



# Heldendokument

|    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|
| MU | KL | IN | CH | FF | GE | KO | KK |
|----|----|----|----|----|----|----|----|

|                      |               |                      |
|----------------------|---------------|----------------------|
| <input type="text"/> |               | Erfahrungsgrad       |
| <input type="text"/> | AP gesamt     | <input type="text"/> |
| <input type="text"/> | AP verfügbar  |                      |
| <input type="text"/> | AP ausgegeben |                      |
| Porträt/Wappen       |               |                      |

## Vorteile

## Nachteile

## Allgemeine Sonderfertigkeiten

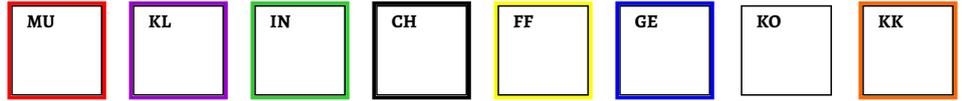
|                                                                     | Wert                 | Bonus/<br>Malus      | Zukauf               | Max                  |
|---------------------------------------------------------------------|----------------------|----------------------|----------------------|----------------------|
| <b>Lebensenergie</b><br><i>(GW der Spezies + KO + KO)</i>           | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Grundwert:                                                          | <input type="text"/> | perm. verloren:      |                      | <input type="text"/> |
| <b>Astralenergie</b><br><i>(20 durch Zauberer + Leiteig.-Bonus)</i> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| perm. eingesetzt/davon zurückgekauft:                               | <input type="text"/> | <input type="text"/> |                      |                      |
| <b>Karmaenergie</b><br><i>(20 durch Geweihter + Leiteig.-Bonus)</i> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| perm. eingesetzt/davon zurückgekauft:                               | <input type="text"/> | <input type="text"/> |                      |                      |
| <b>Seelenkraft</b><br><i>(GW der Spezies + (MU + KL + IN)/6)</i>    | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |
| Grundwert:                                                          | <input type="text"/> |                      |                      |                      |
| <b>Zähigkeit</b><br><i>(GW der Spezies + (KO + KO + KK)/6)</i>      | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |
| Grundwert:                                                          | <input type="text"/> |                      |                      |                      |
| <b>Ausweichen</b><br><i>(GE/2)</i>                                  | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |
| optionale Parade Erhöhung:                                          | <input type="text"/> |                      |                      |                      |
| <b>Initiative</b><br><i>(MU + GE)/2</i>                             | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |
| <b>Geschwindigkeit</b><br><i>(GW der Spezies)</i>                   | <input type="text"/> | <input type="text"/> | X                    | <input type="text"/> |

## Schicksalspunkte

| Wert                 | Bonus                | Max                  | Aktuell              |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |



# Heldendokument



## Fertigkeiten

| TALENT                      | PROBE | BE   | SF. | FW | R | ANMERKUNG           | TALENT                  | PROBE | BE   | SF. | FW | R | ANMERKUNG           |
|-----------------------------|-------|------|-----|----|---|---------------------|-------------------------|-------|------|-----|----|---|---------------------|
| <b>Körpertalente</b>        |       |      |     |    |   | <b>S. 188 - 194</b> | <b>Wissenstalente</b>   |       |      |     |    |   | <b>S. 201 - 206</b> |
|                             |       | JA   | B   |    |   |                     |                         |       | NEIN | A   |    |   |                     |
|                             |       | JA   | A   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | JA   | B   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | JA   | D   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | JA   | B   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | JA   | B   |    |   |                     |                         |       | NEIN | C   |    |   |                     |
|                             |       | JA   | B   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | NEIN | D   |    |   |                     |                         |       | NEIN | A   |    |   |                     |
|                             |       | EVTL | A   |    |   |                     |                         |       | NEIN | A   |    |   |                     |
|                             |       | EVTL | D   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | JA   | A   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | JA   | B   |    |   |                     |                         |       | NEIN | A   |    |   |                     |
|                             |       | JA   | C   |    |   |                     |                         |       |      |     |    |   |                     |
|                             |       | NEIN | A   |    |   |                     | <b>Handwerkstalente</b> |       |      |     |    |   | <b>S. 206 - 213</b> |
| <b>Gesellschaftstalente</b> |       |      |     |    |   | <b>S. 194 - 198</b> |                         |       | JA   | C   |    |   |                     |
|                             |       | NEIN | B   |    |   |                     |                         |       | JA   | B   |    |   |                     |
|                             |       | EVTL | B   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | NEIN | B   |    |   |                     |                         |       | JA   | B   |    |   |                     |
|                             |       | EVTL | B   |    |   |                     |                         |       | JA   | B   |    |   |                     |
|                             |       | EVTL | C   |    |   |                     |                         |       | NEIN | B   |    |   |                     |
|                             |       | NEIN | C   |    |   |                     |                         |       | JA   | D   |    |   |                     |
|                             |       | NEIN | C   |    |   |                     |                         |       | JA   | B   |    |   |                     |
|                             |       | EVTL | B   |    |   |                     |                         |       | JA   | A   |    |   |                     |
|                             |       | NEIN | D   |    |   |                     |                         |       | JA   | B   |    |   |                     |
|                             |       |      |     |    |   |                     |                         |       | JA   | A   |    |   |                     |
| <b>Naturtalente</b>         |       |      |     |    |   | <b>S. 198 - 201</b> |                         |       | JA   | C   |    |   |                     |
|                             |       | JA   | C   |    |   |                     |                         |       | JA   | A   |    |   |                     |
|                             |       | EVTL | A   |    |   |                     |                         |       | JA   | C   |    |   |                     |
|                             |       | EVTL | A   |    |   |                     |                         |       | JA   | A   |    |   |                     |
|                             |       | NEIN | B   |    |   |                     |                         |       | JA   | A   |    |   |                     |
|                             |       | EVTL | C   |    |   |                     |                         |       |      |     |    |   |                     |
|                             |       | JA   | C   |    |   |                     |                         |       |      |     |    |   |                     |
|                             |       | JA   | C   |    |   |                     |                         |       |      |     |    |   |                     |

