

**ZWECK:**

- Ein Werkzeug zum Vergleich der Waffen im Computerspiel "Das Schwarze Auge – Sternenschweif HD"
- > Nutzbar zur kampfsseitigen Heldenplanung (inkl. Simulation verschiedener Charakterwerte)
- > Nutzbar zur Ermittlung von Ungleichgewichten in der Waffenbalance und Optimierung der Balance (durch Simulation anderer Waffenwerte)

**WARUM EIN EXTRA WERKZEUG?**

- Es gibt um die 100 Waffen im Spiel mit mehr als 15 verschiedenen Eigenschaften und Voraussetzungen.
- Die effektiven Waffenfähigkeiten hängen zusätzlich von den Charaktereigenschaften und der getragenen Rüstung ab.
- Der tatsächliche Schaden hängt außerdem noch vom jeweiligen Gegner ab.
- Das kann die Auswahl der besten Waffe für Einsteiger, aber auch für Fortgeschrittene recht schwierig machen.

**FUNKTIONEN:**

**Empfehlung: Videoanleitung zum generellen Aufbau und der grundsätzlichen Bedienung des Waffenplaners**  
[http://www.dailymotion.com/video/x19bvxo\\_gerions-waffen-und-kampfwerte-planer-video-anleitung-teil-1-uberblick-und-grundlagen\\_videogames](http://www.dailymotion.com/video/x19bvxo_gerions-waffen-und-kampfwerte-planer-video-anleitung-teil-1-uberblick-und-grundlagen_videogames)  
(Anleitung noch ohne virtuellem Gegner und effektivem Schaden)

**FUNKTIONEN DES WAFFENPLANERS:**

- Der Waffenplaner zeigt alle Eigenschaften aller Waffen
- Der Waffenplaner ermöglicht jetzt auch eine kampfsseitige Heldenplanung
- Der Waffenplaner zeigt und berechnet die effektiven Waffeneigenschaften (Schaden,Attacke, Parade) automatisch unter Berücksichtigung der aktuellen oder geplanten Charakterwerte
- Der Waffenplaner berechnet den tatsächlichen durchschnittlichen Schaden an einem Gegner unter Berücksichtigung der Gegner-Werte (Parade & Rüstung)
- > Hinweis: Gegner-Werte müssen zur Zeit noch manuell eingetragen werden. Eine dynamische Auswahl soll demnächst folgen.
- Der Waffenplaner visualisiert die Waffeneigenschaften farblich und erleichtert dadurch den Vergleich der Waffen
- Ändert man Charakterwerte werden die Waffenwerte sofort automatisch neu berechnet und die farbliche Visualisierung ebenfalls automatisch angepasst.
- Der Waffenplaner erlaubt die Filterung der Waffen nach bestimmten Eigenschaften
- > z.B. darf von Charakterklasse benutzt werden (ja/nein), magisch (ja/nein), vergiftbar (ja/nein), Schaden, Boni/Mali, Gewicht usw.

**WICHTIGER HINWEIS:**

Da jeder Gegner andere Werte hat, und man Angriffe durch Manöver modifizieren kann, kann man die angegebenen Wert nicht 1zu1 übernehmen.  
Vielmehr sollte man die Werte als Orientierung, insbesondere im Vergleich der Waffen untereinander verstehen.

**AUFBAU DES WAFFENPLANERS:**

**- Technologie: Libre Office Tabellen**

- > TEILWEISE kompatibel mit Open Office! (nicht alle Funktionen werden korrekt ausgeführt [z.B. effektive Berechnung auf virtuellen Gegner])
- > NICHT KOMPATIBEL MIT MICROSOFT OFFICE [EXCEL])!!!

**- Dateien und Arbeitsblätter:**

- > Datei "Anleitung-und-Todo-Liste.ods"
- > Arbeitsblatt „Anleitung“: Anleitung zur Bedienung
- > Arbeitsblatt "TODO": Liste der offenen Punkte
- > Datei "Waffen-und-Kampfwerte-Planer-dynamisch-alphaX.XX\_SternHD-V1.XX.ods": Arbeitsblätter mit Original-Werten aus SchickRE
- > "Heldenwerte": Enthält die Werte der Helden die zur Berechnung der effektiven Waffeneigenschaften verwendet werden. > Die Werte können angepasst werden.
- > "Waffenliste": Enthält die Liste aller Waffen inkl. aller Eigenschaften und berechneten Werte -> HAUPTTABELLE
- > "supportdata-XXX": Hilfstabellen zur Kalkulation: Bitte ignorieren

**HINWEIS:**

Hat eine Zelle einen kleinen roten Punkt in der rechten oberen Ecke, ist ein Kommentar mit Zusatzinformationen hinterlegt.  
Dieser wird angezeigt, wenn man mit dem Maus-Zeiger auf die Zelle geht (die Zelle muss dazu nicht unbedingt angeklickt werden)

-> Ordner "Schnellansicht" \ Dateien "Waffenliste-\$(KLASSE)": 1 PDF-Dokument zu jeder Klasse; mit den von der Klasse fñhrbaren Waffen inkl. Werten und Berechnungen

**ANLEITUNG ZUR HELDENPLANUNG:**

**Empfehlung: Videoanleitung mit Beispiel zur Heldenplanung**  
[http://www.dailymotion.com/video/x19aq5x\\_gerions-waffen-und-kampfwerte-planer-video-anleitung-teil-2-beispiel-heldenplanung\\_videogames](http://www.dailymotion.com/video/x19aq5x_gerions-waffen-und-kampfwerte-planer-video-anleitung-teil-2-beispiel-heldenplanung_videogames)  
(Anleitung noch ohne virtuellem Gegner und effektivem Schaden)

1. Arbeitsblatt „Heldenwerte“: aktuelle oder geplante Werte der eigenen Helden eintragen  
→ Nur Werte in die grau hinterlegten Zellen eintragen. Alle anderen Werte werden automatisch berechnet.
2. Arbeitsblatt „Waffenliste“: Charakterklasse beim zu untersuchenden Waffentyp auswählen  
→ Spalte „A“ > grau hinterlegte Zelle im Waffentyp-Kopf anklicken > Pfeilsymbol rechts der Zelle anklicken > Charakterklasse anklicken

**HINWEIS:**

Die Namen von Waffen die die ausgewählte Charakterklasse nicht führen darf werden automatisch schwarz hinterlegt.  
Möchte man alle Waffen ausblenden die die Charakterklasse NICHT führen darf geht man in die Zellen „AJ13“ bis „AK1T“ und setzt den Autofilter so, dass nur Zeilen angezeigt werden in denen ein „X“ vorkommt.

