

|                                                   |            |               |                        |    |                        |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
|---------------------------------------------------|------------|---------------|------------------------|----|------------------------|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stärke</b>                                     | 13         | +1            | <b>LP</b>              | 20 | <b>Geschwindigkeit</b> | 8 sq                                                                                                           | 40 sq                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Geschick</b>                                   | 17         | +3            | 3d8: 8 + 2*4.5 = 17    |    |                        | 4 m/h                                                                                                          | 8 m/h                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Konstitution</b>                               | 13         | +1            | 3*KON 1 = 3            |    |                        | 32 m/d                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Weisheit</b>                                   | 15         | +2            |                        |    | 3 S, 2 F               | <b>Fertigkeiten</b>                                                                                            |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Intelligenz</b>                                | 2          |               |                        |    | • Wahrnehmung          | 6 = 1 (Rang) + 2 (WIS) + 3                                                                                     |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Charisma</b>                                   | 10         |               | <b>Initiative</b>      | 3  | • Schwimmen            | 5 = 1 (Rang) + 1 (STR) + 3                                                                                     |                                                                                                                                                                                                                                                                                                                                                                           |
|                                                   |            |               |                        |    | • Überleben            | 6 = 1 (Rang) + 2 (WIS) + 3                                                                                     |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Rüstung Schild Geschick Natur Größe Zauber</b> |            |               |                        |    | gewählt:               |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>RK</b>                                         | 17         | =10+          | 3                      | 3  | • leichte Rüstungen    |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Berührung</b>                                  | 13         |               | <b>Falscher Fuß</b>    | 14 | • v.nat. Ang. Krallen  | d4-> d6                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Härte</b>                                      | 4          | = 3 + 1       |                        |    | <b>Gefährte:</b>       |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Reflex</b>                                     | 6          | = 3 + 3       |                        |    | • Link                 | +4 auf ungelernte Befehle                                                                                      |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Willen</b>                                     | 3          | = 1 + 2       |                        |    | • Zauber teilen        | pers. Zauber auf Begleiter                                                                                     |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>GAB</b>                                        | 2          |               |                        |    | <b>Tiger:</b>          |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>KMB</b>                                        | 3          |               | (GAB + STR)            |    | • Dämmerlicht          | doppelte Sichtweite dunkel                                                                                     |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>KMV</b>                                        | 16         |               | (GAB + STR + GES + 10) |    | • Geruchssinn          | 3/6/9 sq (nach Wind) orten von Gegnern (mehr bei manchen Wesen), Wittern Krallenangriffe (2, 2d4) im Ringkampf |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Biss</b>                                       | Angriff: 3 | Schaden: d6+1 |                        |    | • Zerfetzen            |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>2* Krallen</b>                                 | Angriff: 3 | Schaden: d6+1 |                        |    | 1                      |                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Krötenhaut</b>                                 | RK 3       | GES 5         | BE 1                   |    | • 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 humanoid, 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 (15)            |                                                                                                                | The animal comes to you, even if it normally would not do so.                                                                                                                                                                                                                                                                                                             |
|                                                   |            |               |                        |    | ○ 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.                                                                                                                                                                         |
|                                                   |            |               |                        |    | ○ 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.                                                                                                                                                          |
|                                                   |            |               |                        |    | ○ Hole (15)            |                                                                                                                | The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.                                                                                                                                                                                                                                                       |
|                                                   |            |               |                        |    | ○ Bewache (20)         |                                                                                                                | The animal stays in place and prevents others from approaching.                                                                                                                                                                                                                                                                                                           |
|                                                   |            |               |                        |    | ○ Folge (15)           |                                                                                                                | The animal follows you closely, even to places where it normally wouldn't go.                                                                                                                                                                                                                                                                                             |
|                                                   |            |               |                        |    | ○ 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.                                                                                                                                                                                                                  |
|                                                   |            |               |                        |    | ○ Wittere (20)         |                                                                                                                | The animal tracks the scent presented to it. (This requires the animal to have the scent ability)                                                                                                                                                                                                                                                                         |