

Identity						Miscellaneous	250 Points 🗹		
NAME Floriel Zungenweg				CREATE	Jun 8, 2024, 6:41 AM	3	Unspent		
	TITLE				Modifie	Oct 5, 2024, 1:56 PM	0	ANCESTRY	
Organization Aufelf				PLAYE	R Ghaith	100	ATTRIBUTES		
Description					171	ADVANTAGES			
24	GENDER	Male	<b>☆</b> Height	197 m	<b>&gt;</b> HAIR	Black (No hair)	11	DISADVANTAGES	
24	Age	300	₩EIGHT		X Eyes	` '	ll .	Quirks	
	BIRTHDAY		Size			Freckled (Albino)	II	Skills	
	RELIGION		TL	3	X HAND	, ,	23	SPELLS	

PRIMARY ATTRIBUTES SECONDARY ATTRIBUTES				Humanoid					ENCUMBRANCE, MOVE & DODGE				
[-20]	9 STRENGTH (ST)	[0] <b>9</b> INI			Roll	LOCATION	۱ _	_DR_	Ĝ	LEVEL	Max Load	Move	Dodge
[-30]	9 DEXTERITY (DX)	RITY (DX) [0] 10 FRIGHT CHECK				Eyes	-9	0		▲ 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		LIFTING & MOVING THINGS				
[0]	[0] 12 MIRAKEL (WB) [0] 4 BASIC MOVE			11	GROIN	-3	0		8 kg Basic Lift				
[0] 0 Hero Points (Hero) [0] 14 Mental Points (MP)			12	LEFT ARM	-2	0		16 kg One-Handed Lift					
[0] 0 Passive Defense (PD) [0] 10 Psyche (PP)			13-14	LEFT LEG	-2	0		64 kg Two-Handed Lift					
BASIC DAMAGE			15	HAND	-4	0		96 kg Shove & Knock Over					
1d-2 Basic Thrust			16	Fоот	-4	0		192 kg Running Shove & Knock Ov					
1d-1 Basic Swing			17-18	NECK	-5	0		120 kg Carry On Back					
	POINT POOLS				VITALS	-3	0		400 kg S	SHIFT SLIGHTL	Y		
[0]	O OF 10 FP [RESTED]												

- REACTION
   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.)
- from young or naive individuals who believe you are as good as you say you are
- +1 to Influence rolls

<u> </u>	Condition
+2	to others' attempts to identify or follow you

Trait	Pts		<b>=</b>	SKILL / TECHNIQUE	SL	RSL	Pts		<b>=</b>
Advantages	140		_	Acting	14	IQ	1	<u>B174</u>	_
Absolute Timing	2	B35	_	Default: Performance-2					
Astralenergie 14	14		_	Animal Handling (Big	13	IQ-1	1	<u>B175</u>	_
Charisma 1	5	B41	_	Cats)					
Cultural Adaptability	20	B46	_	Animal Handling	13	IQ-1	1	<u>B175</u>	_
Xeno				(Dogs)					
Danger Sense	15	B47+	_	Animal Handling	13	IQ-1	1	<u>B175</u>	_
Eidetic Memory	10	<u>B51</u>	_	(Equines)					
Photographic				Body Language	11	Per-1	1	B181	_
Language Talent	10	<u>B65</u>	_	Default: Psychology-4					
Magery	5	B66	_	Carousing	11	HT+1	1	B183	_
Mimicry	10	B68+	_	Connoisseur	13	IQ-1	1	B185+	_
Rapier Wit	5	B79+	_	(Literature)					
Speak With Animals	25	B87+	_	Connoisseur (Music)	13	IQ-1	1	B185+	_
Talent (Smooth Operator) 1	15	B90+	_	Default: Musical					
Tradition : Elf	4		_	Composition-3					
<b>⊘</b> Cultures	0		_	Counterfeiting/TL3	12	IQ-2	1	<u>B185</u>	_
Cultural Familiarity (Auelfisch)	0	B23	_	Default: Forgery/TL3-2					
Native		==0		Detect Lies	12	Per	2	<u>B187</u>	_
Do not suffer the normal -3 penalty for				Default: Psychology-4					
unfamiliarity				Diplomacy	13	IQ-1	1	<u>B187</u>	_

O Disadvantages	2 Disadvantages	Disguiser/TL3   14   Q   1   1819   -		Trait	Ртѕ			SKILL / TECHNIQUE	SL	RSL	Ртѕ		
Protect any lady, and anyone weaker than yourseff, leading yourseff, leading yourseff, leading your liege elocit or your failt, insults may only be wiped out by an apology or a duef (not necessarily to the death). Never lake weapons and croumstances must be equal (even in peny war filt he do is also noble and chivalrous). Accept any challenge to arms from anyone of greater or equal tank.  Currious (Ct. 12 (Resist quite often) Make a self-control roll when presented with an interesting them or situation Delusion (Can ffy) Mimor Sanier in game Distinctive Features	Protect any lady, and anyone weeker than yourself. Never break your work Never lagnore an inself to yourself, a lady, your legel-old, or your fath; insulting may only be villed out by an apology or a duell (not advantage). Accept any weapons and circumstances must be equal (even in open war if the fie is also noble and chivalrous). Accept any helilenge to arm from anyone of greater or equal rank.  Curious  CR: 12 (Resist quite often)  Clarious  Gancel in game  Galacel in game	Fast-Talk	<b>©</b> [	Disadvantages			_					<u>B187</u>	Ě
