



Siscash

neutraler Riesengecko

Alter: 3

Hautfarbe 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					• 1. Rüstungen	
RK	18	=10+	3	1 5 -1		
Berührung	10		Falscher Fuß	17		Tricks
Härte	6				• 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.
Reflex	5				• Komm	The animal comes to you, even if it normally would not do so.
Willen	1				• Verteidige	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.
GAB	1				• Rückzug	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.
KMB	5			(GAB + STR)	• Bewache	The animal stays in place and prevents others from approaching.
KMV	15 (19 gegenFall)			(GAB + STR + GES + 10)	• Folge	The animal follows you closely, even to places where it normally wouldn't go.
Biss						
Angriff: 3	Schaden: 2d6+3					
Verstärkte Lederrüstung	RK 3	DEX 5	BE 1			