

CHARACTER:				
Klasse (Kit):				
Stufe:		Gesinnung:		
Rasse:	Kultur:	Alter:	Geschl.	
Größe:	Gewicht:	Haar: SCHWARZ	Augen:	
Geschlecht:				

Erfahrungspunkte:
+ % bonus
Nächste Stufe:

Trefferpunkte:

Sta <input type="radio"/>	Statische <input type="radio"/>	Muskel <input type="radio"/>	Weight Allowance		Spring Check		Fatigue Modifier	
			Attack Adj.	Def. Adj.	Max. Press	Open Door	Lift Save	
Ges <input type="radio"/>	Fingerf. <input type="radio"/>	Balance <input type="radio"/>	Miss. Adjusm.		Pick Pockets		Open Locks	
			Reaction Adj.	Defense Adj.	Move Silently	Climb Walls		
Kon <input type="radio"/>	Gesundh. <input type="radio"/>	Fitness <input type="radio"/>	System Shock			Poison Save		
			Hit Point Adjustment			Resurrection Chance		
Int <input type="radio"/>	Verstand <input type="radio"/>	Kenntnis <input type="radio"/>	Spell Level		Max. spells known		Spell Immunity	
			Character points			% to learn spell		
Wei <input type="radio"/>	Intuition <input type="radio"/>	Willenskr. <input type="radio"/>	bonus spells/ spell points			% for spell failure		
			Magical Defense Adj.			Spell Immunity		
Cha <input type="radio"/>	Führerges. <input type="radio"/>	Aufreten <input type="radio"/>	Loyalty Adjustment			Maximum of henchmen		
			Reaction Adjustment					

basis EW0:
Characterpoints:
Rüstungsklasse
Stärkepunkte
Rechtswürfe
Spells
ROD/ WAND/ SCARF
POISON, PARALYSIS, DEATH MAGIC
RETRIFICATION OR POLYMORPH
DEATH WEAPON

RACIAL ABILITIES	CLASS (KIT) ABILITIES	WEAPON MASTERY
CHARACTER POINTS TOTAL:		WEAPON OF CHOICE:
		EXPERTISE:
DISABILITIES		SPECIALISATION:

Waffe	Angriffswurf	Typ	Geschw.	Größe		Anzacken	Schaden (kl./mitt.)	Schaden (gross)