidisch)	1	B23					
Do not suffer the normal -3 penalty for	'	<u>DZ3</u>					
unfamiliarity							
Cultural Familiarity (Zwerg)	1	<u>B23</u>					
Do not suffer the normal -3 penalty for unfamiliarity							
Disadvantages	-78						
Code of Honor (Chivalry)	-15	B127					
Protect any lady, and anyone weaker than							
yourself. Never break your word. Never ignore an							
insult to yourself, a lady, your liege-lord, or your faith; insults may only be wiped out by an apology	,						
or a duel (not necessarily to the death!). Never	'						
take advantage of an opponent in any way;							
weapons and circumstances must be equal (ever in open war if the foe is also noble and	1						
chivalrous). Accept any challenge to arms from							
anyone of greater or equal rank.		B					
Curious	-5	<u>B129</u>					
CR: 12 (Resist quite often) Make a self-control roll when presented with an							
interesting item or situation							
Delusion (Can fly)	0	<u>B130</u>					
Severe Gained in game							
Distinctive Features	-1	B165					
Albino							
Distinctive Features Burn marks	-1	<u>B165</u>					
Distinctive Features	-1	<u>B165</u>					
Crooked ears Indecisive	-10	R1/10					
CR: 12 (Resist quite often)	-10	<u>B140</u>					
Make a self-control roll whenever a choice							
confronts you, modified downward by 1 for each							
alternative you can see. If you fail, you do nothing			IL				

Overconfidence CR: 12 (Resize quite offen) You must make a self-control roll any time the CM feels you show an unreasonable degree of causion. If you fail, you must go ahead as though you were able to handle the situation! Pacifiam: Cannot XIII Pacifiam: Cannot XI		Trait	Ртs	
You must make a self-control roll any time the field feels you show an unmeasurable degree of caution. If you fall, you must go showd as though you wreat bits bunded the situation. Pacifism: Cannot Kill You may fight — you may were that rights — but you may never do anything that seems likely to kill another. This includes abandoring a wounded fee to die "on this own!" You must do you best to keep your companions from Nilling, too. If you do kill understand the third was a self-control of violence toward anyone, for any reason. Welridness Magnet Xenophilia CPL Languages: Alani (Norbadisch) Spoken (Accented) White Language a favore. Language: Bosparana Language a favore. Lan			-!	B148
ahead as though you were able to handle the situation! Pocifism: Cannot Kill You may fight + you may even start fights - but you may never do anything that seems likely to kill another. This includes abandoming a vounded for et die "on his own! You must do your best to keep your companions from killing, too. If you do kill somewhere (or feel responsible for a death), you immediately suffer a networs treatment and you have the seems of the seem				
Pacifism: Cannot Kill You may fight — you may even start fights — but you may never do anything that seems likely to kill another. This includes abandoning a wounded face to die "on his own" You must do your best to keep your companions from killing, too. If you do kill someone (red reiverponished for a death), you mined day your best to keep your companions from killing, too. If you do kill someone (red reiverponished for a death), you mined day your best to keep your companions from killing, too. If you do kill someone (red reiverponished for a death), you mined lately all the companions of the co			0	
abandoning a wounded foet of the "On his own" I You must do your best to keep your companions from killing, too, If you do kill someone (feet responsible for a death, you minedately sulfier a nervous breakform, and 38 and be totally morose and useless for that many days. During this time, you must make a Vill roll to offer any sort of violence toward anyone, for any reason. Weinfrieness Magnet Xenophilia Cher 12 (Results quite often) Changuages Languages: Alani (Norbadisch) Stocker, Checuted, Winter (Norbadisch) Stocker, Checuted, Winter (Accented) With Language; Bosparano Spokes (Accented; Winter (Accented) With Language Talent Language Carethi (Wittlerlich) Spoken (Native); Written (Native) With Language Talent Language; Ediff Language; Ediff