yourself. Never break your word. Never (ginore an insult to yourself. a lady, your liege lord, or your faith; insults may only be wiewed 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 obtained and history was provided and history or a duel (not necessarily) to the death). Never take advantage of an opponent in any way, weapons and circumstances must be obtained by the provided of the provided o	yourself. Never break your word. Never signore an insult to yourself, alay, your legelend, or your faith, insults may only be wiped out by an apology or a duel (put necessarily to the destinity). Here to the weapons and oricumstances must be equal (even in open war if the fibe is also noble and chivarlous). Accept any challenge to arms from anyone of greater or equal ratio.  Curious CR 12 (Redat quite often) Make a saff-control foll when presented Make a saff-control foll when your station Delusion (Can fity) Minor Gained in game Distinctive Features Albino Distinctive Features Or 12 (Redest quite often) Make a saff-control foll whenever a choice confinent you, modified downward by 1 refuse the control of whenever a choice confinent you, modified downward by 1 refuse the CM feels you show an unreasonable deeper of caution. If you fall, your unust go ahand as though you were able to handle the estimation.  Poerfism: Camoot Kill Poerfism: Camoot Kill Poerfism: Camoot Kill Poerfism: Camoot Kill Common for Milling tool (by our must go ahand as though you were able to handle the estimation) Poerfism: Camoot Kill Common for Milling tool (by our must go ahand as though you were able to handle the estimation) Poerfism: Camoot Kill Common for Milling tool (by our must go ahand as though you were able to handle the estimation) Poerfism: Gamoot Kill Common for Milling tool (by our bust go ahand as though you were able to handle the estimation) Poerfism: Camoot Kill Common for Milling tool (by our bust go ahand as though you were able to handle the estimation) Poerfism: Gamoot Kill Common for Milling tool (by our bust go ahand as though you were able to handle the estimation) Poerfism: Gamoot Kill Common for Milling tool (bid on his own '1 you must do your best to keep your componence for feel responsible for a death).  Poerfism: Gamoot Kill Common for Milling tool (bid on his own '1 your must do your best to keep your componence for feel responsible for a death).  Plantaguage: Alani (Norbadisch) Spoken (Accented) With Lan	Section   Part			-15	<u>B127</u>	_	,					
lignore an insult to yourself, a lady, your lieged on Cry 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 circumstrances must be equal (even in open war if the foe is also noble and divisious). Accept any challenge to arms from anyone of greater dividences. Curious Curious Curious Curious Curious Curious Chi 12 (Resist quite often) Make a self-control of lot when presented with an interesting item or situation Delusion (Can fty)  Minor Gainedin game  Distinctive Features 1 B165 Performance 1 B218 Performance 1 B165 Performance 1 B218 Performan	ignore an insult to yourself, a lody, your liegle year, your faith; insults may only be wiyed out by an applogy or a duel frost necessarily to the death). Never take advantage of an opponent in any way to the death, Never take advantage of an opponent in any way to the death. Never take advantage of an opponent in any way to due to the death of the oties also noble and chivatrous, Accept any challenge to arms from anyone of greater or equal fanh.  Curious  CR 12 (Resist quite often)  Defusion (Cant fy)  Mistor of game  Defusion (Cant fy)  D	Image-load of your path in autits 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. In the feath of the death of the death; Never take advantage of an opponent in any way. In the feath of the death of the death; Never take advantage of an opponent in any way. In the feath of the death of th											
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Lip Reading		Lip Reading		liege-lord, or your faith; insults may only									
