

Acande

neutrales Pferd

Alter: 3

Haarfarbe: fuchs

Stärke	16	LP	15	Geschwindigkeit	10 sq 50 sq
Geschick	14				5 m/h 10 m/h
Konstitution	17				40 m/d
Weisheit	13				
Intelligenz	2				
Charisma	7	Initiative	2		
Rüstung Schild Geschick Natur Größe Zauber					
RK	11 =10+	2	-1		
Berührung	11	Falscher Fuß	9		
Härte	6				
Reflex	5				
Willen	1				
GAB	1				
KMB	5		(GAB + STR)		
KMV	17 (21 gegen Fall)		(GAB + STR + GES + 10)		
2* Hufen					
Angriff: -2	Schaden: d4+1				

Fertigkeiten

- Wahrnehmung 6
- Dämmerlicht
- Geruchssinn

- Ausdauer
- Rennen

Tricks

- Angriff
The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- Komm
The animal comes to you, even if it normally would not do so.
- Verteidige
The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- Rückzug
The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- Bewache
The animal stays in place and prevents others from approaching.
- Folge
The animal follows you closely, even to places where it normally wouldn't go.