Language; Chrish (Ologhaijan) Spoken (Accented) With Language; Tolenth Language; Chrish (Ologhaijan) Spoken (Accented) With Language; Tolenth Language; Chrish (Ologhaijan) Spoken (Accented) With Language; Talenth Language; Chrish (Ologhaijan) Spoken (Accented) With Language; Talenth Language; Tolenth Language; Tolenth With Language; Talenth Language; Tolenth Language; Tolenth With Language; Talenth Language; Tolenth With Language; Talenth Language; Tolenth With Language; Talenth Language; Tolenth With Language; Tolenth With Language; Tolenth With Language; Tolenth With Language; Talenth With Language; Talenth Language; Talenth With Language; Talenth Language; T		Pacifism: Cannot Kill	-15	5 <u>B148</u>
someone (of feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally moroise and useless for that many days. During this time, you must make a Will roll to offer any sort of violence toward anyone, for any reason. Weirdness Magnet Xenophilia CR: 12 (Resist quite often) Languages Languages Alani (Norbadisch) Spoken (Accemited) Will Language Talent Languages Rosparano Spoken (Accemited) Will Anguage Talent Languages (Respire (Mittelreich) Spoken (Norbadisch) Will Languages (Larent (Mittelreich) Spoken (Norbadisch) Will Languages (Edit (Mittelreich) Spoken (Norbadisch) Will Languages Talent Languages (Moboldisch Spoken (Norbad) Will Languages Talent Languages (Picksh (Mittelreich) Spoken (Accemited) Will Langu			an	
useless for that many days. During this time, you must make a Will roll to offer any sort of violence toward anyone, for any reason. Weirdness Magnet Xenophilia CR 12 (Resist quite often) CR 14 (Resist quite often) CR 15 (Resist quite often) CR 16 (Resist quite often) CR 16 (Resist quite often) CR 17 (Resist quite often) CR 18 (Resist quite o			.111	
Welrdness Magnet 1-15 8161 1-10 18162 1		useless for that many days. During this time, you must make a Will roll to offer any sort of violence toward anyone, for any		
Xenophilia CR 12 (Resistatulte often) -10 1526			_1/	5 B161
C. 12 (Resist quite offen) 20		-		
Language: Alani (Norhadisch) Spoken (Accented) With Language Telent Language: Bosparano Spoken (Accented) With Language Telent Language: Bosparano Spoken (Accented) With Language Telent Language: Garthi (Mittlerich) Spoken (Marbley) With Language: Selfra With Language: With Language: Orkish (Oloarkh) Spoken (Accented) With Language: Orkish (Oloarkh) Spoken (Accented) With Language: Orkish (Oloarkh) Spoken (Accented) With Language: Orkish (Ologhaijan) Spoken (Accented) With Language: Rebensprache Spoken (Accented) With Language: Rebensprache Spoken (Accented) With Language: Rebensprache Spoken (Accented) With Language: Telent				
Spoken (Accented) With Language Talent Language: Bosparano Spoken (Accented) With Language: Garethi (Mittelreich) Spoken (Native) With Language: Garethi (Mittelreich) Spoken (Native) With Language: Garethi (Mittelreich) Spoken (Native) With Language: Sadira Native: Spoken (Native) With Language: Roboldisch Spoken (Native) With Language: Orkish (Ologhaijan) Spoken (Native) With Language: Roboldisch Spoken (Native) With Language: Roboldisch With Language: Roboldisch With Language: Tolige: Roboldisch With Language: R				
Writh Language Telent Language: Bosparano \$2 B24 Spoken (Accented) Written (Native) Written (l <u>B24</u>
Language: Garethi (Mittelreich) Spoken (Astrive) (Mittelreich) With Language Talent Language: Garethi (Mittelreich) Spoken (Native) (Mittelreich) Spoken (Native) (Mittelreich) With Language Talent Language: Isdira Native: Spoken (Native) (Mittelreich) Mittelreich Mittelreic				
Mith Language Garethi (Mittelreich) Spoken (Native): Mitten (Native) Mith Language Salethi (Native) Mith Language Salethi (Native) Mith Language Salethi (Native) Mith Language Salethi (Native) Mith Language Talenti (Language Chrish (Doldisch) Spoken (Accented) With Language Talenti (Language Orkish (Oloarkh) Spoken (Accented) With Language Talenti (Language Stalenti (Native) (Nitten (Native)) Mith Language Talenti (Language Salenti (Native) (Nitten (Native)) Mith Language Talenti (Language Talenti (Language Talenti (Native)) Mith Language Talenti (Language Rabensprache (Native) (Nitten (Native)) Mith Language Talenti (Language Talenti (Language Talenti (Native)) Language Talenti (Language Talenti (Native)) Mith Language Talenti (Native) (Nitten (Native)) (Nitt		Language: Bosparano	2	2 <u>B24</u>