SF. = STEIGERUNGSFAKTOR, FW = FERTIGKEITSWERT, R = ROUTINE

### Routineproben

ALLE PROBEN-EIGENSCHAFTEN AUF 13+

OPTIONAL:

JE FEHLENDEM EIGENSCHAFTSPUNKT

FW UM DREI HÖHER ALS ANGEGBEN

| PROBEN-MOD. | NÖTIGER FW | PROBEN-MOD. | NÖTIGER FW |
|-------------|------------|-------------|------------|
| ab +3       | 1          | -1          | 13         |
| +2          | 4          | -2          | 16         |
| +1          | 7          | -3          | 19         |
| +/-0        | 10         |             |            |

## Sprachen

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Schriften

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Eigenschaftsmodifikationen

|    | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|----|----|----|----|---|----|----|----|
| MU |    |    |    |   |    |    |    |
| KL |    |    |    |   |    |    |    |
| IN |    |    |    |   |    |    |    |
| CH |    |    |    |   |    |    |    |
| FF |    |    |    |   |    |    |    |
| GE |    |    |    |   |    |    |    |
| KO |    |    |    |   |    |    |    |
| KK |    |    |    |   |    |    |    |

## Qualitätsstufen

| FERTIGKEITS-PUNKTE | QUALITÄTS-STUFE |
|--------------------|-----------------|
| 0-3                | 1               |
| 4-6                | 2               |
| 7-9                | 3               |
| 10-12              | 4               |
| 13-15              | 5               |
| 16+                | 6               |



# Heldendokument

|    |    |     |    |    |    |    |    |
|----|----|-----|----|----|----|----|----|
| LE | AW | INI | SK | ZK | WS |    |    |
| MU | KL | IN  | CH | FF | GE | KO | KK |

## Kampftechniken

| KAMPFTECHNIKEN | LEITEIG. | SF. | KTW. | AT/FK | PA | SEITE |
|----------------|----------|-----|------|-------|----|-------|
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |
|                |          |     |      |       |    |       |

## Lebensenergie

Max  Aktuell

1/4 verloren (+1 Schmerz)

1/2 verloren (+1 Schmerz)

3/4 verloren (+1 Schmerz)

5 oder niedriger (+1 Schmerz)

0 oder weniger (Held liegt im Sterben)

## Nahkampfwaffen

| WAFFE | KAMPFTECHNIK | SCHADENS. | TP | AT/PA MOD. | REICHWEITE | BF | BS | AT | PA | GEWICHT |
|-------|--------------|-----------|----|------------|------------|----|----|----|----|---------|
|       |              |           |    |            |            |    |    |    |    |         |
|       |              |           |    |            |            |    |    |    |    |         |
|       |              |           |    |            |            |    |    |    |    |         |
|       |              |           |    |            |            |    |    |    |    |         |

