



Tazefal

Alter: 2

neutraler Raptor lvl 4

Stärke	12	+1	LP	33	Geschwindigkeit	12 sq 60 sq
Geschick	18	+4	4d8: 8 + 3*4.5 = 21			6 m/h 12 m/h
Konstitution	17	+3	4*KON 3 = 12			48 m/d
Weisheit	12	+1	Tragelast: 43/86/130 lbs		4 S, 2 F	Fertigkeiten
Intelligenz	3					
Charisma	14		Initiative	4		
Rüstung Schild Geschick Natur Größe Zauber						
RK	19	=10+	4+1	3	1	gewählt: • verb. nat. Angriff Klauen d6 -> d8 • Parieren +1 Paradebonus
Berührung	16		Falscher Fuß	14		
Härte	7 = 4 + 3					
Reflex	8 = 4 + 4					Gefährte: • Link +4 auf ungelernete Befehle • Zauber teilen pers. Zauber auf Begleiter • Entrinnen Reflexwurf halb-> kein Schaden • Bonus nat.Rüstung +2 RK
Willen	2 = 1 + 1					
GAB	3					
KMB	3	(GAB + STR - SIZE)				Raptor: • Dämmerlicht doppelte Sichtweite dunkel • Geruchssinn 3/6/9 sq (nach Wind) orten von Gegnern (mehr bei manchen Wesen), Wittern
KMV	17	(GAB + STR + GES + 10)				
Biss						
Angriff: 5		Schaden: d4+1				2 • Angriff ○ Komm (15) ○ Verteidige (20) ○ Rückzug (15) ○ Hole (15) ○ Bewache (20) ○ Folge (15) ○ Bleibe (15) • Wittere
2* Klauen						
Angriff: 5		Schaden: d8+1				

Tricks	
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.	
The animal comes to you, even if it normally would not do so.	
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.	
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.	
The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.	
The animal stays in place and prevents others from approaching.	
The animal follows you closely, even to places where it normally wouldn't go.	
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.	
The animal tracks the scent presented to it. (This requires the animal to have the scent ability)	