Language: Carethi (Mitterichi) Spoken (Native): Written (Native) With Language: Isdira				
Spoken (Native): Written (Native) Writ		5 5	4	1 B24
Language: Isokira Native: Spoken (Native): Written (Native) B24 Native: Spoken (Native): Written (Native) B24 Spoken (Accented) Writh Language Talent Language: Orkish (Oloarkh) Spoken (Accented) Writh Language: Orkish (Oloarkh) Spoken (Accented) Writh Language: Orkish (Oloarkh) Spoken (Accented) Writh Language: Rabensprache		Spoken (Native); Written (Native)		
Native; Spoken (Native); Written (Native) Writh Language: Korboldisch Spoken (Accented) Spoken (Accented) Writh Language Talent Language: Orkish (Ologhaijan) Spoken (Accented) Writh Language Talent Language: Orkish (Ologhaijan) Spoken (Accented) Writh Language: Talent Language: Orkish (Ologhaijan) Spoken (Accented) Writh Language: Talent Language: Rabensprache Spoken (Accented) Writh Language: Rabensprache Spoken (Accented) Writh Language: Talent Language: Talent Language: Talent Language: Towalsch Spoken (Native); Written (Native)) P24
With Language Fabert Language: Koboldisch Spoken (Accented) With Language Torkish (Oloarkh) Spoken (Accented) With Language: Orkish (Oloarkh) Spoken (Accented) With Language Fabert Language: Orkish (Ologhaijan) B24 Spoken (Accented) With Language Fabert Language Fabers Language Fabers Language Fabers Language Fabers B24 Spoken (Accented) With Language Fabers Language Fabers Language Fabers Language: Torwalsch Spoken (Accented) With Language Fabers Language: Torwalsch Spoken (Native), Written (Native) With Language Fabers Language: Torwalsch Spoken (Native), Written (Native) With Language Fabers Language: Torwalsch Spoken (Native), Written (Native) With Language Fabers Language: Talent Spoken (Accented) With Language Fabers Language: Talent Spoken (Accented) With Language: Talent Spoken (Accented) With Language: Talent Spoken (Accented) With Language: Talent Spoken (Accented) Spoken (Accented) With Language: Talent Spoken (Accented) Spoken (Acce				<u> </u>
Spoken (Accented)		With Language Talent		
With Language: Orkish (Oloarkh) 1 B24 Spoken (Accented) 1 B24 With Language: Orkish (Ologhaijan) 1 B24 Spoken (Accented) With Language: Rabensprache 1 B24 Spoken (Accented) With Language Talent 4 B24 Language: Rorwalsch \$poken (Native); Written (Native) 4 B24 Spoken (Native); Written (Native) With Language: Talent 4 B24 Language: Tulamidya \$poken (Native); Written (Native) 4 B24 With Language: Tulamidya \$poken (Native); Written (Native) 1 B24 With Language Talent \$poken (Native); Written (Native) 1 B24 With Language: Tulamidya \$poken (Accented) 1 B24 Wath Language: Tulamidya \$poken (Accented) 1 B24 Wath Language Talent 1 B24 Wath Language: Zwergisch 1 B24 Spoken (Accented) 1 B24 Wath Language: Zwergisch 1 B24 Spoken (Accented)			•	l <u>B24</u>
Language: Orkish (Oloarkh) Spoken (Accented) With Language Talent Language: Accented) With Language: Rabensprache Spoken (Accented) With Language: Rabensprache 1				
Spoken (Accented) With Language Talent Language: Orkish (Ologhaijan) 5 824 5 5 5 5 5 5 5 5 5			•	I B24
Language: Orkish (Ologhaijan) Spoken (Accented) With Language Talent Language: Rabensprache Spoken (Accented) With Language Talent Language: Torwalsch Spoken (Mative); Written (Native) With Language Talent Language: Tulamidya Spoken (Native); Written (Native) With Language Talent Language: Tulamidya Spoken (Native); Written (Native) With Language Talent Language: Tulamidya Spoken (Native); Written (Native) With Language Talent Language: Tulamidya Spoken (Native); Written (Native) With Language Talent Spoken (Accented) With Language Talent Spoken (Accented) Spoken (Accen		Spoken (Accented)		
Spoken (Accented) With Language: Rabensprache Spoken (Accented) With Language: Rabensprache Spoken (Accented) With Language: Torwalsch Spoken (Native); Written (Native) With Language: Torwalsch Spoken (Native); Written (Native) With Language: Torwalsch Spoken (Native); Written (Native) With Language: Tulamidya Spoken (Native); Written (Native) With Language: Tulamidya Spoken (Native); Written (Native) With Language: Tulamidya With Language: T				1 B24