**MODIFIZIERUNG DER TABELLENSTRUKTUR:**

- Man kann die Werte aller Zellen gefahrlos editieren, die hellgrau hinterlegt sind.
- Können Werte einer kompletten Spalte gefahrlos editiert werden, so ist der entsprechende Spaltenkopf hellgrau hinterlegt.
- ACHTUNG: BITTE KEINE ZEILEN ODER SPALTEN EINFÜGEN ODER LÖSCHEN (Das kann die Kalkulation und Darstellung durcheinander bringen!)

Item		KK L1		AT (eff) L1	PA (eff) L1		KK L8		AT (eff) L8	PA (eff) L8		KK L15		AT (eff) L15	PA (eff) L15
	AUELFE (Vindariel Regenbogenkind) – LEVEL 1					AUELFE (Vindariel Regenbogenkind) – LEVEL 8					AUELFE (Vindariel Regenbogenkind) – LEVEL 15				
	Mut	9	AT-Behinderung 1-Hand	-1		Mut	9	AT-Behinderung (1H)	-2		Mut	9	AT-Behinderung (1H)	-4	
	Klugheit	13	PA-Behinderung 1-Hand	-2		Klugheit	13	PA-Behinderung (1H)	-1		Klugheit	13	PA-Behinderung (1H)	1	
	Charisma	13	AT-Behinderung 2-Hand	-1		Charisma	13	AT-Behinderung (2H)	-1		Charisma	13	AT-Behinderung (2H)	-1	
	Fingerfertig.	11	PA-Behinderung 2-Hand	-2		Fingerfertig.	12	PA-Behinderung (2H)	-2		Fingerfertig.	15	PA-Behinderung (2H)	-2	
	Gewandh.	13	AT-Basis	6		Gewandh.	13	AT-Basis	7		Gewandh.	13	AT-Basis	7	
	Intuition	10	PA-Basis	7		Intuition	13	PA-Basis	8		Intuition	15	PA-Basis	9	
	Körperkr.	10	Fernkampf-Basis	6		Körperkr.	13	Fernkampf-Basis	8		Körperkr.	15	Fernkampf-Basis	9	
	Talent AT	1		Talent PA	1	Talent AT	4		Talent PA	5	Talent AT	8		Talent PA	8
Auelfe:Waffenlos 1-Hand	10 (KK)			6 (ATeff)	6 (PAeff)	13 (KK)			9 (ATeff)	12 (PAeff)	15 (KK)			11 (ATeff)	18 (PAeff)
Auelfe:Hieb Waffen 1-Hand	Talent AT	1		Talent PA	2	Talent AT	5		Talent PA	5	Talent AT	8		Talent PA	9
	10 (KK)			6 (ATeff)	7 (PAeff)	13 (KK)			10 (ATeff)	12 (PAeff)	15 (KK)			11 (ATeff)	19 (PAeff)
Auelfe:Hieb Waffen 2-Hand	10 (KK)			6 (ATeff)	7 (PAeff)	13 (KK)			11 (ATeff)	11 (PAeff)	15 (KK)			14 (ATeff)	16 (PAeff)
Auelfe:Stich Waffen 1-Hand	Talent AT	2		Talent PA	2	Talent AT	5		Talent PA	6	Talent AT	9		Talent PA	9
	10 (KK)			7 (ATeff)	7 (PAeff)	13 (KK)			10 (ATeff)	13 (PAeff)	15 (KK)			12 (ATeff)	19 (PAeff)
Auelfe:Stich Waffen 2-Hand	10 (KK)			7 (ATeff)	7 (PAeff)	13 (KK)			11 (ATeff)	12 (PAeff)	15 (KK)			15 (ATeff)	16 (PAeff)
Auelfe:Schwerter 1-Hand	Talent AT	2		Talent PA	2	Talent AT	5		Talent PA	6	Talent AT	9		Talent PA	9
	10 (KK)			7 (ATeff)	7 (PAeff)	13 (KK)			10 (ATeff)	13 (PAeff)	15 (KK)			12 (ATeff)	19 (PAeff)
Auelfe:Schwerter 2-Hand	10 (KK)			7 (ATeff)	7 (PAeff)	13 (KK)			11 (ATeff)	12 (PAeff)	15 (KK)			15 (ATeff)	16 (PAeff)
Auelfe:Äxte 1-Hand	Talent AT	0		Talent PA	0	Talent AT	3		Talent PA	4	Talent AT	7		Talent PA	7
	10 (KK)			5 (ATeff)	5 (PAeff)	13 (KK)			8 (ATeff)	11 (PAeff)	15 (KK)			10 (ATeff)	17 (PAeff)
Auelfe:Äxte 2-Hand	10 (KK)			5 (ATeff)	5 (PAeff)	13 (KK)			9 (ATeff)	10 (PAeff)	15 (KK)			13 (ATeff)	14 (PAeff)
Auelfe:Speere 1-Hand	Talent AT	1		Talent PA	2	Talent AT	5		Talent PA	5	Talent AT	8		Talent PA	9
	10 (KK)			6 (ATeff)	7 (PAeff)	13 (KK)			10 (ATeff)	12 (PAeff)	15 (KK)			11 (ATeff)	19 (PAeff)
Auelfe:Speere 2-Hand	10 (KK)			6 (ATeff)	7 (PAeff)	13 (KK)			11 (ATeff)	11 (PAeff)	15 (KK)			14 (ATeff)	16 (PAeff)
Auelfe:Zweihänder 2-Hand	Talent AT	0		Talent PA	0	Talent AT	3		Talent PA	4	Talent AT	7		Talent PA	7
	10 (KK)			5 (ATeff)	5 (PAeff)	13 (KK)			9 (ATeff)	10 (PAeff)	15 (KK)			13 (ATeff)	14 (PAeff)
Auelfe:Schuss Waffen 2-Hand	Talent AT	5		Talent PA	0	Talent AT	12		Talent PA	0	Talent AT	11		Talent PA	0
	10 (KK)			10 (ATeff)	0 (PAeff)	13 (KK)			19 (ATeff)	0 (PAeff)	15 (KK)			19 (ATeff)	0 (PAeff)
Auelfe:Wurf Waffen 1-Hand	Talent AT	3		Talent PA	0	Talent AT	10		Talent PA	0	Talent AT	14		Talent PA	0
	10 (KK)			8 (ATeff)	0 (PAeff)	13 (KK)			16 (ATeff)	0 (PAeff)	15 (KK)			19 (ATeff)	0 (PAeff)

