

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	Nächste Stufe
<input type="text"/>	<input type="text"/>

TP Trefferpunkte

Gesamt	Schadensreduzierung
<input type="text"/>	<input type="text"/>
Gesamt	GE-Mod. Sonst. Mod.
<input type="text"/>	<input type="text"/>

Initiative Modifikator

<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
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Bewegungsrate

Land Bewegungsrate

Grundbewegungsrate	Mit Rüstung	Temp. Modifikator
<input type="text"/>	<input type="text"/>	<input type="text"/>

Flug Bewegungsrate

Fliegend/Manövrierfähigkeit	Schwimmend	Kletternd	Grabend
<input type="text"/>	<input type="text"/>	<input type="text"/>	<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	=	10	+	Rüstungsbonus	+	Schildbonus	+	GE-Mod.	+	Grössen-Mod.	+	Natürl. Rüstung	+	Ablenkungsbonus	+	Sonstige Mod.	Modifikatoren
<input type="text"/>	=	10	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>

Berührung Rüstungsklasse

<input type="text"/>	Auf dem falschen Fuß	Modifikatoren
<input type="text"/>	<input type="text"/>	<input type="text"/>

Angriff

GAB Grund-Angriffsbonus

ZR Zauberresistenz

Kampfmanöver

KMB Kampfmanöverbonus

Gesamt	=	GAB	+	ST-Mod.	+	Grössen-Mod.	Modifikatoren
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>

KMV Kampfmanöververteidigung

Gesamt	=	GAB	+	ST-Mod.	+	Grössen-Mod.	GE-Mod.	+ 10
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<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 checked="" type="checkbox"/> Auftreten		= CH		+	+
<input checked="" type="checkbox"/> Auftreten		= CH		+	+
<input checked="" type="checkbox"/> Beruf*		= WE		+	+
<input checked="" type="checkbox"/> Beruf*		= WE		+	+
<input checked="" type="checkbox"/> Bluffen		= CH		+	+
<input checked="" type="checkbox"/> Diplomatie		= CH		+	+
<input checked="" type="checkbox"/> Einschüchtern		= CH		+	+
<input checked="" type="checkbox"/> Entfesselungskunst		= GE		+	+
<input checked="" 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 checked="" type="checkbox"/> Heimlichkeit		= GE		+	+
<input checked="" type="checkbox"/> Klettern		= ST		+	+
<input checked="" type="checkbox"/> Magischen Gegenstand benutzen*		= CH		+	+
<input type="checkbox"/> Mechanismus ausschalten*		= GE		+	+
<input type="checkbox"/> Mit Tieren umgehen*		= CH		+	+
<input checked="" type="checkbox"/> Motiv erkennen		= WE		+	+
<input type="checkbox"/> Reiten		= GE		+	+
<input checked="" type="checkbox"/> Schätzen		= IN		+	+
<input type="checkbox"/> Schwimmen		= ST		+	+
<input checked="" type="checkbox"/> Sprachenkunde*		= IN		+	+
<input type="checkbox"/> Überlebenskunst		= WE		+	+
<input checked="" type="checkbox"/> Verkleiden		= CH		+	+
<input checked="" type="checkbox"/> Wahrnehmung		= WE		+	+
<input checked="" type="checkbox"/> Wissen (Adel und Königshäuser)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Arkane)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Baukunst)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Die Ebenen)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Geographie)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Geschichte)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Gewölbekunde)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Lokales)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Natur)		= IN		+	+
<input checked="" type="checkbox"/> Wissen (Religion)		= IN		+	+
<input checked="" type="checkbox"/> Zauberkunde*		= IN		+	+
<input checked="" type="checkbox"/> Klassenfertigkeiten * Nur geübt					

Fertigkeiten Situationsmodifikatoren

Sprachen

Volksmerkmale

Klassenmerkmale

Bardenauftritt
Runden am Tag

Gesamt

Aktuell

Rüstungsgegenstände

Gegenstand	Bonus	Rüstungsmalus	Art	Chance auf Arkane Zauberpzter	Gewicht	Eigenschaften
Gesamt						

 **Talent**

Name Buch/Seite

Vorteil

 **Talent**

Name Buch/Seite

Vorteil

 **Talent**

Name Buch/Seite

Vorteil

 **Talent**

Name Buch/Seite

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Vorteil

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