

PORTRAIT		IDENTITY				MISCELLANEOUS				240 POINTS									
	NAME		Floriel Zungenweg		CREATED		Jun 8, 2024, 6:41 AM		0 UNSPENT		0 ANCESTRY								
	TITLE				MODIFIED		Jul 13, 2024, 6:35 AM		100 ATTRIBUTES		165 ADVANTAGES								
	ORGANIZATION		Aufelf		PLAYER		Ghaith		-75 DISADVANTAGES		-8 QUIRKS								
	DESCRIPTION										35 SKILLS		23 SPELLS						
	GENDER		Male		HEIGHT		197 m		HAIR		Black (No hair)								
AGE		300		WEIGHT		90 kg		EYES		Gray									
BIRTHDAY				SIZE		+0		SKIN		Freckled (Albino)									
RELIGION				TL		3		HAND		Right									
PRIMARY ATTRIBUTES				SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE							
[20] 9 STRENGTH (ST)				[0] 9 INI				ROLL LOCATION DR				LEVEL MAX LOAD MOVE DODGE							
[30] 9 DEXTERITY (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 LI 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 TOUCH				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] 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 FOOT -4 0				192 kg RUNNING SHOVE & KNOCK OVER							
1d-1 BASIC SWING								17-18 NECK -5 0				120 kg CARRY ON BACK							
POINT POOLS								VITALS -3 0				400 kg SHIFT SLIGHTLY							
[0] 9 OF 9 HP [HEALTHY]																			
[0] 10 OF 10 FP [RESTED]																			
± REACTION								± CONDITION											
+1 from con artists, politicians, salesmen, etc. – but only if you aren't trying to manipulate them.								+3 to others' attempts to identify or follow you											
-2 from experienced NPCs																			
-2 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																			
TRAIT				PTS				SKILL / TECHNIQUE				SL		RSL		PTS			
☑ Advantages				130				Acting				14		IQ		1		B174	
Absolute Timing				2		B35		Default: Performance-2											
Astralenergie 14				14				Animal Handling (Big Cats)				13		IQ-1		1		B175	
Charisma 1				5		B41		Animal Handling (Dogs)				13		IQ-1		1		B175	
Cultural Adaptability				10		B46		Animal Handling (Equines)				13		IQ-1		1		B175	
Danger Sense				15		B47+		Body Language				11		Per-1		1		B181	
Eidetic Memory				10		B51		Default: Psychology-4											
Photographic								Carousing				11		HT+1		1		B183	
Language Talent				10		B65		Connoisseur (Literature)				13		IQ-1		1		B185+	
Magery				5		B66		Connoisseur (Music)				13		IQ-1		1		B185+	
Mimicry				10		B68+		Default: Musical Composition-3											
Rapier Wit				5		B79+		Counterfeiting/TL3				12		IQ-2		1		B185	
Speak With Animals				25		B87+		Default: Forgery/TL3-2											
Talent (Smooth Operator) 1				15		B90+		Detect Lies				12		Per		2		B187	
Tradition : Elf				4				Default: Psychology-4											
☑ Cultures				13				Diplomacy				13		IQ-1		1		B187	
Cultural Familiarity (Achazstamm)				1		B23		Disguise/TL3 (Human)				14		IQ		1		B187	
Do not suffer the normal -3 penalty for unfamiliarity								Fast-Talk				14		IQ		1		B195	
								Forgery/TL3				12		IQ-2		1		B196	
								History (Aventurien)				12		IQ-2		1		B200	
								Linguistics				12		IQ-2		1		B205	

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS	
<b>Cultural Familiarity (Auelfisch)</b> Native Do not suffer the normal -3 penalty for unfamiliarity	0	<u>B23</u>	<b>Lip Reading</b>	11	Per-1	1	<u>B205</u>
<b>Cultural Familiarity (Bornisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Mimicry (Speech)</b>	12	IQ-2	1	<u>B210</u>
