

PORTRAIT		IDENTITY				MISCELLANEOUS				247 POINTS							
		NAME		Floriel Zungenweg		CREATED		Jun 8, 2024, 6:41 AM		9 UNSPENT							
		TITLE				MODIFIED		Jul 13, 2024, 6:35 AM		0 ANCESTRY							
		ORGANIZATION		Aufelf		PLAYER		Ghaith		100 ATTRIBUTES							
		DESCRIPTION								162 ADVANTAGES							
		GENDER		Male		HEIGHT		197 m		HAIR		Black (No hair)		-75 DISADVANTAGES			
AGE		300		WEIGHT		90 kg		EYES		Gray		-7 QUIRKS					
BIRTHDAY				SIZE		+0		SKIN		Freckled (Albino)		35 SKILLS					
RELIGION				TL		3		HAND		Right		23 SPELLS					
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				
									VITALS	-3	0		400 kg SHIFT SLIGHTLY				
POINT POOLS																	
[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.				+2 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		140		–	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 Xeno		20	B46	–	Animal Handling (Equines)		13	IQ-1	1	B175	–						
Danger Sense		15	B47+	–	Body Language		11	Per-1	1	B181	–						
Eidetic Memory Photographic		10	B51	–	Default: Psychology-4												
Language Talent		10	B65	–	Carousing		11	HT+1	1	B183	–						
Magery		5	B66	–	Connoisseur (Literature)		13	IQ-1	1	B185+	–						
Mimicry		10	B68+	–	Connoisseur (Music)		13	IQ-1	1	B185+	–						
Rapier Wit		5	B79+	–	Default: Musical Composition-3												
Speak With Animals		25	B87+	–	Counterfeiting/TL3		12	IQ-2	1	B185	–						
Talent (Smooth Operator) 1		15	B90+	–	Default: Forgery/TL3-2												
Tradition : Elf		4		–	Detect Lies		12	Per	2	B187	–						
Cultures		0		–	Default: Psychology-4												
Cultural Familiarity (Auelfisch)		0	B23	–	Diplomacy		13	IQ-1	1	B187	–						
Native																	
Do not suffer the normal -3 penalty for unfamiliarity																	

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
❖ Disadvantages	-77		—	Disguise/TL3 (Human)	14	IQ	1	<u>B187</u>	—
Code of Honor (Chivalry)	-15	<u>B127</u>	—	Fast-Talk	14	IQ	1	<u>B195</u>	—
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.				Forgery/TL3	12	IQ-2	1	<u>B196</u>	—
Curious	-5	<u>B129</u>	—	History (Aventurien)	12	IQ-2	1	<u>B200</u>	—
CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation				Linguistics	12	IQ-2	1	<u>B205</u>	—
Delusion (Can fly)	0	<u>B130</u>	—	Lip Reading	11	Per-1	1	<u>B205</u>	—
Severe Gained in game				Mimicry (Speech)	12	IQ-2	1	<u>B210</u>	—
Distinctive Features	-1	<u>B165</u>	—	Musical Composition	12	IQ-2	1	<u>B210</u>	—
Albino				Default: Musical Instrument (Flute)-2					
Distinctive Features	-1	<u>B165</u>	—	Musical Instrument (Flute)	12	IQ-2	1	<u>B211</u>	—
Crooked ears				Observation	11	Per-1	1	<u>B211</u>	—
Indecisive	-10	<u>B140</u>	—	Default: Shadowing-5					
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.				Performance	13	IQ-1	1	<u>B212</u>	—
Overconfidence	-5	<u>B148</u>	—	Default: Public Speaking-2					
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!				Politics	14	IQ	1	<u>B215</u>	—
Pacifism: Cannot Kill	-15	<u>B148</u>	—	Psychology	12	IQ-2	1	<u>B216</u>	—
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.				Public Speaking	15	IQ+1	1	<u>B216</u>	—
Weirdness Magnet	-15	<u>B161</u>	—	Research/TL3	13	IQ-1	1	<u>B217</u>	—
Xenophilia	-10	<u>B162</u>	—	Savoir-Faire (High Society)	15	IQ+1	1	<u>B218+</u>	—
CR: 12 (Resist quite often)				Default: Savoir-Faire (Servant)-2					
❖ Languages	20		—	Savoir-Faire (Jester)	15	IQ+1	1	<u>B218+</u>	—
Language: Alani (Norbadisch)	1	<u>B24</u>	—	Savoir-Faire (Magical)	15	IQ+1	1	<u>B218+</u>	—
Spoken (Accented) With Language Talent				Savoir-Faire (Servant)	15	IQ+1	1	<u>B218+</u>	—
Language: Bosparano	2	<u>B24</u>	—	Shadowing	11	IQ-3	1	<u>B219</u>	—
Spoken (Accented); Written (Accented) With Language Talent				Teaching	13	IQ-1	1	<u>B224</u>	—
Language: Garethi (Mittelreich)	4	<u>B24</u>	—	Teamster (Equines)	13	IQ-1	1	<u>B225</u>	—
Spoken (Native); Written (Native) With Language Talent				Thaumatology	11	IQ-3	1	<u>B225</u>	—
Language: Isdira	0	<u>B24</u>	—						
Native; Spoken (Native); Written (Native) With Language Talent									
Language: Koboldisch	1	<u>B24</u>	—						
Spoken (Accented) With Language Talent									

TRAIT			Pts						
Language: Orkish (Oloarkh) Spoken (Accented) With Language Talent			1	<u>B24</u>	—				
Language: Rabensprache Spoken (Accented) With Language Talent			1	<u>B24</u>	—				
Language: Torwalsch Spoken (Native); Written (Native) With Language Talent			4	<u>B24</u>	—				
Language: Tulamidya Spoken (Native); Written (Native) With Language Talent			4	<u>B24</u>	—				
Language: Zwergisch Spoken (Accented) With Language Talent			1	<u>B24</u>	—				
Language: Nivesisch Spoken (Accented) With Language Talent			1	<u>B24</u>	—				
Natural Attacks			0	<u>B271</u>	—				
✔ Perks			2		—				
Alarm Clock			1		—				
Honest Face			1		—				
✔ Quirks			-5		—				
Admires Professionalism			-1	<u>B162</u>	—				
Comments about things that happen during the game			-1	<u>B162</u>	—				
Laughs at own jokes			-1	<u>B162</u>	—				
Looks around in a certain way			-1	<u>B162</u>	—				
Remembers everyones birthday			-1	<u>B162</u>	—				
SPELL			SL	RSL	Pts				
Adlerauge Luchsenohr Ritual: speak quietly and make a gesture Cast: 4 Asp; Time: 1 sec; Duration: 1 Round			11	MB-1	1	<u>LC15</u>	—		
Armatrutz 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>	—		
Attributo 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>	—		
Balsam Salabunde 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>	—		
Band und Fessel 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>	—		
Bannbaladin Ritual: speak quietly and make a gesture Cast: 7AsP; Time: 1 sec; Duration: ZfP* Spielrunden			11	MB-1	1	<u>LC39</u>	—		
Bewegung Stören 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>	—		
Chamelioni Mimikry 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>	—		
Exposami Lebenskraft Ritual: speak quietly and make a gesture Class: Regular; Cast: 4 AsP; Time: 3s; Duration: Instant			12	MP-2	1	<u>LC83</u>	—		
Flim Flam Funkel 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>	—		
Motoricus Geisteshand 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

MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
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>	—