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| Tiergefahrte/Vertrauter/Eidolon | | |
|  |  |  |
| Name |  | Spielername |
|  |  |  |
| Spezies und TW |  | Gesinnung |
|  |  |  |
| Größenkategorie |  | Alter |
|  |  |  |
| Geschlecht |  | Größe |
|  |  |  |
| Gewicht |  | Augenfarbe |
|  |  |  |
| Gestalt |  | Haut-/Fell-/Schuppenfarbe |

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| Portrait/Wappen |
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| Rettungswurfe | | |
|  | Gesamt | Modifikatoren |
| Reflex  (Geschicklichkeit) |  |  |
| Willen  (Weisheit) |  |
| Zähigkeit  (Konstitution) |  |

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| --- | --- | --- | --- | --- | --- | --- |
| Bewegungsrate | | | | | | |
|  | Grund | Mit Rüstung | | | Temp. Mod. | |
| Land  Bewegungsrate |  |  | | |  | |
|  | Fliegend | | Manövrierfähigkeit |  | | |
| Flug  Bewegungsrate |  | |  |  | | |
| Schwimmend |  | |  | |  |  |
| Klettern |  | |  | |  |  |
| Grabend |  | |  | |  |  |

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| Attribute | | | | |
|  | Attributs  Wert | Attributs  Mod. | Temp.  Wert | Temp.  Mod |
| ST  Stärke |  |  |  |  |
| GE  Geschicklichkeit |  |  |  |  |
| KO  Konstitution |  |  |  |  |
| IN  Intelligenz |  |  |  |  |
| WE  Weisheit |  |  |  |  |
| CH  Charisma |  |  |  |  |

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| Rustungsklasse | | | | | | |
|  | Ges. |
| RK  (Rüstungsklasse) |  |
| Berührung  (Rüstungsklasse) | | |  | Auf dem falschen Fuß  (Rüstungsklasse) |  |
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| Waffen | | | | | | |
| Waffe | Angriffsbonus | Krit.Treffer | Art | Reichweite | Munition | Schaden |
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| Angriff | |  | Kampfmanover | | | |
|  |  |  |  | Gesamt |
| GAB  Grund-Angriffsbonus |  |  | KMB  Kampfmanöverbonus |  |
|  |  |  |  | Gesamt |
| ZR  Zauberresistenz |  |  | KMV  Kampfmanöververteidigung |  |
| SR  Schadensresistenz |  |  | TP  Trefferpunkte |  | Wunden/Momentane TP |  |
|  |  |  |  |  | Nichttödlicher Schaden |  |
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| Initiative  Modifikator |  |  |

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| Fertigkeiten | | | | | |
| Fertigkeit | | Gesamt | |
| Akrobatik | | |  | |
| Auftreten | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Auftreten | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Beruf\* | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Beruf\* | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Bluffen | | |  | |
| Diplomatie | | |  | |
| Einschüchtern | | |  | |
| Entfesselungskunst | | |  | |
| Fingerfertigkeit\* | | |  | |
| Fliegen | | |  | |
| Handwerk | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Handwerk | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Handwerk | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |  | |
| Heilkunde | | |  | |
| Heimlichkeit | | |  | |
| Klettern | | |  | |
| Magischen Gegenstand benutzen\* | | |  | |
| Mechanismus ausschalten\* | | |  | |
| Mit Tieren umgehen\* | | |  | |
| Motiv erkennen | | |  | |
| Reiten | | |  | |
| Schätzen | | |  | |
| Schwimmen | | |  | |
| Sprachenkunde\* | | |  | |
| Überlebenskunst | | |  | |
| Verkleiden | | |  | |
| Wahrnehmung | | |  | |
| Wissen (Adel und Königshäuser)\* | | |  | |
| Wissen (Arkanes)\* | | |  | |
| Wissen (Baukunst)\* | | |  | |
| Wissen (Die Ebenen)\* | | |  | |
| Wissen (Geographie)\* | | |  | |
| Wissen (Geschichte)\* | | |  | |
| Wissen (Gewölbekunde)\* | | |  | |
| Wissen (Lokales)\* | | |  | |
| Wissen (Natur)\* | | |  | |
| Wissen (Religion)\* | | |  | |
| Zauberkunde\* | | |  | |

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| Fertigkeiten Situationsmodifikatoren |  | Sprachen |
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| Besondere Fahigkeiten | | |
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| Talente/Wesenszuge | | |
| Talent/Wesenszug | Buch/Seite | Vorteil |
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