With Language: Rabensprache 1 B24 Spoken (Accented) With Language: Torwalsch 4 B24 Spoken (Native), Written (Native) With Language: Torwalsch 4 B24 Spoken (Native), Written (Native) With Language: Tulamidya 4 B24 Spoken (Native); Written (Native) With Language: Tulamidya 1 B24 Spoken (Accented) 1 B24 With Language Talent 2 Alarm Clock (anguage Talent) 4 B24 Alarm Clock (anguage Talent) 4 <				<u> </u>
Spoken (Accented) With Language Talent Language: Torwalsch Spoken (Native); Written (Native) With Language Talent Language: Tulamidya Spoken (Native); Written (Native) With Language: Tulamidya Spoken (Native); Written (Native) With Language: Tulamidya Spoken (Native); Written (Native) With Language: Zwergisch 1 B24		With Language Talent		
With Language Torwalsch 4 B24 Spoken (Native); Written (Native) With Language Talent 4 B24 Language: Tulamidya 4 B24 Spoken (Native); Written (Native) With Language Talent 1 B24 Language: Zwergisch 1 B24 Spoken (Accented) With Language Talent 0 B271 Natural Attacks 0 B271 Perks 2 Alarm Clock 1 1 Honest Face 1 1 1 Quirks -5 5 5 Admires Professionalisim -1 B162 Comments about things that happen during the game -1 B162 Laughs at own jokes -1 B162 Looks around in a certain way -1 B162 Remembers everyones birthday -1 B162 Adlerauge Luchsenohr 11 MB-1 1 LC15 Adlerauge Luchsenohr 11 MB-1 1 LC28 Armatrutz Ritual: speak quietly and make a gesture -1 LC30 Cast: Min. 4 Asp. (RS* zusät				l <u>B24</u>
Spoken (Native); Written (Native) With Language Talent Language; Tulamidya Spoken (Native); Written (Native) With Language Talent Language; Talent Language; Talent Language; Talent Language; Zwergisch Spoken (Accented) With Language Talent Spoken (Accented) Spoken (Acce				
With Language Talent 4 B24 Language: Tulamidya 4 B24 Spoken (Native) With Language Talent Language: Zwergisch 1 B24 Spoken (Accented) With Language Talent Natural Attacks 0 B27 Perks 2 Alarm Clock 1 1 B27 Perks 2 Adlarm Clock 1 1 B27 Perks 2 Adlarm Clock 1 1 B162 Comments about things that happen during the game 1 B162 Comments about things that happen during the game 1 B162 Looks around in a certain way 1 B162 Septuments was a gesture 1 B162			4	1 <u>B24</u>
Language: Tulamidya Spoken (Native); Written (Native) Written (
Spoken (Native); Written (Native) With Language Talent Language: Zwergisch Spoken (Accented) With Language Talent With Language Talent Spoken (Accented) With Language Talent Spoken (Accented) With Language Talent Speken Spoken (Accented) S			4	1 B24
Language: Zwergisch Spoken (Accented) With Language Talent Natural Attacks 0 B271 Perks		Spoken (Native); Written (Native)		
Spoken (Accented) With Language Talent		• •		D04
With Language Talent Natural Attacks 0 B271 Perks 2 Alarm Clock 1 1 Honest Face 1 1 Quirks -5 -5 Admires Professionalisim -1 B162 Comments about things that happen during the game -1 B162 Laughs at own jokes -1 B162 Looks around in a certain way -1 B162 Remembers everyones birthday -1 B162 Adlerauge Luchsenohr 11 MB-1 1 LC15 Adlerauge Luchsenohr 11 MB-1 1 LC15 Ritual: speak quietly and make a gesture 2 MB-1 1 LC28 Ritual: speak quietly and make a gesture 2 MB-1 1 LC28 Ritual: speak quietly and make a gesture 3 MB-1 1 LC30 Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture 3 LC30				<u>BZ4</u>
Perks 2 Alarm Clock 1 Honest Face 1 Quirks -5 Admires Professionalisim -1 B162 Comments about things that happen during the game -1 B162 Laughs at own jokes -1 B162 Looks around in a certain way -1 B162 Remembers everyones birthday -1 B162 Remembers everyones birthday -1 B162 Adlerauge Luchsenohr SPELL SL RSL PTs PTs Adlerauge Luchsenohr 11 MB-1 1 LC15 Ritual: speak quietly and make a gesture Cast: A Asp; Time: 1 sec; Duration: 1 Round The Aps; Time: 1 Sec; Duration: 2 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: 2 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max 1 Round The Aps; Time: 1 Sec; Duration: Max		With Language Talent		
