



Siscash

neutraler Riesengecko

Alter: 3

Hauffarbe blau

Stärke	16	+3	LP	15	Geschwindigkeit	8 sq	40 sq
Geschick	13	+1				4 m/h	8 m/h
Konstitution	16	+3				32 m/d	
Weisheit	14	+2			Fertigkeiten		
Intelligenz	2	- 4			• Wahrnehmung	6	
Charisma	7	- 2	Initiative	1	• Dämmersicht		
			Rüstung	Schild	Geschick	Natur	Größe Zauber
RK	18	=10+	3		1	5	-1
Berührung	10		Falscher Fuß		17		
Härte	6				• Angriff		
Reflex	5				• Komm		
Willen	1				• Verteidige		
GAB	1				• Rückzug		
KMB	5			(GAB + STR)	• Bewache		
KMV	15 (19 gegenFall)			(GAB + STR + GES + 10)	• Folge		
Biss							
Angriff: 3			Schaden: 2d6+3				
Verstärkte Lederrüstung			RK 3 DEX 5	BE 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 stays in place and prevents others from approaching.

The animal follows you closely, even to places where it normally wouldn't go.