## Fernkampfwaffen

| WAFFE | KAMPFTECHNIK | LADEZEITEN | TP | MUNITION | REICHWEITE | BF | BS | FERNKAMPF | GEWICHT |
|-------|--------------|------------|----|----------|------------|----|----|-----------|---------|
|       |              |            |    |          |            |    |    |           |         |
|       |              |            |    |          |            |    |    |           |         |
|       |              |            |    |          |            |    |    |           |         |
|       |              |            |    |          |            |    |    |           |         |

## Rüstungen

## Schild/Parierwaffe

| SCHILD/PARIERWAFFE | STR. | BF | BS | AT/PA MOD. | GEWICHT |
|--------------------|------|----|----|------------|---------|
|                    |      |    |    |            |         |
|                    |      |    |    |            |         |
|                    |      |    |    |            |         |
|                    |      |    |    |            |         |

## Kampfsonderfertigkeiten

| Animosität   | ZUSTÄNDE      | STATUS       |
|--------------|---------------|--------------|
| Belastung    | Bewegungsunf. | Liegend      |
| Ber./Überan. | Bewusstlos    | Pechmagnet   |
| Betäubung    | Blind         | Stumm        |
| Entrückt     | Blutausch     | Taub         |
| Furcht       | Brennend      | Überrascht   |
| Paralyse     | Eingeengt     | Übler Geruch |
| Schmerz      | Fixiert       | Unsichtbar   |
| Trance       | Handlungsunf. | Vergiftet    |
| Verwirrung   | Hörigkeit     | Versteinert  |
|              | Krank         |              |

## Heldendokument

### Ausrüstung

| GEGENSTAND | # | WERT | GEW. | WO GETRAGEN | GEGENSTAND | # | WERT | GEW. | WO GETRAGEN |
|------------|---|------|------|-------------|------------|---|------|------|-------------|
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
|            |   |      |      |             |            |   |      |      |             |
| GESAMT     |   |      |      |             | GESAMT     |   |      |      |             |

### Geldbeutel

Dukaten

Silbertaler

Heller

Kreuzer

Edelsteine

Schmuck

Sonstiges

Tragkraft   
(KK x 2, in Stein)

Gewicht   
(insgesamt in Stein)

Wert   
(insgesamt in Silbertalern)

### Tier

|         |       |      |    |     |
|---------|-------|------|----|-----|
| Name    | Größe | Typ  | AP | /   |
| MU      | KL    | IN   | CH | FF  |
| LeP     | AsP   | Akt. | VW | SK  |
| Angriff | AT    | TP   | RW | AN  |
|         |       |      |    | BE  |
|         |       |      |    | INI |
|         |       |      |    | GS  |
|         |       |      |    | RW  |

Porträt

Vorteile/Nachteile

Sonderfertigkeiten

Tricks/Manöver



# Heldendokument

AsP Max.

Aktuell

MU

KL

IN

CH

FF

GE

KO

KK

## Zauber & Rituale

| ZAUBER/RITUAL | PROBE | FW | KOSTEN | ZAUBER-DAUER | REICH-WEITE | WIRKUNGSDAUER | MERKMAL | SF. | WIRKUNG | SEITE |
|---------------|-------|----|--------|--------------|-------------|---------------|---------|-----|---------|-------|
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |
|               |       |    |        |              |             |               |         |     |         |       |

## Eigenschaftsmodifikationen

|    | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|----|----|----|----|---|----|----|----|
| MU |    |    |    |   |    |    |    |
| KL |    |    |    |   |    |    |    |
| IN |    |    |    |   |    |    |    |
| CH |    |    |    |   |    |    |    |
| FF |    |    |    |   |    |    |    |
| GE |    |    |    |   |    |    |    |
| KO |    |    |    |   |    |    |    |
| KK |    |    |    |   |    |    |    |

Leiteigenschaft

Merkmal(e)

Tradition

## Magische Sonderfertigkeiten

## Zaubertricks



# Heldendokument

|          |         |    |    |    |    |    |    |
|----------|---------|----|----|----|----|----|----|
| KaP Max. | Aktuell |    |    |    |    |    |    |
| MU       | KL      | IN | CH | FF | GE | KO | KK |

## Liturgien & Zeremonien

| LITURGIE/ZEREMONIE | PROBE | FW | KOSTEN | LITURGIE-DAUER | REICH-WEITE | WIRKUNGSDAUER | ASPEKT | SF. | WIRKUNG | SEITE |
|--------------------|-------|----|--------|----------------|-------------|---------------|--------|-----|---------|-------|
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |
|                    |       |    |        |                |             |               |        |     |         |       |

