# SPHERECHILD

| Name | Volk | Profession | Sphäre |
|---|---|---|---|
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| Eigenschaften | | +/- |
|---|---|---|
| Stärke | | |
| Konstitution | | |
| Geschicklichkeit | | |
| Charisma | | |
| Intelligenz | | |
| Geistige Kraft | | |

| | | |
|---|---|---|
| Initiative (K / G) | | |
| Kritischer Treffer | | |
| Tod | | |
| Ausweichen | | |
| Zauberresistenz | | |
| Körperentwicklung | | |
| Geistentwicklung | | |
| Regeneration LP | | |
| Regeneration MP | | |
| Rüstungsschutz | | |
| Rüstungsabzüge | GE - | |

| LP | | MP | |
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| Kräfte |
|---|
| Eigenschafts- und Fertigkeitsübernahme |
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| Völkerspezifische Fertigkeiten |
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| Charakterschwäche |
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| Zauberfertigkeiten | Abh. | Wert | +/- | Gesamt |
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| Normale Fertigkeiten | Abh. | Wert | +/- | Gesamt |
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| Wahrnehmung | - | | | |
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# SPHERECHILD

## Ausrüstung

## Charakterbeschreibung

## Zauber / Magische Gegenstände

## Fertigkeitspunkte

| | | | | | | | | | | Summe |
|---|---|---|---|---|---|---|---|---|---|---|
| ST | | | | | | | | | | |
| KO | | | | | | | | | | |
| GE | | | | | | | | | | |
| CH | | | | | | | | | | |
| IN | | | | | | | | | | |
| GK | | | | | | | | | | |
| All. | | | | | | | | | | |

## Geld / Vermögen

## Sphärengeschwister

| Name | Volk |
|---|---|
| | |

| | | +/- |
|---|---|---|
| ST | | |
| KO | | |
| GE | | |
| CH | | |
| IN | | |
| GK | | |

| | | |
|---|---|---|
| Initiative (K / G) | | |
| Kritischer Treffer | | |
| Tod | | |
| Ausweichen | | |
| Zauberresistenz | | |
| Regeneration LP | | |
| Regeneration MP | | |
| Rüstungsschutz | | |

| Normale Fertigkeiten | Abh. | Wert | +/- | Gesamt |
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## Völkerspezifische Fertigkeiten

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| Zauberfertigkeiten | Abh. | Wert | +/- | Gesamt |
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| Waffenfertigkeiten | Abh. | A | P | SP | +/- |
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## Notizen

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|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| LP | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| MP | | | | | | | | | | | | | | |