

Konzept

Motivationsschübe

Besonderheiten

Spezialtalente

Ausrüstung

Nahkampf

Kampfstil:

ANG	VER	BEH
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
TQP		

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Fernkampf

Waffe:

ANG	GEN	LAD
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
TQP		

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Stufe

Bauer

As

Glück

Epik

Kraft Wendigkeit Geschick

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Mat

Intuition

Weisheit

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Rüstung

Tuch	Leder	Schappe
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wolle	Kette	Platte
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

getragen	Klinge	Schmetter	Stich	Gewicht
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

natürlich	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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komplett	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Lebensfunken
