

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

### Charaktereigenschaften

<b>EP</b> Erfahrungspunkte	Aktuell <input type="text"/>	Nächste Stufe <input type="text"/>
<b>TP</b> Trefferpunkte	Gesamt <input type="text"/>	
<b>Initiative</b> Modifikator	Gesamt <input type="text"/>	GE-Mod <input type="text"/>
	Sonst. Mod. <input type="text"/>	

### Bewegungsrate

<b>Land</b> Bewegungsrate	Grundbewegungsrate <input type="text"/>	Mit Rüstung <input type="text"/>	Temp. Modifikator <input type="text"/>
<b>Flug</b> 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
<b>Reflex</b> (Geschicklichkeit)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input style="width:100%; height:100%;" type="text"/>
<b>Willen</b> (Weisheit)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	
<b>Zähigkeit</b> (Konstitution)	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	

### Rüstungsklasse

<b>RK</b> 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 style="width:100%; height:100%;" type="text"/>
<b>Berührung</b> Rüstungsklasse	<input type="text"/>		<b>Auf dem falschen Fuß</b>		<input type="text"/>													Modifikatoren <input style="width:100%; height:100%;" type="text"/>

### Angriff

<b>GAB</b> Grund-Angriffsbonus	<input style="width:100%; height:100%;" type="text"/>
<b>ZR</b> Zauberresistenz	<input style="width:100%; height:100%;" type="text"/>

### Kampfmanöver

<b>KMB</b> Kampfmanöverbonus	Gesamt <input type="text"/>	=	GAB <input type="text"/>	+	ST-Mod. <input type="text"/>	+	Grössen-Mod. <input type="text"/>	Modifikatoren <input style="width:100%; height:100%;" type="text"/>	
<b>KMV</b> 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

# Fertigkeiten Situationsmodifikatoren

Fertigkeit	Gesamtbonus		Attr.-Mod.	Ränge	Sonst. Mod
<input type="checkbox"/> Akrobatik		= GE	+	+	
<input type="checkbox"/> Auftreten		= CH	+	+	
<input type="checkbox"/> Auftreten		= CH	+	+	
<input checked="" type="checkbox"/> Beruf*		= WE	+	+	
<input checked="" 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 type="checkbox"/> Wahrnehmung		= WE	+	+	
<input type="checkbox"/> Wissen (Adel und Königshäuser)*		= IN	+	+	
<input type="checkbox"/> Wissen (Arkane)*		= IN	+	+	
<input checked="" 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 checked="" type="checkbox"/> Wissen (Gewölbekunde)*		= IN	+	+	
<input type="checkbox"/> Wissen (Lokales)*		= IN	+	+	
<input type="checkbox"/> Wissen (Natur)*		= IN	+	+	
<input type="checkbox"/> Wissen (Religion)*		= IN	+	+	
<input type="checkbox"/> Zauberkunde*		= IN	+	+	

Klassenfertigkeiten \* Nur geübt

## Sprachen

## Volksmerkmale

## Klassenmerkmale

# Rüstungsgegenstände

Gegenstand	Bonus	Rüstungsmalus	Art	Chance auf Arkane Zauberputzer	Gewicht	Eigenschaften

**Gesamt**



 **Talent**

Name Buch/Seite

Vorteil

 **Talent**

Name Buch/Seite

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Vorteil

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