

Name				Spielername			
Spezies und TW				Gesinnung	Gesinnung		
Größenkategorie				Alter			
Geschlecht				Größe			
Gewicht				Augenfarbe			
Gestalt				Haut-/Fell-/Sch	una su facha		
Gestait				Haut-/ Fell-/ Sch	and the second	A Street and a street of the	
	Attributs	Attributs	Temp. Temp		BEWEGUNGS	SATE stung Temp. Mod.	
ST Stärke	Wert	Mod.	Wert Mod	Land Bewegungsrate			
GE Geschicklichkeit				Flug Bewegungsrate	Fliegend Manövri	erfâhigkeit	
KO Konstitution				Schwimmend			
IN Intelligenz				Klettern Grabend			
WE							
Weisheit CH				Por	3TBAIT/WAP	PED	
Charisma							
ß	ETTUNG	SWUBI	FF				
Reflex	Gesamt	М	odifikatoren				
(Geschicklichkeit)							
Willen (Weisheit)							
Zähigkeit (Konstitution)							



Ges.	BUSTUNGSKLA	55E				
RK (Rüstungsklasse)						
Berührung		n falschen Fuß	3			
(Rüstungsklasse)	(F	Rüstungsklasse)				
ANGBIFF			Кам	PFMANO	VEB	
GAB	Gesa KMB Kampfmanöverbonus		amt			
rund-Angriffsbonus	and the second	Gesa	amt			
ZR Zauberresistenz	KM Kampfmanöverv	verteidigung				
	TP Trefferpunkte		11/7	ten/Mom	entane TP	
SR Schadensresistenz			Wund			
				nttödlicher		
Schadensresistenz						
Schadensresistenz		nkte	Nicł			
Schadensresistenz		nkte	Nicł VAFFCD			Schaden
Schadensresistenz Initiative Modifikator	Trefferpu	nkte	Nicł VAFFCD	nttödlicher	Schaden	Schaden
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Schadensresistenz Initiative Modifikator	Trefferpu	nkte	Nicł VAFFCD	nttödlicher	Schaden	Schaden



FEBTIGKEITEN Fertigkeit	Gesamt	
Akrobatik	Gesaint	
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	and the second s	
Sprachenkunde*	Carl States and States	
Überlebenskunst	State of the state	
Verkleiden		
Wahrnehmung	- Contraction International	
Wissen (Adel und Königshäuser)*		
Wissen (Arkanes)*		
Wissen (Baukunst)*		
Wissen (Die Ebenen)*		
Wissen (Geographie)*		
Wissen (Geschichte)*		
Wissen (Gewölbekunde)*		
Wissen (Lokales)*		
Wissen (Natur)*		
Wissen (Religion)*		
Zauberkunde*		

### FEBTIGKEITEN SITUATIONSMODIFIKATOBEN

SPBACHEN

### Besondere Fahigkeiten



	TALET	VTE/WESENSZUGE		
Talent/Wesenszug	Buch/Seite	Vorteil		
The second second second second				



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