	DRUIDE (Rhenaya Tulop) – LEVEL 1					DRUIDE (Rhenaya Tulop) – LEVEL 8					DRUIDE (Rhenaya Tulop) – LEVEL 15				
	Mut	13	AT-Behinderung 1-Hand	-2		Mut	13	AT-Behinderung (1H)	-2		Mut	15	AT-Behinderung (1H)	-2	
	Klugheit	13	PA-Behinderung 1-Hand	-1		Klugheit	13	PA-Behinderung (1H)	-1		Klugheit	15	PA-Behinderung (1H)	-1	
	Charisma	11	AT-Behinderung 2-Hand	-1		Charisma	13	AT-Behinderung (2H)	-1		Charisma	15	AT-Behinderung (2H)	-1	
	Fingerfertig.	11	PA-Behinderung 2-Hand	-2		Fingerfertig.	13	PA-Behinderung (2H)	-2		Fingerfertig.	13	PA-Behinderung (2H)	-2	
	Gewandh.	12	AT-Basis	7		Gewandh.	12	AT-Basis	8		Gewandh.	12	AT-Basis	8	
	Intuition	8	PA-Basis	6		Intuition	8	PA-Basis	7		Intuition	8	PA-Basis	7	
	Körperkr.	10	Fernkampf-Basis	6		Körperkr.	13	Fernkampf-Basis	7		Körperkr.	14	Fernkampf-Basis	7	
	Talent AT	1		Talent PA	1	Talent AT	4		Talent PA	5	Talent AT	8		Talent PA	8
Druide:Waffenlos 1-Hand	10 (KK)			6 (ATeff)	6 (PAeff)	13 (KK)			10 (ATeff)	11 (PAeff)	14 (KK)			14 (ATeff)	14 (PAeff)
Druide:Hieb Waffen 1-Hand	Talent AT	-2		Talent PA	-1	Talent AT	2		Talent PA	2	Talent AT	5		Talent PA	6
	10 (KK)			3 (ATeff)	0 (PAeff)	13 (KK)			8 (ATeff)	8 (PAeff)	14 (KK)			11 (ATeff)	12 (PAeff)
Druide:Hieb Waffen 2-Hand	10 (KK)			4 (ATeff)	0 (PAeff)	13 (KK)			9 (ATeff)	7 (PAeff)	14 (KK)			12 (ATeff)	11 (PAeff)
Druide:Stich Waffen 1-Hand	Talent AT	2		Talent PA	3	Talent AT	6		Talent PA	6	Talent AT	9		Talent PA	10
	10 (KK)			7 (ATeff)	8 (PAeff)	13 (KK)			12 (ATeff)	12 (PAeff)	14 (KK)			15 (ATeff)	16 (PAeff)
Druide:Stich Waffen 2-Hand	10 (KK)			8 (ATeff)	7 (PAeff)	13 (KK)			13 (ATeff)	11 (PAeff)	14 (KK)			16 (ATeff)	15 (PAeff)
Druide:Schwerter 1-Hand	Talent AT	-4		Talent PA	-3	Talent AT	0		Talent PA	0	Talent AT	3		Talent PA	4
	10 (KK)			1 (ATeff)	0 (PAeff)	13 (KK)			6 (ATeff)	6 (PAeff)	14 (KK)			9 (ATeff)	10 (PAeff)
Druide:Schwerter 2-Hand	10 (KK)			2 (ATeff)	0 (PAeff)	13 (KK)			7 (ATeff)	5 (PAeff)	14 (KK)			10 (ATeff)	9 (PAeff)
Druide:Äxte 1-Hand	Talent AT	-3		Talent PA	-3	Talent AT	0		Talent PA	1	Talent AT	4		Talent PA	4
	10 (KK)			2 (ATeff)	0 (PAeff)	13 (KK)			6 (ATeff)	7 (PAeff)	14 (KK)			10 (ATeff)	10 (PAeff)
Druide:Äxte 2-Hand	10 (KK)			3 (ATeff)	0 (PAeff)	13 (KK)			7 (ATeff)	6 (PAeff)	14 (KK)			11 (ATeff)	9 (PAeff)
Druide:Speere 1-Hand	Talent AT	2		Talent PA	1	Talent AT	5		Talent PA	5	Talent AT	8		Talent PA	9
	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			11 (ATeff)	11 (PAeff)	14 (KK)			14 (ATeff)	15 (PAeff)
Druide:Speere 2-Hand	10 (KK)			8 (ATeff)	5 (PAeff)	13 (KK)			12 (ATeff)	10 (PAeff)	14 (KK)			15 (ATeff)	14 (PAeff)
Druide:Zweihänder 2-Hand	Talent AT	-4		Talent PA	-3	Talent AT	0		Talent PA	0	Talent AT	3		Talent PA	4
	10 (KK)			2 (ATeff)	0 (PAeff)	13 (KK)			7 (ATeff)	5 (PAeff)	14 (KK)			10 (ATeff)	9 (PAeff)
Druide:Schuss Waffen 2-Hand	Talent AT	2		Talent PA	0	Talent AT	9		Talent PA	0	Talent AT	13		Talent PA	0
	10 (KK)			7 (ATeff)	0 (PAeff)	13 (KK)			15 (ATeff)	0 (PAeff)	14 (KK)			19 (ATeff)	0 (PAeff)
Druide:Wurf Waffen 1-Hand	Talent AT	2		Talent PA	0	Talent AT	9		Talent PA	0	Talent AT	14		Talent PA	0
	10 (KK)			6 (ATeff)	0 (PAeff)	13 (KK)			14 (ATeff)	0 (PAeff)	14 (KK)			19 (ATeff)	0 (PAeff)

