

Charakter-/Spielername	Klasse (Alternative Klassenoption), Prestige Klasse und Stufe	Bevorzugte Klasse
Volk (Alternative Volksoption)	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"/>	<b>HP</b> Heldenpunkte	Gesamt <input type="text"/>	Aktuell <input type="text"/>
<b>TP</b> Trefferpunkte	Gesamt <input type="text"/>		Schadensreduzierung <input type="text"/>	
<b>Initiative</b> Modifikator	<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





## Wesenszug

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