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| **Körperlicher Zustandsmonitor** | | |  | | **Geistiger**  **Zustandsmonitor** | | | | |
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|  |  | -3 | |  |  | |  | | -3 | |
|  |  | -4 | |  |  | |  | | -4 | |
|  |  | -5 | |  | Charaktere haben  8 + (WIL / 2, aufgerundet) Kästchen auf dem geistigen Zustandsmonitor; Überzählige Kästchen schwärzen | | | | | |
|  |  | -6 | |  |
|  |  | -7 | |  |
|  |  | -8 | | Überzähliger Schaden | | | | |  | |
|  |  | -9 | | Überzähliger Schaden (erlitten) | | | | |  | |
|  |  | -10 | |  |  | |  | |  | |
| Charaktere haben  8 + (KON / 2, aufgerundet) Kästchen auf dem körperlichen Zustandsmonitor; Überzählige Kästchen schwärzen | | |  | |  |  | |  | |

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| **Kraftstufe** |  | | | | | | | |
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| **Konstitution** |  | | | | | | | |
| **Geschicklichkeit** |  | | | | | | | |
| **Reaktion** |  | | | | | | | |
| **Stärke** |  | | | | | | | |
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| **Willenskraft** |  | | | | | | | |
| **Logik** |  | | | | | | | |
| **Intuition** |  | | | | | | | |
| **Charisma** |  | | | | | | | |
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| **Edge** |  | | | | | | | |
| **Edge-Punkte** |  |  |  |  |  |  |  |  |
| **Essenz** |  | | | | | | | |
| **Magie** |  | | | | | | | |
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| **Initiative** |  | | | | | | | |
| **Astrale Initiative** |  | | | | | | | |
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| **Selbstbeherrschung** |  | | | | | | | |
| **Menschenkenntnis** |  | | | | | | | |
| **Erinnerungsvermögen** |  | | | | | | | |
| **Heben/Tragen** |  | | | | | | | |
| **Bewegung** |  | | | | | | | |
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| **Heimatebene** |  | | | | | | | |
| **Loaylität** |  | | | | | | | |
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| **Körperliches Limit** |  | | | | | | | |
| **Geistiges Limit** |  | | | | | | | |
| **Soziales Limit** |  | | | | | | | |
| **Astrales Limit** |  | | | | | | | |

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| **Charakter** |  |
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| **Gestalten** |
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| **Kräfte** |
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| **Aktionsfertigkeit** | **Attribut** | **Stufe** | **Pool** |
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| **Panzerung** | **Panzerungswert** | **Anmerkungen** | **Schadenswiderstand** |
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| **Nahkampfwaffe** | **Pool** | **Reichweite** | **Schaden** | **Präzision** | **DK** |
| Waffenlos |  | - | (STR)G | Körperlich | - |
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| **Fernkampfwaffe** | **Pool** | **Schaden** | **Präzision** | **DK** | **Modus** | **RK** | **Schuss ohne Rückstoß** | **Munition** | **Munition verbraucht** |
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| **Zauber** | **Z/R/E** | **Kategorie** | **Schaden** | **Art** | **Reichweite** | **Dauer** | **Entzug** |
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