	FIRNELFE (Erinnila Morgenroete) – LEVEL 1					FIRNELFE (Erinnila Morgenroete) – LEVEL 8					FIRNELFE (Erinnila Morgenroete) – LEVEL 15				
	Mut	10	AT-Behinderung 1-Hand	-1		Mut	10	AT-Behinderung (1H)	-2		Mut	13	AT-Behinderung (1H)	-4	
	Klugheit	11	PA-Behinderung 1-Hand	-2		Klugheit	11	PA-Behinderung (1H)	-1		Klugheit	13	PA-Behinderung (1H)	1	
	Charisma	13	AT-Behinderung 2-Hand	-1		Charisma	13	AT-Behinderung (2H)	-1		Charisma	13	AT-Behinderung (2H)	-1	
	Fingerfertig.	9	PA-Behinderung 2-Hand	-2		Fingerfertig.	13	PA-Behinderung (2H)	-2		Fingerfertig.	13	PA-Behinderung (2H)	-2	
	Gewandh.	13	AT-Basis	7		Gewandh.	13	AT-Basis	7		Gewandh.	13	AT-Basis	8	
	Intuition	13	PA-Basis	7		Intuition	13	PA-Basis	8		Intuition	13	PA-Basis	8	
	Körperkr.	10	Fernkampf-Basis	6		Körperkr.	13	Fernkampf-Basis	8		Körperkr.	15	Fernkampf-Basis	8	
	Talent AT	2		Talent PA	2	Talent AT	6		Talent PA	5	Talent AT	9		Talent PA	9
Firnelfe:Waffenlos 1-Hand	10 (KK)			8 (ATeff)	7 (PAeff)	13 (KK)			11 (ATeff)	12 (PAeff)	15 (KK)			13 (ATeff)	18 (PAeff)
Firnelfe:Hieb Waffen 1-Hand	Talent AT	1		Talent PA	1	Talent AT	4		Talent PA	5	Talent AT	8		Talent PA	8
	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			9 (ATeff)	12 (PAeff)	15 (KK)			12 (ATeff)	17 (PAeff)
Firnelfe:Hieb Waffen 2-Hand	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			10 (ATeff)	11 (PAeff)	15 (KK)			15 (ATeff)	14 (PAeff)
Firnelfe:Stich Waffen 1-Hand	Talent AT	1		Talent PA	1	Talent AT	4		Talent PA	5	Talent AT	8		Talent PA	8
	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			9 (ATeff)	12 (PAeff)	15 (KK)			12 (ATeff)	17 (PAeff)
Firnelfe:Stich Waffen 2-Hand	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			10 (ATeff)	11 (PAeff)	15 (KK)			15 (ATeff)	14 (PAeff)
Firnelfe:Schwerter 1-Hand	Talent AT	1		Talent PA	1	Talent AT	4		Talent PA	5	Talent AT	8		Talent PA	8
	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			9 (ATeff)	12 (PAeff)	15 (KK)			12 (ATeff)	17 (PAeff)
Firnelfe:Schwerter 2-Hand	10 (KK)			7 (ATeff)	6 (PAeff)	13 (KK)			10 (ATeff)	11 (PAeff)	15 (KK)			15 (ATeff)	14 (PAeff)
Firnelfe:Äxte 1-Hand	Talent AT	-1		Talent PA	-1	Talent AT	2		Talent PA	3	Talent AT	6		Talent PA	6
	10 (KK)			5 (ATeff)	0 (PAeff)	13 (KK)			7 (ATeff)	10 (PAeff)	15 (KK)			10 (ATeff)	15 (PAeff)
Firnelfe:Äxte 2-Hand	10 (KK)			5 (ATeff)	0 (PAeff)	13 (KK)			8 (ATeff)	9 (PAeff)	15 (KK)			13 (ATeff)	12 (PAeff)
Firnelfe:Speere 1-Hand	Talent AT	2		Talent PA	3	Talent AT	6		Talent PA	6	Talent AT	9		Talent PA	10
	10 (KK)			8 (ATeff)	8 (PAeff)	13 (KK)			11 (ATeff)	13 (PAeff)	15 (KK)			13 (ATeff)	19 (PAeff)
Firnelfe:Speere 2-Hand	10 (KK)			8 (ATeff)	8 (PAeff)	13 (KK)			12 (ATeff)	12 (PAeff)	15 (KK)			16 (ATeff)	16 (PAeff)
Firnelfe:Zweihänder 2-Hand	Talent AT	-3		Talent PA	-2	Talent AT	1		Talent PA	1	Talent AT	4		Talent PA	5
	10 (KK)			3 (ATeff)	0 (PAeff)	13 (KK)			7 (ATeff)	7 (PAeff)	15 (KK)			11 (ATeff)	11 (PAeff)
Firnelfe:Schuss Waffen 2-Hand	Talent AT	3		Talent PA	0	Talent AT	10		Talent PA	0	Talent AT	12		Talent PA	0
	10 (KK)			8 (ATeff)	0 (PAeff)	13 (KK)			17 (ATeff)	0 (PAeff)	15 (KK)			19 (ATeff)	0 (PAeff)
Firnelfe:Wurf Waffen 1-Hand	Talent AT	5		Talent PA	0	Talent AT	12		Talent PA	0	Talent AT	15		Talent PA	0</

	HEXE (Luna Aszisi) – LEVEL 1			
	Mut	10	AT-Behinderung 1-Hand	-2
	Klugheit	13	PA-Behinderung 1-Hand	-1
	Charisma	13	AT-Behinderung 2-Hand	-1
	Fingerfertig.	10	PA-Behinderung 2-Hand	-2
	Gewandh.	12	AT-Basis	7
	Intuition	12	PA-Basis	7
	Körperkr.	11	Fernkampf-Basis	7
Hexe:Waffenlos 1-Hand	Talent AT	1	Talent PA	1
	11 (KK)		6 (ATeff)	7 (PAeff)
Hexe:Hieb Waffen 1-Hand	Talent AT	0	Talent PA	1
	11 (KK)		5 (ATeff)	7 (PAeff)
Hexe:Hieb Waffen 2-Hand	11 (KK)		6 (ATeff)	6 (PAeff)
Hexe:Stich Waffen 1-Hand	Talent AT	1	Talent PA	2
	11 (KK)		6 (ATeff)	8 (PAeff)
Hexe:Stich Waffen 2-Hand	11 (KK)		7 (ATeff)	7 (PAeff)
Hexe:Schwerter 1-Hand	Talent AT	-2	Talent PA	-2
	11 (KK)		3 (ATeff)	0 (PAeff)
Hexe:Schwerter 2-Hand	11 (KK)		4 (ATeff)	0 (PAeff)
Hexe:Äxte 1-Hand	Talent AT	-2	Talent PA	-2
	11 (KK)		3 (ATeff)	0 (PAeff)
Hexe:Äxte 2-Hand	11 (KK)		4 (ATeff)	0 (PAeff)
Hexe:Speere 1-Hand	Talent AT	1	Talent PA	2
	11 (KK)		6 (ATeff)	8 (PAeff)
Hexe:Speere 2-Hand	11 (KK)		7 (ATeff)	7 (PAeff)
Hexe:Zweihänder 2-Hand	Talent AT	-3	Talent PA	-2
	11 (KK)		3 (ATeff)	0 (PAeff)
Hexe:Schuss Waffen 2-Hand	Talent AT	3	Talent PA	0
	11 (KK)		9 (ATeff)	0 (PAeff)
Hexe:Wurf Waffen 1-Hand	Talent AT	4	Talent PA	0
	11 (KK)		9 (ATeff)	0 (PAeff)

HEXE (Luna Aszisi) – LEVEL 8			
Mut	10	AT-Behinderung (1H)	-2
Klugheit	13	PA-Behinderung (1H)	-1
Charisma	14	AT-Behinderung (2H)	-1
Fingerfertig.	12	PA-Behinderung (2H)	-2
Gewandh.	12	AT-Basis	7
Intuition	14	PA-Basis	8
Körperkr.	13	Fernkampf-Basis	8
Talent AT	5	Talent PA	4
13 (KK)		10 (ATeff)	11 (PAeff)
Talent AT	4	Talent PA	4
13 (KK)		9 (ATeff)	11 (PAeff)
13 (KK)		10 (ATeff)	10 (PAeff)
Talent AT	5	Talent PA	5
13 (KK)		10 (ATeff)	12 (PAeff)
13 (KK)		11 (ATeff)	11 (PAeff)
Talent AT	1	Talent PA	2
13 (KK)		6 (ATeff)	9 (PAeff)
13 (KK)		7 (ATeff)	8 (PAeff)
Talent AT	1	Talent PA	2
13 (KK)		6 (ATeff)	9 (PAeff)
13 (KK)		7 (ATeff)	8 (PAeff)
Talent AT	5	Talent PA	5
13 (KK)		10 (ATeff)	12 (PAeff)
13 (KK)		11 (ATeff)	11 (PAeff)
Talent AT	1	Talent PA	1
13 (KK)		7 (ATeff)	7 (PAeff)
Talent AT	10	Talent PA	0
13 (KK)		17 (ATeff)	0 (PAeff)
Talent AT	11	Talent PA	0
13 (KK)		17 (ATeff)	0 (PAeff)

