



Farum

neutrale Großkatze lvl 1

Alter: 3

Fellfarbe: blau

Stärke	14	+2	LP	20	Geschwindigkeit	8 sq	40 sq
Geschick	18	+4	3d8: 8 + 2*4.5 = 17			4 m/h	8 m/h
Konstitution	13	+1	3*KON 1 = 3			32 m/d	
Weisheit	15	+2	Tragelast: 58/116/175 lbs	3 S, 2 F	Fertigkeiten		
Intelligenz	2				• Wahrnehmung	6 = 1 (Rang) + 2 (WIS) + 3	
Charisma	10		Initiative	4	• Schwimmen	6 = 1 (Rang) + 2 (STR) + 3	
					• Überleben	6 = 1 (Rang) + 2 (WIS) + 3	
Rüstung Schild Geschick Natur Größe Zauber					gewählt:		
RK	20	=10+	3	4	3	• leichte Rüstungen	
Berührung	14		Falscher Fuß	16		• v.nat. Ang. Krallen	d4-> d6
Härte	4	= 3 + 1			Gefährte:		
Reflex	7	= 3 + 4			• Link	+4 auf ungelernete Befehle	
Willen	3	= 1 + 2			• Zauber teilen	pers. Zauber auf Begleiter	
GAB	2				• Entrinnen	Reflexwurf halb-> kein Schaden	
KMB	4			(GAB + STR)	• Bonus nat.Rüstung	+2 RK	
KMV	18			(GAB + STR + GES + 10)	Tiger:		
Biss					• Dämmerlicht	doppelte Sichtweite dunkel	
Angriff: 4	Schaden: d6+2				• Geruchssinn	3/6/9 sq (nach Wind) orten	
2* Krallen					• Zerfetzen	von Gegnern (mehr bei	
Angriff: 4	Schaden: d6+2					manchen Wesen), Wittern	
Krötenhaut	RK 3	GES 5	BE 1			Krallenangriffe (2, 2d4) im	
						Ringkampf	
					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.	
					• Wittere	The animal tracks the scent presented to it. (This requires the animal to have the scent ability)	