

| PORTRAIT | | IDENTITY | | | | MISCELLANEOUS | | | | 250 POINTS | | | | | |
|----------------------------|--------------|----------|-------------------|---------------------------|----------|---------------|----------------------|---------------------|------|-------------------|-----------------|-----------------------------------|--|--|--|
| | NAME | | Floriel Zungenweg | | CREATED | | Jun 8, 2024, 6:41 AM | | 3 | | UNSPENT | | | | |
| | TITLE | | | | MODIFIED | | Oct 5, 2024, 1:56 PM | | 0 | | ANCESTRY | | | | |
| | ORGANIZATION | | Aufelf | | PLAYER | | Ghaith | | 100 | | ATTRIBUTES | | | | |
| | DESCRIPTION | | | | | | | | 171 | | ADVANTAGES | | | | |
| | 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 | | | | | |
| 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 | | | |
| | | | | | | | | VITALS -3 0 | | | | 400 kg SHIFT SLIGHTLY | | | |
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| TRAIT | PTS | | | SKILL / TECHNIQUE | SL | RSL | PTS | | |
|--|-----|-------------|---|---------------------------------------|----|-------|-----|--------------|---|
| ❖ Disadvantages | -68 | | — | 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) | 9 | <u>B130</u> | — | Lip Reading | 11 | Per-1 | 1 | <u>B205</u> | — |
| Minor 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 Cast: 4 Asp; Time: 1 sec; Duration: 1 Round | | | | 11 | MB-1 | 1 | <u>LC15</u> | — | | | | | |
| Armatrutz 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 Cast: 7 Asp (Sch 5); Time: 1 sec; Duration: 1 Hour | | | | 11 | MB-1 | 1 | <u>LC30</u> | — | | | | | |
| Balsam Salabunde 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 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 Cast: 7AsP; Time: 1 sec; Duration: ZfP* Spielrunden | | | | 11 | MB-1 | 1 | <u>LC39</u> | — | | | | | |
| Bewegung Stören Reichweite ZfW * 7 Schritt Cast: 8 AsP + 1/5 ; Time: 1 sec; Duration: Instant | | | | 12 | MB | 4 | <u>LC43</u> | — | | | | | |
| Chamelioni Mimikry 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 Class: Regular; Cast: 4 AsP; Time: 3s; Duration: Instant | | | | 12 | MP-2 | 1 | <u>LC83</u> | — | | | | | |
| Flim Flam Funkel Helligkeit: ZfP* Cast: 1 AsP pro Spielrunde; Time: 1 sec; Duration: AsP einsatz | | | | 13 | MB+1 | 2 | <u>LR87</u> | — | | | | | |
| Motoricus Geisteshand Geschwindigkeit ZfP*/2 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> | — |

| ✓ | # | CARRIED EQUIPMENT (5.5 KG; \$240) | USES | TL | LC | | | | | | | |
|---|---|-----------------------------------|------|----|----|----|--------|----|--------|-------------|--|---|
| ✓ | 1 | Large Knife | | 0 | | 40 | 0.5 kg | 40 | 0.5 kg | <u>B272</u> | | — |