

Charaktername

Spieler

Klasse und Stufe

Volk

Gesinnung

Heimat

Gottheit

Größenkategorie

Alter

Geschlecht

Größe

Gewicht

Augenfarbe

Haarfarbe

Hautfarbe

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
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TP Trefferpunkte

Gesamt	Schadensreduzierung
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Initiative Modifikator

Gesamt	=	GE-Mod	+	Sonst. Mod.
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Bewegungsrate

Land Bewegungsrate

Grundbewegungsrate	Mit Rüstung	Temp. Modifikator
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Flug Bewegungsrate

Fliegend/Manövrierfähigkeit	Schwimmend	Kletternd	Grabend
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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 style="width: 100%; height: 100%;" 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
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Berührung Rüstungsklasse

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

GAB Grund-Angriffsbonus

<input type="text"/>

ZR Zauberresistenz

<input type="text"/>

Kampfmanöver

KMB Kampfmanöverbonus

Gesamt	=	GAB	+	ST-Mod.	+	Größen-Mod.	Modifikatoren
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KMV Kampfmanöververteidigung

Gesamt	=	GAB	+	ST-Mod.	+	Größen-Mod.	+	GE-Mod.	+ 10
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Waffen

Waffe	Angriffsbonus	Kritischer Treffer	Art	Reichweite	Munition	Schaden

Fertigkeiten

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 type="checkbox"/> Einschüchtern		= CH	+	+
<input type="checkbox"/> Entfesselungskunst		= GE	+	+
<input type="checkbox"/> Fingerfertigkeit*		= GE	+	+
<input checked="" 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 type="checkbox"/> Klettern		= ST	+	+
<input type="checkbox"/> Magischen Gegenstand benutzen*		= CH	+	+
<input type="checkbox"/> Mechanismus ausschalten*		= GE	+	+
<input type="checkbox"/> Mit Tieren umgehen*		= CH	+	+
<input 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 type="checkbox"/> Verkleiden		= CH	+	+
<input 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

Rüstungsgegenstände

Gegenstand	Bonus	Rüstungsmalus	Art	Chance auf Arkane Zauberputzer	Gewicht	Eigenschaften
Gesamt						

 Talent

Name Buch/Seite

Vorteil _____

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