|  |  |
| --- | --- |
| IQ |  |
| STR |  |
| CO |  |
| GE |  |
| HP | Gold |
| MA |  |
| CP |  |
| CP | Vorteile /Nachteile /Eigenschaften | Auswirkungen

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| Anzahl | Name | Gewicht | Eigenschaften |
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| CP | Schwierigkeit | Fähigkeiten | Str, KO, IQ, GE | Modifier |
|  | Leicht | Akrobatik | Str/GE | +0 |
|  | Schwer | Anführen | IQ | -4 |
|  | Normal | Beeinflussungsfertigkeit | IQ | -2 |
|  | Schwer | Entfesseln/Fesseln | GE | -4 |
|  | Schwer | Fallenkunde | GE | -4 |
|  | Normal | Handel | IQ | -1 |
|  | Leicht | Klettern | Str/GE/KO | +0 |
|  | Schwer | Mechanik | GE/IQ | -4 |
|  | Normal | Medizin/Heilung | IQ | -1 |
|  | Leicht | Musizieren | IQ | +0 |
|  | Normal | Natur u.- Pflanzenkunde | IQ | -2 |
|  | Normal | Navigation | IQ | -2 |
|  | Schwer | Okkultismus/Mystik | IQ | -4 |
|  | Leicht | Reiten | GE | +0 |
|  | Leicht | Rennen | KO | +0 |
|  | Normal  | Schlösser knacken | GE | -2 |
|  | Leicht | Schwimmen | KO | +0 |
|  | Normal | Spurenlesen | IQ | -1 |
|  | Schwer | Taschendiebstahl | GE | -3 |
|  | Leicht | Schleichen | GE | +0 |
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|  | Kampffähigkeiten |  |  |  |
|  | Normal | Nahkampf einhändig | Str | -4 |
|  | Normal | Nahkampf zweihändig | Str | -4 |
|  |  | Schild | Str | -4 |
|  | Normal | Schusswaffen (Bogen, Armbrust) | GE | -4 |
|  | Normal | Wurfwaffen (Schleuder, Messer) | GE | -4 |
|  |  |  |  |  |
|  | Produktionsberufe |  |  |  |
|  | Schwer | Alchemie | IQ | -1 |
|  | Schwer | Schneiderei | IQ | -1 |
|  | Schwer | Schmied | IQ/Str | -1 |
|  |  |  |  |  |
|  | Magie |  |  |  |
|  | Normal | Heilungsmagie | IQ | -1 |
|  | Normal | Illusionsmagie | IQ | -1 |
|  | Schwer | Beschwörungsmagie | IQ | -3 |
|  | Schwer | Veränderungsmagie | IQ | -3 |
|  | Normale | Zerstörungsmagie | IQ | -1 |
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| CP | Schwierigkeit | Fähigkeiten | Str, KO, IQ, GE | Modifier |
|  | Normale | Lügen | IQ | -3 |
|  | Normale | Feilschen | IQ | -3 |
|  | Normale | Überzeugen | IQ | -3 |
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