

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 6	[5]
DX 11	[20]	Will 15	[0]	Basic Move 6	[0]
IQ 15*	[100]	Per 15	[0]	BL 20 lb	(ST×ST)/5
HT 12†	[0]	FP 12	[0]	Thr 1d-2	Sw 1d
TL 3	[0]			SM +0	

* Conditional: -5 from 'Absent-Mindedness' when concentrating on another task
† Includes: +2 from 'Held'

Vision	15	Fright Check	17*	High Jump	2.17 ft
Hearing	15	Consciousness	12	Money	0
Touch	15	Death Check	12		
Taste/Smell	15	Broad Jump	3 yd		

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

* Takes 2 seconds to complete ‡ Double with a running start
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0

Status: +0

Other: +0*

* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Academic' when Students and teachers

LANGUAGES

Name	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Held {p. wiki}	[24]

Description: Template for a Helden Player Character

ADVANTAGES

Name	Pts
Academic 2 {p. PU3:6}	[10]
Description: Public Speaking, Research, Speed-Reading, Teaching and Writing	
Combat Reflexes {p. B43}	[15]
Faster Casting 2 {p. wiki}	[10]
Description: Reduces the time to gather energy by 1 second (1 minute, if not a Ritual Adept) per level. This effect can not reduce energy gathering time to below one second (minute, for non-Adepts). Further, there is a +1 bonus per level (maximum +10) on instantly gathering energy for Blocking spells.	
Luck {p. B66, P59}	[15]
Magery 2 {p. B66}	[20]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture	
Magery 0 {p. B66}	[5]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	

ADVANTAGES (continued)

Name	Pts
Ritual Adept 1 {p. MH1:25}	[20]
Description: This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., witches). While the spells cast by an average person (even amage) are slow and bound by several restrictions, yours are not. Level one means you need a Grimoire to cast spells as a Ritual Adept, Level 2 has no restrictions.	

PERKS

Name	Pts
Ritual Mastery (a) {p. MH1:25}	[1]
Ritual Mastery (b) {p. MH1:25}	[1]
Ritual Mastery (c) {p. MH1:25}	[1]
Ritual Mastery (d) {p. MH1:25}	[1]
Ritual Mastery (e) {p. MH1:25}	[1]
Ritual Mastery (f) {p. MH1:25}	[1]
Ritual Mastery (g) {p. MH1:25}	[1]
Ritual Mastery (h) {p. MH1:25}	[1]
Ritual Mastery (i) {p. MH1:25}	[1]
Ritual Mastery (j) {p. MH1:25}	[1]

DISADVANTAGES

Name	Pts
Absent-Mindedness {p. B122}	[-15]
Curious (12 or less, *1) {p. B129}	[-5]
Obsession (Become the world's most powerful wizard) (Long-Term Goal) (9 or less, *1.5) {p. B146}	[-15]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Pyromania (12 or less, *1) {p. B150}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS

Name	Pts
Chauvinistic {p. B164}	[-1]
Likes Dwarven Ale {p. B164}	[-1]
Likes Whores {p. B164}	[-1]
Proud {p. B164}	[-1]
Talks to himself a lot	[-1]

SKILLS			
Name	Level	Relative	Pts
Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 10	12	DX+1	[2]
Cartography/TL3 {p. B183}	15	IQ+0	[2]
Climbing {p. B183}	10	DX-1	[1]
Diplomacy {p. B187}	14	IQ-1	[2]
Fast-Draw (Charm) {p. B194}	12	DX+1	[1]
Fast-Draw (Potion) {p. B194}	12	DX+1	[1]
First Aid/TL3 (Human) {p. B195}	15	IQ+0	[1]
Forced Entry {p. B196}	11	DX+0	[1]
Gesture {p. B198}	15	IQ+0	[1]
Hazardous Materials/TL3 (Magical) {p. B199}	14	IQ-1	[1]
Hidden Lore (Magical Items Lore) {p. B199}	15	IQ+0	[2]
Hidden Lore (Magical Writings Lore) {p. B199}	16	IQ+1	[4]
Hiking {p. B200}	11	HT-1	[1]
Holdout {p. B200}	14	IQ-1	[1]
Innate Attack (Projectile) {p. B201} Parry: 10	12	DX+1	[2]
Meditation {p. B207}	13	Will-2	[1]
Occultism {p. B212}	16	IQ+1	[4]
Path of Body {p. MH1:32}	12	IQ-3	[1]
Path of Chance {p. MH1:32}	13	IQ-2	[2]
Path of Crossroads {p. MH1:32}	12	IQ-3	[1]
Path of Energy {p. MH1:32}	13	IQ-2	[2]
Path of Magic {p. MH1:33}	13	IQ-2	[2]
Path of Matter {p. MH1:33}	12	IQ-3	[1]
Path of Mind {p. MH1:33}	12	IQ-3	[1]
Path of Spirit {p. MH1:33}	12	IQ-3	[1]
Path of Undead {p. MH1:33}	12	IQ-3	[1]
Public Speaking {p. B216}	16†	IQ+1	[1]
Research/TL3 {p. B217}	17†	IQ+2	[2]
Riding (Equines) {p. B217}	11	DX+0	[2]
Savoir-Faire (High Society) {p. B218}	16	IQ+1	[2]
Search {p. B219}	14	Per-1	[1]
Speed-Reading {p. B222}	16†	IQ+1	[1]
Staff {p. B208} Parry: 11	11	DX+0	[2]
Stealth {p. B222}	11	DX+0	[1]
Teaching {p. B224}	16†	IQ+1	[1]
Thaumatology {p. B225}	14	IQ-1	[4]
Throwing {p. B226}	10	DX-1	[1]
Wrestling {p. B228} Parry: 9	11	DX+0	[2]
Writing {p. B228}	16†	IQ+1	[1]

* Includes: +1 from 'Combat Reflexes'

† Includes: +2 from 'Academic'

Name	MELEE ATTACKS			Reach	ST	Wt	LC	Notes
	Skill	Parry	Damage					
Brawling: Punch <i>Skill used: Brawling</i>	12	10	1d-3 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	12	-	1d-3 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	10	-	1d-2 cr	C,1	-	-	-	

SLAM TABLE		
1-2 1d-3	3-5 1d-2	6-7 1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
9*	9*	7*	10*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____
Bonus DR:	0	
Bonus DB:	0	

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
7 6 5 4 3 2 1	-5 -6 -7 -8 -9
	-10 -11

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.



DESCRIPTION

Dies ist das Beispiel für den Ritualen Magier erstellt nach dem Template im Wiki.

NOTES

Hier schreib ich meine Rituale hin...