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weapons and circumstances must be equal (even in open war if the foe is also noble and chivatrous). Accept any challenge to arms from anyone of greater or equal rank.  Curious CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation Delusion (Can ffy) Minor General mane Distinctive Features Albino Distinctive Features Indecisive CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation Delusion (Can ffy) Minor Gined in game Distinctive Features Albino Distinctive Features Indecisive CR: 12 (Resist quite often) 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.  Overconfidence CR: 12 (Resist quite often) You must nake a self-control roll any time the GM feels you show an urreasonable degree of caution if you fail, you must go ahead as though you were able to handle the situation 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 foe to die forn his own'f you must do you best for keep you'll someone (or feal responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose and useless for that many days. During this time, you must make a will roll to offer any reason.  Weirdness Magnet  - 15 B161  - 2	Musical Composition   12   10-2   1   1   1   1   1   1   1   1   1	weapons and circumstances must be group (even in poin war if the fee is also noble and chivalrous). Accept any challenge to arms from anyone of greater or equal rank.    Curious   CR 12 (Resist quite often)											
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Challenge to arms from anyone of greater or equal rank.   Curious	Carting   Cart	Care						•	'2	10 2	•	<u>DZ10</u>	
or equal rank.  Curious CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation  Delusion (Can fly) Minor  Bisson (Can fly) Minor  Gained in game Distinctive Features Albino Distinctive Features 1 B165 Crooked ears Indecisive CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you may all the mode as eff-control roll any time the GM feels you show an unreasonable degree of calculor. If you fail, you must go ahead as though you were able to handle Pacifism: Cannot Kill You may fight - you may even start fights - but you may never of anything that seems likely to kill another. This includes abandoning a wounded for to die 'on his own' You must make a elef lottly for a death), you immediately suffer a nevous breakdown. Roll 3d and be totally morose and useless for that many days. During this time, you must make a Will roll to offer any reason.  Weirdness Magnet Xenophilia CR: 12 (Resist quite often)  Spoken (Accented) With Language Talent Language: Bosparano Spoken (Accented): Written (Accented) With Language Talent Language	Curious   CR   12 (Resist quite offen)   Make a self-control roll whenever a choice confronts you most reads quite stream by a confidence confronts you most reads quite from   B218   CR   12 (Resist quite offen)   B219   CR   12 (Resist quite offen)   B211   CR   12 (Resist quite offen)   CR   12 (Resist qu	Curious											
Curious   CR-12 (Reisit quite often)   Make a self-control roll when presented with an interesting term or situation   Pulsuison (Can fly)   Performance   13   IQ-1   1   B212   Performance   13   IQ-1   1   B212   Performance   IQ-1   IQ-2   IQ	Curious   CR-12 (Resist quite often)   Make a self-control roll when presented with an interesting item or situation   Perusation   P	Curious   CR: 12 (Resist quite often)   Make a self-control roll when presented with an interesting item or situation   Defusion (Can fly)   Minor   Gained in game   Distinctive Features   1   B165   Albino   Distinctive Features   1   B1							12	IQ-2	1	<u>B211</u>	_
Make a self-control roll when presented with an interesting item or situation  Pelusion (Can fly)  Minor  Gained in game  Distinctive Features  Indecisive  CR: 12 (Resist quite often)  Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you fail, you ward make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill  Poun may fight − you may even start fights − but you may never do anything that seems likely to kill another. This includes abandoning a wounded fee to elie "on his own" I vou must gow best kokey over companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose and useless for that many days. During this time, you must make a will roll to offer any reason.  Welindness Magnet  1.5 B165 − B165 − B165 − B165 − Public Speaking 15 (Q+1 1 8218 + Society)  B168 − Public Speaking - 15 (Q+1 1 8216 + Society)  B169 − Public Speaking - 15 (Q+1 1 8216 + Society)  Default: Shadowing 15 (Q+1 1 1 8216 + Society)  Default: Shadowing 15 (Q+1 1 1 8216 + Society)  Default: Shadowing 15 (Q+1 1 1 8218 + Society)  Savoir-Faire (Magical) 15 (Q+1 1 1 8218 + Savoir-Faire (Magical) 15 (Q+1 1 1 8224 + Savoir-Fair	Make a self-control roll when presented with an interesting term or situation Defusion (Carn fly) Minor Gained in game Distinctive Features Albino Distinctive Features Indecisive CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you fall, you do nothing. Overconfidence CR: 12 (Resist quite often)	Make a self-control roll when presented with an interesting them or situation		Curious	-5	B129	_			_			
