



BKA 73/I4

Dezernat für besondere Schutzaufgaben und Ermittlungen

Name

Dienstrang

Alter

Grösse

Spieler/in

Konzept

Geschlecht

Gewicht

Attribute



Attribute	GES	KON	STÄ	VER	WILL
	● ○ ○ ○ ○	● ○ ○ ○ ○	● ○ ○ ○ ○	● ○ ○ ○ ○	● ○ ○ ○ ○

Handicaps

	L	S
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Waffen

Typ	Schaden	FR	Gew.	Anmerkungen
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Panzerung

Zone	Typ	Bonus	Gew.	Anmerk.
Kopf	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Torso	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Arme	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Beine	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Angeschlagen (Schaden > Robustheit): halbe Bewegungsweite, Wil-Prob. zur Erholung.

Abgeleitete Attribute

	Basis	Mod.
Bewegungsweite 6" Durchschnitt +1W6 Sprint	<input type="text"/>	<input type="text"/>
Parade 2+ halbes Kämpfen	<input type="text"/>	<input type="text"/>
Robustheit 2+ halbe Konstitution	<input type="text"/>	<input type="text"/>
Charisma 0+ Talente/Handicaps	<input type="text"/>	<input type="text"/>
Geistige Gesundheit Start: 75 + Talente/Handicaps	<input type="text"/>	<input type="text"/>

Talente

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Ticks

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Wunde: Jede Steigerung verursacht eine Wunde.

Außer Gefecht: Mehr als drei Wunden. Siehe SW:GE128 ff.

Bonusschaden: Eine Steigerung beim Angriffswurf verursacht +1W6 Schaden.

Erschöpfung				Wunden		
-2	-1	Ausser Gefecht	-3	-2	-1	

XP

	Anfänger	Immer noch Veteran	Held	Fortgeschrittener	Legende	Veteran
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mehr als Legende geht halt nicht



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Dezernat für besondere Schutzaufgaben und Ermittlungen

Fertigkeiten  Attr

Einschüchtern Wil

Fahren Ges

Fluggeräteleiten Ges

Glücksspiel Wil

Heilen Ver

Heimlichkeit Ges

Kämpfen Ges

Klettern Stä

Mumm Wil

Nachforschen Ver

Provozieren Ver

Reparieren Ver

Reiten Ges

Schießen Ges

Schlösser knacken Ges

Schwimmen Ges

Seefahrt Ges

Spuren lesen Ver

Fertigkeiten  Attr

Überleben Ver

Überreden Wil

Umhören Ver

Wahrnehmung Ver

Werfen Ges

Wissen: Polizei Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Wissen: Ver

Arkane Fertigkeit s.u.

Glaube Wil verr. Wissensch. Ver

Psionik Ver Zaubern Ver

Persönliche Ausrüstung

Typ Gew.

Gesamtgewicht Ausrüstung
Belastungs-Abzug

Permanente Verwundungen