Alarm Clock Honest Face Quirks Admires Professionalisim Comments about things that happen during the game Laughs at own jokes Looks around in a certain way Remembers everyones birthday SPELL SL RSL PTS Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture Cast: peak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				
Honest Face Quirks Admires Professionalisim Comments about things that happen during the game Laughs at own jokes Looks around in a certain way Remembers everyones birthday SPELL SPELL Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture	0	. ••		
Admires Professionalisim Comments about things that happen during the game Laughs at own jokes Looks around in a certain way Remembers everyones birthday SPELL Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS* zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				
Admires Professionalisim Comments about things that happen during the game Laughs at own jokes Looks around in a certain way Remembers everyones birthday SPELL SPELL SUB162 Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture	0			
Comments about things that happen during the game Laughs at own jokes Looks around in a certain way Remembers everyones birthday SPELL SL RSL PTS Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				
Looks around in a certain way Remembers everyones birthday SPELL SL RSL PTS Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				B162
Remembers everyones birthday SPELL SL RSL PTS Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				
SPELL SL RSL PTS Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				
Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture		, ,		
Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture				
Armatrutz Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture		Ritual: speak quietly and make a gesture		
Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture		·	0.1	1.000
Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round Attributo Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture			B-I 1	LC28
Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture		Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round		
Ritual: speak quietly and make a gesture		Attributo 11 MI	B-1 1	LC30

Spell		SL	RSL	Pts	
Balsam Salabunde		13	MB+1	8	LC37
Ritual: speak quietly and make a gesture					
Cast: 1 AsP pro LeP, min 5Asp max ZfW * 2 Lep; Time: min 1s; Duration: Instant					
Band und Fessel		11	MB-1	2	LC38
Ritual: speak quietly and make a gesture					
Class: Regular; Cast: 9AsP (Borb 1W20 AsP oder 1W20 LeP); Time: 1 sec + 2 pro Schritt Radius	s; Duration: ZfP*				
Stunden					
Bannbaladin		11	MB-1	1	LC39
Ritual: speak quietly and make a gesture					
Cast: 7AsP; Time: 1 sec; Duration: ZfP* Spielrunden					
Bewegung Stören		12	MB	4	LC43
Reichweite ZfW * 7 Schritt					
Ritual: speak quietly and make a gesture					
Cast: 8 AsP + 1/5; Time: 1 sec; Duration: Instant		10	MDO	- 1	1054
Chamelioni Mimikry		10	MB-2	1	LC54
Ritual: speak quietly and make a gesture	O+- 44-D. Tim 1				
Resistance: Perception +ZfP*/2 + 7 (+1 für jede 3 Schritte) / Illusion Auflösen; Class: Regular; C sec; Duration: ZfP* * 10KR	Cast: 4ASP; Time: 1				
Exposami Lebenskraft		12	MP-2	1	LC83
•		12	IVIF-Z	'	<u>LC63</u>
Ritual: speak quietly and make a gesture Class: Regular; Cast: 4 AsP; Time: 3s; Duration: Instant					
Flim Flam Funkel		13	MB+1	2	LR87
Helligkeit: ZfP*		13	ויטואו		LIX07
Ritual: speak quietly and make a gesture					
Cast: 1 AsP pro Spielrunde; Time: 1 sec; Duration: AsP einsatz					
Motoricus Geisteshand		10	MB-2	1	LC181
Geschwindigkeit ZfP*/2					
Ritual: speak quietly and make a gesture					
Cast: 1AsP pro 5 Stein min. 3 AsP; Time: 1 sec; Duration: Instant					
Melee Weapon Usage SL	Parry Bl	оск [) AMAGE	REACH	ST
Large Knife Swung 5	4 No	10	d-3 cut	C,1	6
Large Knife Thrust 5	4 No		d-2 imp	C	6
Natural Attacks Bite 9	No No		d-3 cr	C	
Natural Attacks Kick 7	No No		d-2 cr	C,1	
Natural Attacks Punch 9	7 No		d-3 cr	C	
			_		OT
RANGED WEAPON USAGE SL ACC DAMAGE RA Large Knife Thrown 5 0 1d-2 imp 7/1		Shots -	BULK -2	RECOIL	ST 6
					<u> </u>
✓ # CARRIED EQUIPMENT (5.5 KG; \$240) USES TL	LC 🥞		\$ §	\$≜	
✓ 1 Disguise Kit 5	200	5 kg	200	5 kg	
✓ 1 Large Knife 0	40 0).5 kg	40	0.5 kg	B272