<b>Cultural Familiarity (Firnelfisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Musical Composition</b> Default: Musical Instrument (Flute)-2	12	IQ-2	1	<u>B210</u>
<b>Cultural Familiarity (Horasisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Musical Instrument (Flute)</b>	12	IQ-2	1	<u>B211</u>
<b>Cultural Familiarity (Hügelzwegisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Observation</b> Default: Shadowing-5	11	Per-1	1	<u>B211</u>
<b>Cultural Familiarity (Mittelland-ländich)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Performance</b> Default: Public Speaking-2	13	IQ-1	1	<u>B212</u>
<b>Cultural Familiarity (Mittelland-städtisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Politics</b>	14	IQ	1	<u>B215</u>
<b>Cultural Familiarity (Orkisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Psychology</b>	12	IQ-2	1	<u>B216</u>
<b>Cultural Familiarity (Torwalisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Public Speaking</b>	15	IQ+1	1	<u>B216</u>
<b>Cultural Familiarity (Trollisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Research/TL3</b>	13	IQ-1	1	<u>B217</u>
<b>Cultural Familiarity (Trollzackisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Savoir-Faire (High Society)</b> Default: Savoir-Faire (Servant)-2	15	IQ+1	1	<u>B218+</u>
<b>Cultural Familiarity (Tulamidisch)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Savoir-Faire (Jester)</b>	15	IQ+1	1	<u>B218+</u>
<b>Cultural Familiarity (Zwerg)</b> Do not suffer the normal -3 penalty for unfamiliarity	1	<u>B23</u>	<b>Savoir-Faire (Magical)</b>	15	IQ+1	1	<u>B218+</u>
☛ <b>Disadvantages</b>	-78		<b>Savoir-Faire (Servant)</b>	15	IQ+1	1	<u>B218+</u>
<b>Code of Honor (Chivalry)</b> 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 (even in open war if the foe is also noble and chivalrous). Accept any challenge to arms from anyone of greater or equal rank.	-15	<u>B127</u>	<b>Shadowing</b>	10	IQ-4	1	<u>B219</u>
<b>Curious</b> CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation	-5	<u>B129</u>	<b>Teaching</b>	13	IQ-1	1	<u>B224</u>
<b>Delusion (Can fly)</b> Severe Gained in game	0	<u>B130</u>	<b>Teamster (Equines)</b>	13	IQ-1	1	<u>B225</u>
<b>Distinctive Features</b> Albino	-1	<u>B165</u>	<b>Thaumatology</b>	11	IQ-3	1	<u>B225</u>
<b>Distinctive Features</b> Burn marks	-1	<u>B165</u>					
<b>Distinctive Features</b> Crooked ears	-1	<u>B165</u>					
<b>Indecisive</b> 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.	-10	<u>B140</u>					

TRAIT		Pts			
<b>Overconfidence</b> 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!		-5	<u>B148</u>		
<b>Pacifism: Cannot Kill</b> 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.		-15	<u>B148</u>		
<b>Weirdness Magnet</b>		-15	<u>B161</u>		
<b>Xenophilia</b> CR: 12 (Resist quite often)		-10	<u>B162</u>		
✔ <b>Languages</b>		20			
<b>Language: Alani (Norbadisch)</b> Spoken (Accented) With Language Talent		1	<u>B24</u>		
<b>Language: Bosparano</b> Spoken (Accented); Written (Accented) With Language Talent		2	<u>B24</u>		
<b>Language: Garethi (Mittelreich)</b> Spoken (Native); Written (Native) With Language Talent		4	<u>B24</u>		
<b>Language: Isdira</b> Native; Spoken (Native); Written (Native) With Language Talent		0	<u>B24</u>		
<b>Language: Koboldisch</b> Spoken (Accented) With Language Talent		1	<u>B24</u>		
<b>Language: Orkish (Oloarkh)</b> Spoken (Accented) With Language Talent		1	<u>B24</u>		