with an interesting term or situation  Delusion (Can fly)  Minor Gained in game  Districtive Features Albino Districtive Features Albino Districtive Features Indecisive CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you fall, you do nothing.  Overconfidence CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you must go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill You may fight − you may even start fights − but you may hever do anything that seems likely to kill another. This includes abandoning a wounded foe to die "on his own" You must make a will roll to offer any sort of violence toward anyone, for any reason.  Weirdness Magnet  ∴ 15 B161 − Xenophilia − 10 B162 − CR: 12 (Resist quite often)  With Language Talent Language: Bosparano Spoken (Accented) With Language Talent Language Earlent Language Earlent Language Spoken (Accented) With Language Talent Language Tale	Delusion (Can fty) Minor Gained in game  Distinctive Features Albino Distinctive Features Albino Distinctive Features Albino Distinctive Features Crooked ears Indecisive CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each afternative you can see. If you fall, you do nothing.  Overconfidence CR: 12 (Resist quite often) Vou must finate a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you must a go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill Pour must do your best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown Roll 3d and be totally morose 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 Xenophila CR: 12 (Resist quite often) CR: 12 (Resist quite often) Spoken (Accented) With Language Talent Language: Garethi (Mittlerleich) Spoken (Nacented) With Language Talent Language: Isdrira Nalive: Spoken (Native): Written (Native) With Language Talent Language: Isdrira Nalive: Spoken (Native): Written (Native) With Language Talent Language: Isdrira Nalive: Spoken (Native): Written (Native) Nalive: The Spoken (Native): Written (Native) With Language: Isdrira Nalive: Spoken (Native): Written (Native)	Delusion (Can fly)							11	Per-1	1	<u>B211</u>	_
Delusion (Can fly) Minor Gained in game Distinctive Features Ablino Distinctive Features -1 B165 − Ablino Distinctive Features -1 B165 − Crooked ears Indecisive CR: 12 (Resist quite often) 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.  Overconfidence CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill Pour may fight − you may even start fights − but you may even do anything that seems likely to kill another. This includes abandoning a wounded foe to die "on his own" You must go where killey to kill another. This includes abandoning a wounded foe to die "on his own" You'n must do you best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose and useless for that many days. During this time, you must make a Will roll to offer any reason.  Welindress Magnet  Are Default: Public Speaking: 15   Q+1 1   B216    B165 − B165 − B165 − B166 − B165 − B166 − B169	Delusion (Can fly)	Delusion (Can fly)   Milnor Gained in game   Service							12	IO-1	1	R212	_
Minor Gained in game   Distinctive Features   1-1   B165   -	Minor   Gained in game   Distinctive Features   Albino   Distinctive Features   Albino   Distinctive Features   Table   Distinctive Features   Distinctive Features   Table   Distinctive Features   Di	Minor   Sained in game   Sained in gam			9	B130	_		13	IQ I		DZIZ	
Distinctive Features	Distinctive Features	Distinctive Features		,		<u> </u>			14	IQ	1	B215	_
Albino  Distinctive Features Crooked ears Indecisive Indecisive CR: 12 (Resist quite often) 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.  Overconfidence CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  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 foe to die 'on his own'! You must do your best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  Aenophilia CR: 12 (Resist quite often)  CR: 12 (Resist quite often)  Days the fail of the fai	Albino   Distinctive Features   Crooked ears   Indecisive   CR: 12 (Resist quite often)   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.   Overconfidence   CR: 12 (Resist quite often)   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.   Overconfidence   CR: 12 (Resist quite often)   Savoir-Faire (Servant)   15 (Q+1)   1 (Q-3)   1 (Q-1)   1	Distinctive Features							12	IQ-2	1	B216	_