HEXE (Luna Aszisi) – LEVEL 15			
Mut	10	AT-Behinderung (1H)	-2
Klugheit	13	PA-Behinderung (1H)	-1
Charisma	16	AT-Behinderung (2H)	-1
Fingerfertig.	14	PA-Behinderung (2H)	-2
Gewandh.	12	AT-Basis	7
Intuition	16	PA-Basis	8
Körperkr.	14	Fernkampf-Basis	9
Talent AT	8	Talent PA	8
14 (KK)		13 (ATeff)	15 (PAeff)
Talent AT	7	Talent PA	8
14 (KK)		12 (ATeff)	15 (PAeff)
14 (KK)		13 (ATeff)	14 (PAeff)
Talent AT	8	Talent PA	9
14 (KK)		13 (ATeff)	16 (PAeff)
14 (KK)		14 (ATeff)	15 (PAeff)
Talent AT	5	Talent PA	5
14 (KK)		10 (ATeff)	12 (PAeff)
14 (KK)		11 (ATeff)	11 (PAeff)
Talent AT	5	Talent PA	5
14 (KK)		10 (ATeff)	12 (PAeff)
14 (KK)		11 (ATeff)	11 (PAeff)
Talent AT	8	Talent PA	9
14 (KK)		13 (ATeff)	16 (PAeff)
14 (KK)		14 (ATeff)	15 (PAeff)
Talent AT	4	Talent PA	5
14 (KK)		10 (ATeff)	11 (PAeff)
Talent AT	11	Talent PA	0
14 (KK)		19 (ATeff)	0 (PAeff)
Talent AT	12	Talent PA	0
14 (KK)		19 (ATeff)	0 (PAeff)

	JÄGER (Cassim Ottresker) – LEVEL 1			
	Mut	12	AT-Behinderung 1-Hand	-1
	Klugheit	12	PA-Behinderung 1-Hand	-3
	Charisma	8	AT-Behinderung 2-Hand	-1
	Fingerfertig.	12	PA-Behinderung 2-Hand	-3
	Gewandh.	13	AT-Basis	7
	Intuition	13	PA-Basis	7
	Körperkr.	11	Fernkampf-Basis	7
Jäger:Waffenlos 1-Hand	Talent AT	2	Talent PA	2
	11 (KK)		8 (ATeff)	6 (PAeff)
Jäger:Hieb Waffen 1-Hand	Talent AT	2	Talent PA	1
	11 (KK)		8 (ATeff)	5 (PAeff)
Jäger:Hieb Waffen 2-Hand	11 (KK)		8 (ATeff)	5 (PAeff)
Jäger:Stich Waffen 1-Hand	Talent AT	1	Talent PA	1
	11 (KK)		7 (ATeff)	5 (PAeff)
Jäger:Stich Waffen 2-Hand	11 (KK)		7 (ATeff)	5 (PAeff)
Jäger:Schwerter 1-Hand	Talent AT	1	Talent PA	1
	11 (KK)		7 (ATeff)	5 (PAeff)
Jäger:Schwerter 2-Hand	11 (KK)		7 (ATeff)	5 (PAeff)
Jäger:Äxte 1-Hand	Talent AT	1	Talent PA	1
	11 (KK)		7 (ATeff)	5 (PAeff)
Jäger:Äxte 2-Hand	11 (KK)		7 (ATeff)	5 (PAeff)
Jäger:Speere 1-Hand	Talent AT	4	Talent PA	3
	11 (KK)		10 (ATeff)	7 (PAeff)
Jäger:Speere 2-Hand	11 (KK)		10 (ATeff)	7 (PAeff)
Jäger:Zweihänder 2-Hand	Talent AT	-1	Talent PA	-2
	11 (KK)		5 (ATeff)	0 (PAeff)
Jäger:Schuss Waffen 2-Hand	Talent AT	6	Talent PA	0
	11 (KK)		12 (ATeff)	0 (PAeff)
Jäger:Wurf Waffen 1-Hand	Talent AT	3	Talent PA	0
	11 (KK)		9 (ATeff)	0 (PAeff)

JÄGER (Cassim Ottresker) – LEVEL 8			
Mut	12	AT-Behinderung (1H)	-3
Klugheit	12	PA-Behinderung (1H)	-3
Charisma	8	AT-Behinderung (2H)	-2
Fingerfertig.	12	PA-Behinderung (2H)	-4
Gewandh.	13	AT-Basis	9
Intuition	13	PA-Basis	9
Körperkr.	18	Fernkampf-Basis	9
Talent AT	6	Talent PA	5
18 (KK)		12 (ATeff)	11 (PAeff)
Talent AT	5	Talent PA	5
18 (KK)		11 (ATeff)	11 (PAeff)
18 (KK)		12 (ATeff)	10 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	7	Talent PA	7
18 (KK)		13 (ATeff)	13 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	2	Talent PA	2
18 (KK)		9 (ATeff)	7 (PAeff)
Talent AT	12	Talent PA	0
18 (KK)		19 (ATeff)	0 (PAeff)
Talent AT	10	Talent PA	0
18 (KK)		16 (ATeff)	0 (PAeff)

JÄGER (Cassim Ottresker) – LEVEL 15			
Mut	12	AT-Behinderung (1H)	-6
Klugheit	12	PA-Behinderung (1H)	-1
Charisma	8	AT-Behinderung (2H)	-3
Fingerfertig.	12	PA-Behinderung (2H)	-4
Gewandh.	15	AT-Basis	9
Intuition	18	PA-Basis	10
Körperkr.	18	Fernkampf-Basis	10
Talent AT	9	Talent PA	9
18 (KK)		12 (ATeff)	18 (PAeff)
Talent AT	9	Talent PA	8
18 (KK)		12 (ATeff)	17 (PAeff)
18 (KK)		15 (ATeff)	14 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	17 (PAeff)
18 (KK)		14 (ATeff)	14 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	17 (PAeff)
18 (KK)		14 (ATeff)	14 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	17 (PAeff)
18 (KK)		14 (ATeff)	14 (PAeff)
Talent AT	11	Talent PA	10
18 (KK)		14 (ATeff)	19 (PAeff)
18 (KK)		17 (ATeff)	16 (PAeff)
Talent AT	6	Talent PA	5
18 (KK)		12 (ATeff)	11 (PAeff)
Talent AT	12	Talent PA	0
18 (KK)		19 (ATeff)	0 (PAeff)
Talent AT	15	Talent PA	0
18 (KK)		19 (ATeff)	0 (PAeff)

