



Slayerpunkte

## ATTRIBUTE & EIGENSCHAFTEN

	Basis	Aktuell
<b>KÖRPER</b>	<input type="text"/>	<input type="text"/>
STÄRKE	<input type="text"/>	<input type="text"/>
HÄRTE	<input type="text"/>	<input type="text"/>
<b>AGILITÄT</b>	<input type="text"/>	<input type="text"/>
BEWEGUNG	<input type="text"/>	<input type="text"/>
GESCHICK	<input type="text"/>	<input type="text"/>
<b>GEIST</b>	<input type="text"/>	<input type="text"/>
VERSTAND	<input type="text"/>	<input type="text"/>
AURA	<input type="text"/>	<input type="text"/>

## CHARAKTER

**SPIELER**

**NAME**

**VOLK**

**KLASSE**

**VOLKS/KLASSENEIGENSCHAFT:**

**VOLKS/KLASSEN Bonus:**

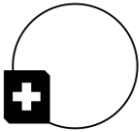
**LP**

**TP**

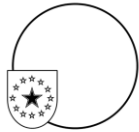
**EP**

**STUFE**

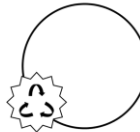
**TECHLEVEL**



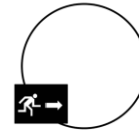
**LEBENSKRAFT**  
KÖR+HÄ+10



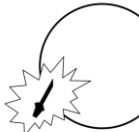
**ABWEHR**  
KÖR+HÄ+PA



**INITIATIVE**  
AGI+BE



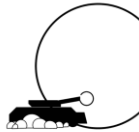
**LAUFEN**  
(AGI/2) +1



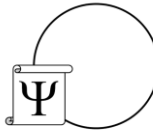
**SCHLAGEN**  
KÖR+ST



**SCHIESSEN**  
AGI+BE



**FAHRZEUG**  
AGI+BE



**SPEZIALKRAFT**  
GEI+VE+DG\*



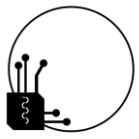
**DEGENERATION**



**CYBERPUNKTE**



**DEGENERATIONSSCHWELLE**  
KÖR+VE



**CYBERSCHWELLE**  
KÖR+HÄ



**MUTATIONEN (MAXIMAL STUFE+HÄ+SUPERMUTANT)**

## WAFFEN

NAME                      WB      RW      MUN   MW      EF   SF   AF   BF      BESONDERES

_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

## RÜSTUNG

NAME                      PA      BESONDERES

_____	_____	_____
_____	_____	_____
_____	_____	_____
PA - GESAMT	_____	_____

## MEDKITS

## MUNITION