Distinctive Features Crooked ears Indecisive CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you fall, you do nothing. Overconfidence CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you may even start fights oher advantage and set bough you were able to handle the situation! Pacifism: Cannot Kill You may fight - you may even start fights ohur you may never do anything that seems likely to kill another. This includes abandoning a wounded foe to die "on his own"! You must do you best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately soffer a nervous breakdown. Roll 3d and be totally morose 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  -15 B161 -2 Eanguages 20 Language: Alani (Norbadisch) Spoken (Accented) With Language Talent Language: Bosparano Spoken (Accented) Wirth Language Talent Language: Michael Cachedown and contained the situation and the contained the contained the contained the contained the situation and the contained the situation and the contained th	Distinctive Features Crooked ears Indecisive CR: 12 (Resist quite often) 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.  Overconfidence CR: 12 (Resist quite often) Make a self-control roll any time the CM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  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 foe to die 'on his own'! You must do your best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  -15  En 148  -15  B148  -16  B148  -17  B148  -18  -18  -18  -19  B148  -19  B148  -19  B148  -19  B148  -19  B148  -10  B2	Distinctive Features Crooked ears Indecisive CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you feat, you do nothing.  Overconfidence CR: 12 (Resist quite often) CR: 12 (Resist quite often) Moke a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you can see. If you feat, you do nothing.  Overconfidence CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you must go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill You may fight – you may even start fights – but you may rever do anything that seems likely to kill another. This includes abandoning a wounded foe to die 'on his own' 1 You must do your best to keep your companions from killing, too If you do kill someone (or feel responsible for a death), you immediately suffer a nervus breakdown. Roll 3d and be totally morose 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)  2 B24 –  Language: Alani (Norbadisch) Spoken (Accented) Writt Language Talent  Language: Bosparano Spoken (Accented), Written (Native) With Language Talent  Language: Robbidisch  1 B24 –  B148  - Savoir-Faire (Highs) Society)  B218 –  Savoir-Faire (Jester) Savoir-Faire (Jeste			-1	<u>B165</u>	_						
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Indecisive  OR: 12 (Resist quite often)  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.  Overconfidence  OR: 12 (Resist quite often)  You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you must go ahead as though you were able to handle the situation!  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 foe to die "on his own" You must go your best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose and useless for that many days. During this time, you must make a Will roll to offer any reason.  Weirdness Magnet  Xenophilia  OR: 12 (Resist quite often)  20  Languages  Language: Alani (Norbadisch) Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented), Writte, language Talent  - 5  B148  - 7  B148  - 8  B148  - 8  B148  - 8  B148  - 9  B148  - 9  B148  - 10  B149  Teaching 13  Q-1  13  Q-1  13  B225  Thaumatology 11  Q-3  12  B225  Thaumatology 11  Q-3  11  Q-3  12  B225  Thaumatology 11  Q-3  D2  D2  D2  D2  D2  D2  D3  D3  D4  D4  D4  D4  D4  D4  D4  D4	Indecisive CR: 12 (Resist quite often) 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.  