<b>Language: Orkish (Ologhaijan)</b> Spoken (Accented) With Language Talent		1	<u>B24</u>		
<b>Language: Rabensprache</b> Spoken (Accented) With Language Talent		1	<u>B24</u>		
<b>Language: Torwalsch</b> Spoken (Native); Written (Native) With Language Talent		4	<u>B24</u>		
<b>Language: Tulamidya</b> Spoken (Native); Written (Native) With Language Talent		4	<u>B24</u>		
<b>Language: Zwergisch</b> Spoken (Accented) With Language Talent		1	<u>B24</u>		
<b>Natural Attacks</b>		0	<u>B271</u>		
✔ <b>Perks</b>		2			
<b>Alarm Clock</b>		1			
<b>Honest Face</b>		1			
✔ <b>Quirks</b>		-5			
<b>Admires Professionalism</b>		-1	<u>B162</u>		
<b>Comments about things that happen during the game</b>		-1	<u>B162</u>		
<b>Laughs at own jokes</b>		-1	<u>B162</u>		
<b>Looks around in a certain way</b>		-1	<u>B162</u>		
<b>Remembers everyone's birthday</b>		-1	<u>B162</u>		
SPELL		SL	RSL	Pts	
<b>Adlerauge Luchsenohr</b> Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round		11	MB-1	1	<u>LC15</u>
<b>Armatrutz</b> Ritual: speak quietly and make a gesture Cast: min. 4 Asp. (RS * zusätzlicher RS - ZfP*/2); Time: 1 sec; Duration: Max 1 Round		11	MB-1	1	<u>LC28</u>
<b>Attributo</b> Eigenschaft + ZfP*/3 Ritual: speak quietly and make a gesture Cast: 7 Asp (Sch 5); Time: 1 sec; Duration: 1 Hour		11	MB-1	1	<u>LC30</u>

SPELL					SL	RSL	Pts							
<b>Balsam Salabunde</b> Ritual: speak quietly and make a gesture Cast: 1 AsP pro LeP, min 5Asp max ZfW * 2 Lep; Time: min 1s; Duration: Instant					13	MB+1	8	<u>LC37</u>						
<b>Band und Fessel</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 9AsP (Borb 1W20 AsP oder 1W20 LeP); Time: 1 sec + 2 pro Schritt Radius; Duration: ZfP* Stunden					11	MB-1	2	<u>LC38</u>						
<b>Bannbaladin</b> Ritual: speak quietly and make a gesture Cast: 7AsP; Time: 1 sec; Duration: ZfP* Spielrunden					11	MB-1	1	<u>LC39</u>						
<b>Bewegung Stören</b> Reichweite ZfW * 7 Schritt Ritual: speak quietly and make a gesture Cast: 8 AsP + 1/5 ; Time: 1 sec; Duration: Instant					12	MB	4	<u>LC43</u>						
<b>Chamelioni Mimikry</b> Ritual: speak quietly and make a gesture Resistance: Perception +ZfP*/2 + 7 (+1 für jede 3 Schritte) / Illusion Auflösen; Class: Regular; Cast: 4AsP; Time: 1 sec; Duration: ZfP* * 10KR					10	MB-2	1	<u>LC54</u>						
<b>Exposami Lebenskraft</b> Ritual: speak quietly and make a gesture Class: Regular; Cast: 4 AsP; Time: 3s; Duration: Instant					12	MP-2	1	<u>LC83</u>						
<b>Flim Flam Funkel</b> Helligkeit: ZfP* Ritual: speak quietly and make a gesture Cast: 1 AsP pro Spielrunde; Time: 1 sec; Duration: AsP einsatz					13	MB+1	2	<u>LR87</u>						
<b>Motoricus Geisteshand</b> Geschwindigkeit ZfP*/2 Ritual: speak quietly and make a gesture Cast: 1AsP pro 5 Stein min. 3 AsP; Time: 1 sec; Duration: Instant					10	MB-2	1	<u>LC181</u>						
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
Large Knife					Swung	5	4	No	1d-3 cut	C,1	6			
Large Knife					Thrust	5	4	No	1d-2 imp	C	6			
Natural Attacks					Bite	9	No	No	1d-3 cr	C				
Natural Attacks					Kick	7	No	No	1d-2 cr	C,1				
Natural Attacks					Punch	9	7	No	1d-3 cr	C				
RANGED WEAPON					USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Large Knife					Thrown	5	0	1d-2 imp	7/13	1	T	-2		6
✓	#	CARRIED EQUIPMENT (5.5 kg; \$240)				USES	TL	LC						
✓	1	Disguise Kit					5		200	5 kg	200	5 kg		<u>B289</u>
✓	1	Large Knife					0		40	0.5 kg	40	0.5 kg		<u>B272</u>