	KRIEGER (Gerbod von Harben) – LEVEL 1			
	Mut	13	AT-Behinderung 1-Hand	-1
	Klugheit	12	PA-Behinderung 1-Hand	-3
	Charisma	11	AT-Behinderung 2-Hand	-1
	Fingerfertig.	9	PA-Behinderung 2-Hand	-3
	Gewandh.	12	AT-Basis	8
	Intuition	9	PA-Basis	7
	Körperkr.	14	Fernkampf-Basis	6
Krieger:Waffenlos 1-Hand	Talent AT	3	Talent PA	2
	14 (KK)		10 (ATeff)	6 (PAeff)
Krieger:Hieb Waffen 1-Hand	Talent AT	2	Talent PA	3
	14 (KK)		9 (ATeff)	7 (PAeff)
Krieger:Hieb Waffen 2-Hand	14 (KK)		9 (ATeff)	7 (PAeff)
Krieger:Stich Waffen 1-Hand	Talent AT	1	Talent PA	0
	14 (KK)		8 (ATeff)	4 (PAeff)
Krieger:Stich Waffen 2-Hand	14 (KK)		8 (ATeff)	4 (PAeff)
Krieger:Schwerter 1-Hand	Talent AT	3	Talent PA	4
	14 (KK)		10 (ATeff)	8 (PAeff)
Krieger:Schwerter 2-Hand	14 (KK)		10 (ATeff)	8 (PAeff)
Krieger:Äxte 1-Hand	Talent AT	1	Talent PA	1
	14 (KK)		8 (ATeff)	5 (PAeff)
Krieger:Äxte 2-Hand	14 (KK)		8 (ATeff)	5 (PAeff)
Krieger:Speere 1-Hand	Talent AT	2	Talent PA	2
	14 (KK)		9 (ATeff)	6 (PAeff)
Krieger:Speere 2-Hand	14 (KK)		9 (ATeff)	6 (PAeff)
Krieger:Zweihänder 2-Hand	Talent AT	3	Talent PA	2
	14 (KK)		10 (ATeff)	6 (PAeff)
Krieger:Schuss Waffen 2-Hand	Talent AT	3	Talent PA	0
	14 (KK)		8 (ATeff)	0 (PAeff)
Krieger:Wurf Waffen 1-Hand	Talent AT	3	Talent PA	0
	14 (KK)		8 (ATeff)	0 (PAeff)

KRIEGER (Gerbod von Harben) – LEVEL 8			
Mut	13	AT-Behinderung (1H)	-3
Klugheit	12	PA-Behinderung (1H)	-3
Charisma	11	AT-Behinderung (2H)	-2
Fingerfertig.	9	PA-Behinderung (2H)	-4
Gewandh.	15	AT-Basis	9
Intuition	9	PA-Basis	8
Körperkr.	18	Fernkampf-Basis	7
Talent AT	6	Talent PA	6
18 (KK)		12 (ATeff)	11 (PAeff)
Talent AT	6	Talent PA	6
18 (KK)		12 (ATeff)	11 (PAeff)
18 (KK)		13 (ATeff)	10 (PAeff)
Talent AT	5	Talent PA	3
18 (KK)		11 (ATeff)	8 (PAeff)
18 (KK)		12 (ATeff)	7 (PAeff)
Talent AT	7	Talent PA	7
18 (KK)		13 (ATeff)	12 (PAeff)
18 (KK)		14 (ATeff)	11 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
Talent AT	6	Talent PA	5
18 (KK)		12 (ATeff)	10 (PAeff)
18 (KK)		13 (ATeff)	9 (PAeff)
Talent AT	6	Talent PA	6
18 (KK)		13 (ATeff)	10 (PAeff)
Talent AT	10	Talent PA	0
18 (KK)		15 (ATeff)	0 (PAeff)
Talent AT	10	Talent PA	0
18 (KK)		14 (ATeff)	0 (PAeff)