Overconfidence CR: 12 (Resist quite often) Vou must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill You may flight - you may even start fights seams likely to kill another. This includes abandoning a wounded fee to die 'on his own'! You must do your best to keep your companions from killing, too. If you do kill someone (of feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  -15  CR: 12 (Resist quite often)  1 B161  - Xenophilla  -10  CR: 12 (Resist quite often)  2 Language: Alani (Norbadisch) Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Maccented); Written (Accented) With Language Talent  Language: Garthi (Mittelreich) Spoken (Native); Written (Native) With Language Talent  Language: Sokpen (Native); Written (Native)	Indecisive  CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each aftermative you can see. If you feal, you do nothing.  Overconfidence  CR: 12 (Resist quite often)  Overconfidence  CR: 12 (Resist quite often)  Overconfidence  CR: 12 (Resist quite often)  Vou must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  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 fee to die "on his own" You must make a Will roll to offer any sort of violence toward anyone, for any reason.  Weirdness Magnet  -15  CR: 12 (Resist quite often)  Weirdness Magnet  -15  CR: 12 (Resist quite often)  20  -18  B148  -15  B161  -10  B162  -2  -2  -3  -3  -4  -4  -4  -5  -5  B148  -5  -7  -7  -7  -7  -7  -7  -7  -7  -7			-1	D103		, =	15	IQ+1	1	B218+	_
CR: 12 (Resist quite often) Make a self-control roll whenever a choice confronts you, modified downward by 1 for each alternative you canse. If you fall, you do nothing.  Overconfidence CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you must go ahead as though you were able to handle the situation!  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 foe to die "on his own"! You must do your best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  -15 B161 −  Xenophilia -10 GR: 12 (Resist quite often)  Panguages 20 −  Language: Alani (Norbadisch) Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented), Written (Accented) With Language Talent  -5 B148 −  Savoir-Faire (Magical) Savoir-Faire (Servant) 15 IQ+1 1 B218+ Savoir-Faire (Servant) 15 IQ+1 1 B219- Tale Savoir-Faire (Sevant) 15 IQ+1 1 B224 1 Tale Savoir-Faire (Sevant) 2 IQ-1 IB Savoir-Faire (Sevant) 15 IQ+1 1 IQ-3 1 IB Savoir-Faire (Sevant) 2 IQ-1 IB Savoir-Faire (Sevant) 2 IQ-1 IB Savoir-Faire (Sevant) 1 IQ-3 1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ	CR. 12 (Resist quite often) 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.  Overconfidence CR. 12 (Resist quite often) Vou must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  Pacifism: Cannot Kill Pour may right – you may even start fights – but you may never do anything that seems likely to kill another. This includes abandoning a wounded foe to die "on his own?" You must do your best to keep your companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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 Xenophilla CR: 12 (Resist quite often)  2 Language: Alani (Norbadisch) Spoken (Accented) With Language Talent Language: Bosparano Spoken (Accented) With Language Talent Language: Isdira Native; Syoken (Native); Written (Native) Witten (Native); Written (Native)	CR: 12 (Resist quite often)  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.  Overconfidence  CR: 12 (Resist quite often)  You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!  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 foe to die fon his own? You must do your best to keep your companions from killing, too. If you do kill somen (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  1-15 B161 – Xenophilia crise in the feel of the			-10	B140	_						
