

Charaktername		Spieler			
Klasse und Stufe		Volk	Gesinnung	Heimat	Gottheit

Größenkategorie	Alter	Geschlecht	Größe	Gewicht	Augenfarbe	Haarfarbe	Hautfarbe
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Attribute

	Attributs. Wert.	Attributs. Mod.	Temp. Wert.	Temp. Mod.
ST Stärke	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
GE Geschicklichkeit	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
KO Konstitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
IN Intelligenz	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WE Weisheit	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CH Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Charaktereigenschaften

EP Erfahrungspunkte	Aktuell <input type="text"/>	Nächste Stufe <input type="text"/>	
TP Trefferpunkte	<input type="text"/>	<input type="text"/>	
Initiative Modifikator	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>

Bewegungsrate

Land Bewegungsrate	Grundbewegungsrate <input type="text"/>	Mit Rüstung <input type="text"/>	Temp. Modifikator <input type="text"/>	
Flug Bewegungsrate	Fliegend/Manövrierfähigkeit <input type="text"/>	Schwimmend <input type="text"/>	Kletternd <input type="text"/>	Grabend <input type="text"/>

Rettungswürfe

	Gesamt	=	Grund-bonus	+	Attributs. Mod.	+	Magie-Mod.	+	Sonstige Mod.	+	Temp. Mod.	Modifikatoren
Reflex (Geschicklichkeit)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
Willen (Weisheit)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	
Zähigkeit (Konstitution)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	

Rüstungsklasse

RK Rüstungsklasse	Gesamt <input type="text"/>	=	10	+	Rüstungsbonus <input type="text"/>	+	Schildbonus <input type="text"/>	+	GE-Mod. <input type="text"/>	+	Grössen-Mod. <input type="text"/>	+	Natürl. Rüstung <input type="text"/>	+	Ablenkungsbonus <input type="text"/>	+	Sonstige Mod. <input type="text"/>	Modifikatoren <input type="text"/>
Berührung Rüstungsklasse	<input type="text"/>	Auf dem falschen Fuß Rüstungsklasse	<input type="text"/>	Modifikatoren	<input type="text"/>													

Angriff

GAB Grund-Angriffsbonus	<input type="text"/>
ZR Zauberresistenz	<input type="text"/>

Kampfmanöver

KMB Kampfmanöverbonus	Gesamt <input type="text"/>	=	GAB <input type="text"/>	+	ST-Mod. <input type="text"/>	+	Grössen-Mod. <input type="text"/>	Modifikatoren <input type="text"/>	
KMV Kampfmanöververteidigung	Gesamt <input type="text"/>	=	GAB <input type="text"/>	+	ST-Mod. <input type="text"/>	+	Grössen-Mod. <input type="text"/>	GE-Mod. <input type="text"/>	+ 10

Waffen

Waffe	Angriffsbonus	Kritischer Treffer	Art	Reichweite	Munition	Schaden

Fertigkeiten

Fertigkeit	Gesamtbonus	Attr.-Mod.	Ränge	Sonst. Mod
<input checked="" type="checkbox"/> Akrobatik		= GE	+	+
<input type="checkbox"/> Auftreten		= CH	+	+
<input type="checkbox"/> Auftreten		= CH	+	+
<input type="checkbox"/> Beruf*		= WE	+	+
<input type="checkbox"/> Beruf*		= WE	+	+
<input type="checkbox"/> Bluffen		= CH	+	+
<input type="checkbox"/> Diplomatie		= CH	+	+
<input checked="" type="checkbox"/> Einschüchtern		= CH	+	+
<input type="checkbox"/> Entfesselungskunst		= GE	+	+
<input type="checkbox"/> Fingerfertigkeit*		= GE	+	+
<input type="checkbox"/> Fliegen		= GE	+	+
<input checked="" type="checkbox"/> Handwerk		= IN	+	+
<input checked="" type="checkbox"/> Handwerk		= IN	+	+
<input checked="" type="checkbox"/> Handwerk		= IN	+	+
<input type="checkbox"/> Heilkunde		= WE	+	+
<input type="checkbox"/> Heimlichkeit		= GE	+	+
<input checked="" type="checkbox"/> Klettern		= ST	+	+
<input type="checkbox"/> Magischen Gegenstand benutzen*		= CH	+	+
<input type="checkbox"/> Mechanismus ausschalten*		= GE	+	+
<input checked="" type="checkbox"/> Mit Tieren umgehen*		= CH	+	+
<input type="checkbox"/> Motiv erkennen		= WE	+	+
<input checked="" type="checkbox"/> Reiten		= GE	+	+
<input type="checkbox"/> Schätzen		= IN	+	+
<input checked="" type="checkbox"/> Schwimmen		= ST	+	+
<input type="checkbox"/> Sprachenkunde*		= IN	+	+
<input checked="" type="checkbox"/> Überlebenskunst		= WE	+	+
<input type="checkbox"/> Verkleiden		= CH	+	+
<input checked="" type="checkbox"/> Wahrnehmung		= WE	+	+
<input type="checkbox"/> Wissen (Adel und Königshäuser)*		= IN	+	+
<input type="checkbox"/> Wissen (Arkane)*		= IN	+	+
<input type="checkbox"/> Wissen (Baukunst)*		= IN	+	+
<input type="checkbox"/> Wissen (Die Ebenen)*		= IN	+	+
<input type="checkbox"/> Wissen (Geographie)*		= IN	+	+
<input type="checkbox"/> Wissen (Geschichte)*		= IN	+	+
<input type="checkbox"/> Wissen (Gewölbekunde)*		= IN	+	+
<input type="checkbox"/> Wissen (Lokales)*		= IN	+	+
<input checked="" type="checkbox"/> Wissen (Natur)*		= IN	+	+
<input type="checkbox"/> Wissen (Religion)*		= IN	+	+
<input type="checkbox"/> Zauberkunde*		= IN	+	+
<input checked="" type="checkbox"/> Klassenfertigkeiten				

* Nur geübt

Fertigkeiten Situationsmodifikatoren

Sprachen

Volksmerkmale

Klassenmerkmale

Kampfrausch

Runden am Tag

Rüstungsgegenstände

Gegenstand	Bonus	Rüstungsmalus	Art	Chance auf Arkane Zauberputzer	Gewicht	Eigenschaften
Gesamt						

 **Talent**

Name Buch/Seite

Vorteil

 **Talent**

Name Buch/Seite

Vorteil

 **Talent**

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Vorteil

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Name Buch/Seite

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Vorteil

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