	<table><tr><td>Klugheit</td><td>13</td><td>PA-Behinderung 1-Hand</td><td>-1</td></tr><tr><td>Charisma</td><td>12</td><td>AT-Behinderung 2-Hand</td><td>-1</td></tr><tr><td>Fingerfertig.</td><td>13</td><td>PA-Behinderung 2-Hand</td><td>-2</td></tr><tr><td>Gewandh.</td><td>11</td><td>AT-Basis</td><td>6</td></tr><tr><td>Intuition</td><td>11</td><td>PA-Basis</td><td>6</td></tr><tr><td>Körperkr.</td><td>9</td><td>Fernkampf-Basis</td><td>7</td></tr></table>	Klugheit	13	PA-Behinderung 1-Hand	-1	Charisma	12	AT-Behinderung 2-Hand	-1	Fingerfertig.	13	PA-Behinderung 2-Hand	-2	Gewandh.	11	AT-Basis	6	Intuition	11	PA-Basis	6	Körperkr.	9	Fernkampf-Basis	7	
Klugheit	13	PA-Behinderung 1-Hand	-1																							
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	<table><tr><td>Talent AT</td><td>1</td><td>Talent PA</td><td>0</td></tr><tr><td>9 (KK)</td><td></td><td>5 (ATeff)</td><td>5 (PAeff)</td></tr></table>	Talent AT	1	Talent PA	0	9 (KK)		5 (ATeff)	5 (PAeff)																	
Talent AT	1	Talent PA	0																							
9 (KK)		5 (ATeff)	5 (PAeff)																							
Magier:Waffenlos 1-Hand																										
	<table><tr><td>Talent AT</td><td>0</td><td>Talent PA</td><td>0</td></tr><tr><td>9 (KK)</td><td></td><td>4 (ATeff)</td><td>5 (PAeff)</td></tr><tr><td>9 (KK)</td><td></td><td>5 (ATeff)</td><td>4 (PAeff)</td></tr></table>	Talent AT	0	Talent PA	0	9 (KK)		4 (ATeff)	5 (PAeff)	9 (KK)		5 (ATeff)	4 (PAeff)													
Talent AT	0	Talent PA	0																							
9 (KK)		4 (ATeff)	5 (PAeff)																							
9 (KK)		5 (ATeff)	4 (PAeff)																							
Magier:Hieb Waffen 1-Hand																										
Magier:Hieb Waffen 2-Hand																										
	<table><tr><td>Talent AT</td><td>1</td><td>Talent PA</td><td>1</td></tr><tr><td>9 (KK)</td><td></td><td>5 (ATeff)</td><td>6 (PAeff)</td></tr><tr><td>9 (KK)</td><td></td><td>6 (ATeff)</td><td>5 (PAeff)</td></tr></table>	Talent AT	1	Talent PA	1	9 (KK)		5 (ATeff)	6 (PAeff)	9 (KK)		6 (ATeff)	5 (PAeff)													
Talent AT	1	Talent PA	1																							
9 (KK)		5 (ATeff)	6 (PAeff)																							
9 (KK)		6 (ATeff)	5 (PAeff)																							
Magier:Stich Waffen 1-Hand																										
Magier:Stich Waffen 2-Hand																										
	<table><tr><td>Talent AT</td><td>-2</td><td>Talent PA</td><td>-2</td></tr><tr><td>9 (KK)</td><td></td><td>2 (ATeff)</td><td>0 (PAeff)</td></tr><tr><td>9 (KK)</td><td></td><td>3 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	-2	Talent PA	-2	9 (KK)		2 (ATeff)	0 (PAeff)	9 (KK)		3 (ATeff)	0 (PAeff)													
Talent AT	-2	Talent PA	-2																							
9 (KK)		2 (ATeff)	0 (PAeff)																							
9 (KK)		3 (ATeff)	0 (PAeff)																							
Magier:Schwerter 1-Hand																										
Magier:Schwerter 2-Hand																										
	<table><tr><td>Talent AT</td><td>-3</td><td>Talent PA</td><td>-2</td></tr><tr><td>9 (KK)</td><td></td><td>1 (ATeff)</td><td>0 (PAeff)</td></tr><tr><td>9 (KK)</td><td></td><td>2 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	-3	Talent PA	-2	9 (KK)		1 (ATeff)	0 (PAeff)	9 (KK)		2 (ATeff)	0 (PAeff)													
Talent AT	-3	Talent PA	-2																							
9 (KK)		1 (ATeff)	0 (PAeff)																							
9 (KK)		2 (ATeff)	0 (PAeff)																							
Magier:Äxte 1-Hand																										
Magier:Äxte 2-Hand																										
	<table><tr><td>Talent AT</td><td>2</td><td>Talent PA</td><td>2</td></tr><tr><td>9 (KK)</td><td></td><td>6 (ATeff)</td><td>7 (PAeff)</td></tr><tr><td>9 (KK)</td><td></td><td>7 (ATeff)</td><td>6 (PAeff)</td></tr></table>	Talent AT	2	Talent PA	2	9 (KK)		6 (ATeff)	7 (PAeff)	9 (KK)		7 (ATeff)	6 (PAeff)													
Talent AT	2	Talent PA	2																							
9 (KK)		6 (ATeff)	7 (PAeff)																							
9 (KK)		7 (ATeff)	6 (PAeff)																							
Magier:Speere 1-Hand																										
Magier:Speere 2-Hand																										
	<table><tr><td>Talent AT</td><td>-3</td><td>Talent PA</td><td>-2</td></tr><tr><td>9 (KK)</td><td></td><td>2 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	-3	Talent PA	-2	9 (KK)		2 (ATeff)	0 (PAeff)																	
Talent AT	-3	Talent PA	-2																							
9 (KK)		2 (ATeff)	0 (PAeff)																							
Magier:Zweihänder 2-Hand																										
	<table><tr><td>Talent AT</td><td>-2</td><td>Talent PA</td><td>0</td></tr><tr><td>9 (KK)</td><td></td><td>4 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	-2	Talent PA	0	9 (KK)		4 (ATeff)	0 (PAeff)																	
Talent AT	-2	Talent PA	0																							
9 (KK)		4 (ATeff)	0 (PAeff)																							
Magier:Schuss Waffen 2-Hand																										
	<table><tr><td>Talent AT</td><td>1</td><td>Talent PA</td><td>0</td></tr><tr><td>9 (KK)</td><td></td><td>6 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	1	Talent PA	0	9 (KK)		6 (ATeff)	0 (PAeff)																	
Talent AT	1	Talent PA	0																							
9 (KK)		6 (ATeff)	0 (PAeff)																							
Magier:Wurf Waffen 1-Hand																										

