



Farum

neutrale Großkatze lvl 1

Alter: 3

Fellfarbe: blau

Stärke	13	+1	LP	14	Geschwindigkeit	8 sq	40 sq
Geschick	17	+3	2d8: 8 + 4.5 = 12.5			4 m/h	8 m/h
Konstitution	13	+1	2*KON 1 = 2			32 m/d	
Weisheit	15	+2			2 S, 1 F	Fertigkeiten	
Intelligenz	2				• Wahrnehmung	6 = 1 (Rang) + 2 (WIS) + 3	
Charisma	10		Initiative	3	• Schwimmen	5 = 1 (Rang) + 1 (STR) + 3	
Rüstung Schild Geschick Natur Größe Zauber					gewählt:		
RK	17	=10+	3	3	• leichte Rüstungen		
Berührung	13		Falscher Fuß	14	• v.nat. Ang. Krallen		
Härte		4 = 3 + 1			Gefährte:		
Reflex		6 = 3 + 3			• Link	+4 auf ungelernete Befehle	
Willen		2 = 0 + 2			• Zauber teilen	pers. Zauber auf Begleiter	
GAB	1				Tiger:		
KMB	2			(GAB + STR)	• Dämmerlicht	doppelte Sichtweite dunkel	
KMV	15			(GAB + STR + GES + 10)	• Geruchssinn	3/6/9 sq (nach Wind) orten	
Biss						von Gegnern (mehr bei	
Angriff: 2		Schaden: d6+1			• Zerfetzen	manchen Wesen), Wittern	
2* Krallen						Krallenangriffe (2, 2d4) im	
Angriff: 2		Schaden: d4+1				Ringkampf	
Krötenhaut	RK 3	GES 5	BE 1				
					1	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.	
					o Komm (15)	The animal comes to you, even if it normally would not do so.	
					o Verteidige (20)	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.	
					o Rückzug (15)	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.	
					o Hole (15)	The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.	
					o Bewache (20)	The animal stays in place and prevents others from approaching.	
					o Folge (15)	The animal follows you closely, even to places where it normally wouldn't go.	
					o Bleibe (15)	The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.	
					o Wittere (20)	The animal tracks the scent presented to it. (This requires the animal to have the scent ability)	