# ABOREA

Spieler: _____

Stufe

| Volk | |
|---|---|
| Beruf | |

Name

35 Entwicklungspunkte

| | | | | |
|---|---|---|---|---|
| Stärke | ST | | Bonus | |
| Geschicklichkeit | GE | | Bonus | + INI-Wert der Waffe = Initiative |
| Konstitution | KO | | Bonus | + TP des Berufes ) x Stufe = Trefferpunkte |
| Intelligenz | IN | | Bonus | + 3 ) x Rang = Magiepunkte *oder* |
| Charisma | CH | | Bonus | + 3) x Rang = Magiepunkte (Barde, Priester oder Schamane) |

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Kaufpreis | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 8 | 10 | 12 | 16 | - | - | - | - |
| Attributswert | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| Attributsbonus | ☠ | -3 | -2 | -1 | -1 | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 |

Tp

Rüstung

5 + Rüstungsbonus

Mp

AP

Noch zu verteilende AP (8 pro Stufe)

| | |
|---|---|
| 208.000 | 20 |
| 188.000 | 19 |
| 169.000 | 18 |
| 151.000 | 17 |
| 134.000 | 16 |
| 118.000 | 15 |
| 103.000 | 14 |
| 89.000 | 13 |
| 76.000 | 12 |
| 64.000 | 11 |
| 53.000 | 10 |
| 43.000 | 9 |
| 34.000 | 8 |
| 26.000 | 7 |
| 19.000 | 6 |
| 13.000 | 5 |
| 8.000 | 4 |
| 4.000 | 3 |
| 1.000 | 2 |
| 0 | 1 |

Göttliche Chance / Punkte

| Fertigkeit | Kosten | Rang (Bonus) 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Athletik | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Einflussnahme | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Gezielte Sprüche | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Kunst ( ) | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| List | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Magie entwickeln | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Natur | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Reiten | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Schwimmen | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Spruchliste ( ) | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Spruchliste ( ) | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Spruchliste ( ) | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Waffen ( ) | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Waffen ( ) | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Waffen ( ) | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Wahrnehmung | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Wissen ( ) | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Wissen ( ) | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| Wissen ( ) | | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |
| | / | ❑ | ❑ | ❑ | ❑ | ❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑ | ❑❑❑❑ | ❑❑❑❑ |

EP

vom Spielleiter

| Waffe | Waffengruppe | Mind. ST | INI | Attribut | KB | kg | Schaden | Besonderes |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| | | | | | | | | |

❑❑❑❑❑❑❑❑❑❑❑

| Rüstung | Mind. ST | Rüstungsbonus | Manöver | kg |
|---|---|---|---|---|
| | | | | |
| | | | | |

| Gegenstand | kg | Ort | Stück |
|---|---|---|---|
| | | | ❑❑❑❑❑❑❑❑❑❑❑ |
| | | | ❑❑❑❑❑❑❑❑❑❑❑ |

*Zu wenig Platz? Einfach die Rückseite benutzen!*

Persönliches

Grösse, Alter und Geschlecht
Haarfarbe, Gewicht
Auffälliges
Verhalten

Vermögen

1 Goldfalke (GF) =
10 Trionthaler (TT)
100 Kupferlinge (KL)
1.000 Muena (MU)

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