

## Charakterdaten

|             |            |             |
|-------------|------------|-------------|
| Name:       | Spieler:   | XP:         |
| Setting:    | Größe:     | Gewicht:    |
| Konzept:    | Alter:     | Hautfarbe:  |
| Geschlecht: | Haarfarbe: | Augenfarbe: |
| Rasse:      | Heimat:    | Glaube:     |



## Eigenschaften

| <u>Attribute</u> |       | Mod.  |                       |                       |                       |                       |                       |
|------------------|-------|-------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| Geschicklichkeit | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Konstitution     | (Kon) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Stärke           | (Stä) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Verstand         | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Willenskraft     | (Wil) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

  

| <u>Fertigkeiten</u>     |       | Mod.  |                       |                       |                       |                       |                       |
|-------------------------|-------|-------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| Einschüchtern           | (Wil) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Fahren                  | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Glaube*                 | (Wil) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Glücksspiel             | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Heilen                  | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Heimlichkeit            | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Kämpfen                 | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Klettern                | (Stä) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Luftfahrt               | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Mumm                    | (Wil) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Nachforschen            | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Psionik*                | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Provozieren             | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Reiten                  | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Reparieren              | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Schießen                | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Schlösser knacken       | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Schwimmen               | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Seefahrt                | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Spuren lesen            | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Überleben               | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Überreden               | (Wil) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Umhören                 | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Verrückte Wissenschaft* | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Wahrnehmung             | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Werfen                  | (Ges) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Wissen                  | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Zaubern*                | (Ver) | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| _____                   |       | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| _____                   |       | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| _____                   |       | _____ | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

## Abgeleitete Werte

|   |       |   |      |   |        |
|---|-------|---|------|---|--------|
|   | Basis | + | Modi | = | Gesamt |
| Bewegungsweite<br><small>+1W6 bei Sprinten</small>  | 6"    |   |      |   | _____  |
| Parade<br><small>2 + halbes Kämpfen</small>         |       |   |      |   | _____  |
| Robustheit<br><small>2 + halbe Konstitution</small> |       |   |      |   | _____  |
| Charisma  | 0     |   |      |   | _____  |

## Notizen

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

|             |       |
|-------------|-------|
| Wunden      | _____ |
|             | -1    |
|             | -2    |
|             | -3    |
| AG!         |       |
| Erschöpfung | -2    |
|             | -1    |

## Handicaps

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Talente

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Stufen

|                 |      |       |
|-----------------|------|-------|
| Anfänger        | 5:   | _____ |
|                 | 10:  | _____ |
|                 | 15:  | _____ |
| Fortgeschritten | 20:  | _____ |
|                 | 25:  | _____ |
|                 | 30:  | _____ |
|                 | 35:  | _____ |
| Veteran         | 40:  | _____ |
|                 | 45:  | _____ |
|                 | 50:  | _____ |
|                 | 55:  | _____ |
| Held            | 60:  | _____ |
|                 | 65:  | _____ |
|                 | 70:  | _____ |
|                 | 75:  | _____ |
| Legende         | 80:  | _____ |
|                 | 90:  | _____ |
|                 | 100: | _____ |
|                 | 110: | _____ |
|                 | 120: | _____ |
|                 | 130: | _____ |
|                 | 140: | _____ |
|                 | 150: | _____ |

## Fahrzeug

Name: \_\_\_\_\_

Typ: \_\_\_\_\_

Besatzung       F      S      R

Manövrierfähigkeit       Robustheit

Steiggeschwindigkeit       Panzerung

Beschleunigung

Max. Geschwindigkeit       Wunden -1 -2 -3 T

Notizen: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