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companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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 Alani (Norbadisch) Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented); Written (Accented) With Language Talent  Language Talent	companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  Language: Alani (Norbadisch) Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented); Written (Accented) With Language Talent  Language: Garethi (Mittelreich) Spoken (Native); Written (Native) With Language Talent  Language: Isdira Native; Spoken (Native); Written (Native)	companions from killing, too. If you do kill someone (or feel responsible for a death), you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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 -15 B161 - Xenophilia -10 B162 - CR: 12 (Resist quite often)  .anguages 20 - Languages Alani (Norbadisch) 1 B24 - Spoken (Accented)  With Language Talent Language: Bosparano 2 B24 - Spoken (Accented); Written (Accented)  With Language Talent Language: Garethi (Mittelreich) 4 B24 - Spoken (Native); Written (Native) With Language Talent Language: Isdira Native; Spoken (Native); Written (Native) With Language Talent Language: Isdira Native; Spoken (Native); Written (Native) With Language Talent Language: Koboldisch 1 B24 -											
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you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  20  Languages  1 B24  Spoken (Accented) With Language Talent  Language Bosparano Spoken (Accented); Written (Accented) With Language Talent	you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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	you immediately suffer a nervous breakdown. Roll 3d and be totally morose 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  -15  B161  -  Xenophilia  CR: 12 (Resist quite often)  anguages  20  -  Language: Alani (Norbadisch)  Spoken (Accented)  With Language Talent  Language: Bosparano  Spoken (Accented); Written (Accented)  With Language Talent  Language: Garethi (Mittelreich)  Spoken (Native); Written (Native)  With Language: Isdira  Native; Spoken (Native); Written (Native)  With Language Talent  Language: Koboldisch  1  B24  -  B24  B24											
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this time, you must make a Will roll to offer any sort of violence toward anyone, for any reason.  Weirdness Magnet -15 B161 -  Xenophilia -10 B162 -  CR: 12 (Resist quite often)  Languages 20 -  Language: Alani (Norbadisch) 1 B24 -  Spoken (Accented) With Language Talent  Language: Bosparano 2 B24 -  Spoken (Accented); Written (Accented) With Language Talent	this time, you must make a Will roll to offer any sort of violence toward anyone, for any reason.  Weirdness Magnet	this time, you must make a Will roll to offer any sort of violence toward anyone, for any reason.  Weirdness Magnet -15 B161 -  Xenophilia -10 B162 -  CR: 12 (Resist quite often)  anguages 20 -  Language: Alani (Norbadisch) 1 B24 -  Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented); Written (Accented) With Language Talent  Language: Garethi (Mittelreich) 4 B24 -  Spoken (Native); Written (Native) With Language: Talent  Language: Isdira 0 B24 -  Native; Spoken (Native); Written (Native) With Language Talent  Language: Koboldisch 1 B24 -		,									
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for any reason.  Weirdness Magnet  Xenophilia  CR: 12 (Resist quite often)  Languages  Language: Alani (Norbadisch)  Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented); Written (Accented) With Language Talent	for any reason.  Weirdness Magnet  Xenophilia CR: 12 (Resist quite often)  Languages  Language: Alani (Norbadisch) Spoken (Accented) With Language Talent  Language: Bosparano Spoken (Accented); Written (Accented) With Language Talent  Language: Garethi (Mittelreich) Spoken (Native); Written (Native) With Language Talent  Language: Isdira Native; Spoken (Native); Written (Native)	for any reason.  Weirdness Magnet  Xenophilia  CR: 12 (Resist quite often)  .anguages  20  Language: Alani (Norbadisch)  Spoken (Accented)  With Language Talent  Language: Garethi (Mittelreich)  Spoken (Native); Written (Native)  With Language Talent  Language: Bosparano  Spoken (Native); Written (Native)  With Language Talent  Language: Garethi (Mittelreich)  Spoken (Native); Written (Native)  With Language Talent  Language: Isdira  Native; Spoken (Native); Written (Native)  With Language Talent  Language: Koboldisch  1 B24 —											
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Spoken (Accented); Written (Accented) With Language Talent	Spoken (Accented); Written (Accented) With Language Talent  Language: Garethi (Mittelreich) Spoken (Native); Written (Native) With Language Talent  Language: Isdira Native; Spoken (Native); Written (Native)	Spoken (Accented); Written (Accented) With Language Talent  Language: Garethi (Mittelreich) Spoken (Native); Written (Native) With Language Talent  Language: Isdira Native; Spoken (Native); Written (Native) With Language Talent  Language: Koboldisch  1 B24 —		With Language Talent									