## Eigenschaftsmodifikationen

|    | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|----|----|----|----|---|----|----|----|
| MU |    |    |    |   |    |    |    |
| KL |    |    |    |   |    |    |    |
| IN |    |    |    |   |    |    |    |
| CH |    |    |    |   |    |    |    |
| FF |    |    |    |   |    |    |    |
| GE |    |    |    |   |    |    |    |
| KO |    |    |    |   |    |    |    |
| KK |    |    |    |   |    |    |    |

|                 |           |
|-----------------|-----------|
| Leiteigenschaft | Aspekt(e) |
| Tradition       |           |

## Klerikale Sonderfertigkeiten

## Segnungen







# Heldendokument

|                         |           |             |            |           |        |                      |
|-------------------------|-----------|-------------|------------|-----------|--------|----------------------|
| <b>Abenteurerpunkte</b> | Erhalten  | Eingesetzt  | AP-Mod     | Spezies   | Schips | <b>Modifikatoren</b> |
|                         | Vorteile  | Nachteile   | Pkt/Ws.-SF | Eigensch. | SK     |                      |
|                         | Sprachen  | Schriften   | allg. SF   | Energien  | ZK     |                      |
|                         | Talente   | Kampf.      | Kampf-SF   | LE        | AW     |                      |
|                         | Tricks    | Zaub./Rit.  | mag. SF    | AE        | INI    |                      |
|                         | Segnungen | Lit./Zerem. | karm. SF   | KE        | GS     |                      |

## Nahkampftechniken

Max. Ktw. AT PA AP Seite

|                     |       |   |  |   |  |  |
|---------------------|-------|---|--|---|--|--|
| Dolche              | GE    | B |  |   |  |  |
| Fächer              | GE    | C |  |   |  |  |
| Fechtwaffen         | GE    | C |  |   |  |  |
| Hieb Waffen         | KK    | C |  |   |  |  |
| Kettenwaffen        | KK    | C |  | X |  |  |
| Lanzen              | KK    | B |  |   |  |  |
| Peitschen           | FF    | B |  | X |  |  |
| Raufen              | GE/KK | B |  |   |  |  |
| Schilder            | KK    | C |  |   |  |  |
| Schwerter           | GE/KK | C |  |   |  |  |
| Spießwaffen         | KK    | C |  | X |  |  |
| Stangenwaffen       | GE/KK | C |  |   |  |  |
| Zweihandhieb Waffen | KK    | C |  |   |  |  |
| Zweihandschwerter   | KK    | C |  |   |  |  |

## Fernkampftechniken

Max. Ktw. FK AP Seite

|               |    |   |  |  |
|---------------|----|---|--|--|
| Armbrüste     | FF | B |  |  |
| Blasrohre     | FF | B |  |  |
| Bögen         | FF | C |  |  |
| Diskus        | FF | C |  |  |
| Energiewaffen | FF | D |  |  |
| Feuerspeien   | FF | B |  |  |
| Schleudern    | FF | B |  |  |
| Wurf Waffen   | FF | B |  |  |

## Zonenrüstungen

|         | Rüstung 1 | Stab. | Versch. | Rüstung 2 | Stab. | Versch. | Rüstung 3 | Stab. | Versch. | Rüstung 4 | Stab. | Versch. |
|---------|-----------|-------|---------|-----------|-------|---------|-----------|-------|---------|-----------|-------|---------|
| Kopf    |           |       |         |           |       |         |           |       |         |           |       |         |
| Torso   |           |       |         |           |       |         |           |       |         |           |       |         |
| l. Arm  |           |       |         |           |       |         |           |       |         |           |       |         |
| r. Arm  |           |       |         |           |       |         |           |       |         |           |       |         |
| l. Bein |           |       |         |           |       |         |           |       |         |           |       |         |
| r. Bein |           |       |         |           |       |         |           |       |         |           |       |         |
| BE      |           |       |         |           |       |         |           |       |         |           |       |         |
| GS/INI  |           |       |         |           |       |         |           |       |         |           |       |         |
| Gewicht |           |       |         |           |       |         |           |       |         |           |       |         |
| Preis   |           |       |         |           |       |         |           |       |         |           |       |         |

## Zaubertricks

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

## Segnungen

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

## Felder anpassen

| Feld         | Name  |        |      |       |             | Änderungen   |
|--------------|-------|--------|------|-------|-------------|--------------|
| Position     | links | rechts | oben | unten | Anzeige     |              |
| Schriftfarbe | R     | G      | B    |       | Schriftart  | Schriftgröße |
| Randfarbe    | R     | G      | B    |       | Randstil    | Randbreite   |
| Hintergrund  | R     | G      | B    |       | Ausrichtung | mehrzeilig   |
| Tool Tip     |       |        |      |       |             |              |