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	Spoken (Native); Written (Native) With Language Talent  Language: Isdira Native; Spoken (Native); Written (Native)	Spoken (Native); Written (Native) With Language Talent  Language: Isdira Native; Spoken (Native); Written (Native) With Language Talent  Language: Koboldisch  1 B24 —			4	B24	_						
Spoken (Native); Written (Native)	With Language Talent  Language: Isdira  Native; Spoken (Native); Written (Native)	With Language Talent  Language: Isdira  Native; Spoken (Native); Written (Native)  With Language Talent  Language: Koboldisch  1 B24 —		, , , ,	7	<u>52-7</u>							
With Language Talent	Native; Spoken (Native); Written (Native)	Native; Spoken (Native); Written (Native) With Language Talent Language: Koboldisch  1 B24 —		With Language Talent									
		With Language Talent  Language: Koboldisch  1 B24 —			0	<u>B24</u>	_						
	With Language Talent	Language: Koboldisch 1 <u>B24</u> –											
					1	B34	_						
					I	<u>DZ4</u>							
Oponom (/ loconica)	oponon ( noontou)	With Language Talent		. ,									

		Trait							Ртѕ		
	Language: Orkish (Oloarkh) Spoken (Accented)	110.01							1	<u>B24</u>	=
	With Language Talent Language: Rabensprache Spoken (Accented)								1	<u>B24</u>	_
	With Language Talent  Language: Torwalsch  Spoken (Native); Written (Native)								4	<u>B24</u>	-
	With Language Talent  Language: Tulamidya  Spoken (Native); Written (Native)								4	<u>B24</u>	_
	With Language Talent  Language: Zwergisch  Spoken (Accented)								1	<u>B24</u>	-
	With Language Talent Language: Nivesisch Spoken (Accented)								1	<u>B24</u>	-
	With Language Talent Natural Attacks								0	B271	_
	Perks								2		
	Alarm Clock								1		_
	Honest Face								1		_
0	Quirks								-5		_
	Admires Professionalisim								-1		_
	Comments about things that hap	pen during the gai	me						-1		_
	Laughs at own jokes	periode and guid							-1		_
	Looks around in a certain way								-1		_
	Remembers everyones birthday								-1		_
		SPELL					SL	RSL	Ртѕ		•
	Adlerauge Luchsenohr	0, 222					11	MB-1	1	LC15	
	Cast: 4 Asp; Time: 1 sec; Duration: 1 Round	d									
	<b>Armatrutz</b> Cast: min. 4 Asp. (RS * zusätzlicher RS - Zt	FP*/2); Time: 1 sec; Du	ıration: Max	1 Round			11	MB-1	1	LC28	-
	<b>Attributo</b> Eigenschaft + ZfP*/3 Cast: 7 Asp (Sch 5); Time: 1 sec; Duration:	1 Hour					11	MB-1	1	LC30	_
	Balsam Salabunde Cast: 1 AsP pro LeP, min 5Asp max ZfW *	2 Lep; Time: min 1s; D	uration: Ins	tant			13	MB+1	8	LC37	-
	<b>Band und Fessel</b> Class: Regular; Cast: 9AsP (Borb 1W20 As ZfP* Stunden	P oder 1W20 LeP); Tin	ne: 1 sec +	2 pro Schritt	Radius	; Duration:	11	MB-1	2	LC38	_
	Bannbaladin Cast: 7AsP; Time: 1 sec; Duration: ZfP* Sp	ielrunden					11	MB-1	1	LC39	-
	<b>Bewegung Stören</b> Reichweite ZfW * 7 Schritt Cast: 8 AsP + 1/5 ; Time: 1 sec; Duration: I	nstant					12	МВ	4	LC43	_
	Chamelioni Mimikry Resistance: Perception +ZfP*/2 + 7 (+1 fül Time: 1 sec; Duration: ZfP* * 10KR	r jede 3 Schritte) / Illus	sion Auflöse	en; Class: Re	gular; C	ast: 4AsP;	10	MB-2	1	<u>LC54</u>	-
	<b>Exposami Lebenskraft</b> Class: Regular; Cast: 4 AsP; Time: 3s; Dura	tion: Instant					12	MP-2	1	LC83	-
	<b>Flim Flam Funkel</b> Helligkeit: ZfP* Cast: 1 AsP pro Spielrunde; Time: 1 sec; D	uration: AsP einsatz					13	MB+1	2	<u>LR87</u>	_
	Motoricus Geisteshand Geschwindigkeit ZfP*/2 Cast: 1AsP pro 5 Stein min. 3 AsP; Time:		t				10	MB-2	1	LC181	-
	Melee Weapo	N		Usage	SL	Parry	BLoc	K Dan	MAGE	REACH	ST
	ge Knife			Swung	5	4	No			C,1	6
	ge Knife			Thrust	5	4	No			С	6
	ural Attacks			Bite	9	No	No	1d-3		C	
	ural Attacks			Kick	7	No	No	1d-2		C,1	
Nat	ural Attacks			Punch	9	7	No	1d-3		С	
	RANGED WEAPON	Usage SL	Acc	Damage	_	NGE RO				RECOIL	ST
Lar	ge Knife	Thrown 5	0	1d-2 imp	7/1	3 1	Т	-2	2		6
<b>✓</b>	# CARRIED EQUIPMENT (	5.5 кg; \$240)	Use		LC	<b>3</b>	A	\$€	\$ ≜		=
<b>~</b>	1 Disguise Kit			5		200	5 kg	200	5 kg	<u>B289</u>	_

✓	#	CARRIED EQUIPMENT (5.5 KG; \$240)	Uses	TL	LC	<b>9</b> :	Â	\$€	\$ ≜		
<b>✓</b>	1	Large Knife		0		40	0.5 kg	40	0.5 kg	<u>B272</u>	_