	<table><tr><td>Klugheit</td><td>14</td><td>PA-Behinderung (1H)</td><td>-1</td></tr><tr><td>Charisma</td><td>13</td><td>AT-Behinderung (2H)</td><td>-1</td></tr><tr><td>Fingerfertig.</td><td>14</td><td>PA-Behinderung (2H)</td><td>-2</td></tr><tr><td>Gewandh.</td><td>11</td><td>AT-Basis</td><td>7</td></tr><tr><td>Intuition</td><td>11</td><td>PA-Basis</td><td>7</td></tr><tr><td>Körperkr.</td><td>12</td><td>Fernkampf-Basis</td><td>7</td></tr></table>	Klugheit	14	PA-Behinderung (1H)	-1	Charisma	13	AT-Behinderung (2H)	-1	Fingerfertig.	14	PA-Behinderung (2H)	-2	Gewandh.	11	AT-Basis	7	Intuition	11	PA-Basis	7	Körperkr.	12	Fernkampf-Basis	7	
Klugheit	14	PA-Behinderung (1H)	-1																							
Charisma	13	AT-Behinderung (2H)	-1																							
Fingerfertig.	14	PA-Behinderung (2H)	-2																							
Gewandh.	11	AT-Basis	7																							
Intuition	11	PA-Basis	7																							
Körperkr.	12	Fernkampf-Basis	7																							
	<table><tr><td>Talent AT</td><td>4</td><td>Talent PA</td><td>4</td></tr><tr><td>12 (KK)</td><td></td><td>9 (ATeff)</td><td>10 (PAeff)</td></tr></table>	Talent AT	4	Talent PA	4	12 (KK)		9 (ATeff)	10 (PAeff)																	
Talent AT	4	Talent PA	4																							
12 (KK)		9 (ATeff)	10 (PAeff)																							
	<table><tr><td>Talent AT</td><td>3</td><td>Talent PA</td><td>4</td></tr><tr><td>12 (KK)</td><td></td><td>8 (ATeff)</td><td>10 (PAeff)</td></tr><tr><td>12 (KK)</td><td></td><td>9 (ATeff)</td><td>9 (PAeff)</td></tr></table>	Talent AT	3	Talent PA	4	12 (KK)		8 (ATeff)	10 (PAeff)	12 (KK)		9 (ATeff)	9 (PAeff)													
Talent AT	3	Talent PA	4																							
12 (KK)		8 (ATeff)	10 (PAeff)																							
12 (KK)		9 (ATeff)	9 (PAeff)																							
	<table><tr><td>Talent AT</td><td>4</td><td>Talent PA</td><td>5</td></tr><tr><td>12 (KK)</td><td></td><td>9 (ATeff)</td><td>11 (PAeff)</td></tr><tr><td>12 (KK)</td><td></td><td>10 (ATeff)</td><td>10 (PAeff)</td></tr></table>	Talent AT	4	Talent PA	5	12 (KK)		9 (ATeff)	11 (PAeff)	12 (KK)		10 (ATeff)	10 (PAeff)													
Talent AT	4	Talent PA	5																							
12 (KK)		9 (ATeff)	11 (PAeff)																							
12 (KK)		10 (ATeff)	10 (PAeff)																							
	<table><tr><td>Talent AT</td><td>1</td><td>Talent PA</td><td>2</td></tr><tr><td>12 (KK)</td><td></td><td>6 (ATeff)</td><td>8 (PAeff)</td></tr><tr><td>12 (KK)</td><td></td><td>7 (ATeff)</td><td>7 (PAeff)</td></tr></table>	Talent AT	1	Talent PA	2	12 (KK)		6 (ATeff)	8 (PAeff)	12 (KK)		7 (ATeff)	7 (PAeff)													
Talent AT	1	Talent PA	2																							
12 (KK)		6 (ATeff)	8 (PAeff)																							
12 (KK)		7 (ATeff)	7 (PAeff)																							
	<table><tr><td>Talent AT</td><td>0</td><td>Talent PA</td><td>1</td></tr><tr><td>12 (KK)</td><td></td><td>5 (ATeff)</td><td>7 (PAeff)</td></tr><tr><td>12 (KK)</td><td></td><td>6 (ATeff)</td><td>6 (PAeff)</td></tr></table>	Talent AT	0	Talent PA	1	12 (KK)		5 (ATeff)	7 (PAeff)	12 (KK)		6 (ATeff)	6 (PAeff)													
Talent AT	0	Talent PA	1																							
12 (KK)		5 (ATeff)	7 (PAeff)																							
12 (KK)		6 (ATeff)	6 (PAeff)																							
	<table><tr><td>Talent AT</td><td>5</td><td>Talent PA</td><td>6</td></tr><tr><td>12 (KK)</td><td></td><td>10 (ATeff)</td><td>12 (PAeff)</td></tr><tr><td>12 (KK)</td><td></td><td>11 (ATeff)</td><td>11 (PAeff)</td></tr></table>	Talent AT	5	Talent PA	6	12 (KK)		10 (ATeff)	12 (PAeff)	12 (KK)		11 (ATeff)	11 (PAeff)													
Talent AT	5	Talent PA	6																							
12 (KK)		10 (ATeff)	12 (PAeff)																							
12 (KK)		11 (ATeff)	11 (PAeff)																							
	<table><tr><td>Talent AT</td><td>0</td><td>Talent PA</td><td>1</td></tr><tr><td>12 (KK)</td><td></td><td>6 (ATeff)</td><td>6 (PAeff)</td></tr></table>	Talent AT	0	Talent PA	1	12 (KK)		6 (ATeff)	6 (PAeff)																	
Talent AT	0	Talent PA	1																							
12 (KK)		6 (ATeff)	6 (PAeff)																							
	<table><tr><td>Talent AT</td><td>5</td><td>Talent PA</td><td>0</td></tr><tr><td>12 (KK)</td><td></td><td>11 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	5	Talent PA	0	12 (KK)		11 (ATeff)	0 (PAeff)																	
Talent AT	5	Talent PA	0																							
12 (KK)		11 (ATeff)	0 (PAeff)																							
	<table><tr><td>Talent AT</td><td>8</td><td>Talent PA</td><td>0</td></tr><tr><td>12 (KK)</td><td></td><td>13 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	8	Talent PA	0	12 (KK)		13 (ATeff)	0 (PAeff)																	
Talent AT	8	Talent PA	0																							
12 (KK)		13 (ATeff)	0 (PAeff)																							

	<table><tr><td>Klugheit</td><td>15</td><td>PA-Behinderung (1H)</td><td>-1</td></tr><tr><td>Charisma</td><td>14</td><td>AT-Behinderung (2H)</td><td>-1</td></tr><tr><td>Fingerfertig.</td><td>15</td><td>PA-Behinderung (2H)</td><td>-2</td></tr><tr><td>Gewandh.</td><td>11</td><td>AT-Basis</td><td>8</td></tr><tr><td>Intuition</td><td>11</td><td>PA-Basis</td><td>7</td></tr><tr><td>Körperkr.</td><td>15</td><td>Fernkampf-Basis</td><td>8</td></tr></table>	Klugheit	15	PA-Behinderung (1H)	-1	Charisma	14	AT-Behinderung (2H)	-1	Fingerfertig.	15	PA-Behinderung (2H)	-2	Gewandh.	11	AT-Basis	8	Intuition	11	PA-Basis	7	Körperkr.	15	Fernkampf-Basis	8	
Klugheit	15	PA-Behinderung (1H)	-1																							
Charisma	14	AT-Behinderung (2H)	-1																							
Fingerfertig.	15	PA-Behinderung (2H)	-2																							
Gewandh.	11	AT-Basis	8																							
Intuition	11	PA-Basis	7																							
Körperkr.	15	Fernkampf-Basis	8																							
	<table><tr><td>Talent AT</td><td>7</td><td>Talent PA</td><td>8</td></tr><tr><td>15 (KK)</td><td></td><td>13 (ATeff)</td><td>14 (PAeff)</td></tr></table>	Talent AT	7	Talent PA	8	15 (KK)		13 (ATeff)	14 (PAeff)																	
Talent AT	7	Talent PA	8																							
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	<table><tr><td>Talent AT</td><td>7</td><td>Talent PA</td><td>7</td></tr><tr><td>15 (KK)</td><td></td><td>13 (ATeff)</td><td>13 (PAeff)</td></tr><tr><td>15 (KK)</td><td></td><td>14 (ATeff)</td><td>12 (PAeff)</td></tr></table>	Talent AT	7	Talent PA	7	15 (KK)		13 (ATeff)	13 (PAeff)	15 (KK)		14 (ATeff)	12 (PAeff)													
Talent AT	7	Talent PA	7																							
15 (KK)		13 (ATeff)	13 (PAeff)																							
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	<table><tr><td>Talent AT</td><td>8</td><td>Talent PA</td><td>8</td></tr><tr><td>15 (KK)</td><td></td><td>14 (ATeff)</td><td>14 (PAeff)</td></tr><tr><td>15 (KK)</td><td></td><td>15 (ATeff)</td><td>13 (PAeff)</td></tr></table>	Talent AT	8	Talent PA	8	15 (KK)		14 (ATeff)	14 (PAeff)	15 (KK)		15 (ATeff)	13 (PAeff)													
Talent AT	8	Talent PA	8																							
15 (KK)		14 (ATeff)	14 (PAeff)																							
15 (KK)		15 (ATeff)	13 (PAeff)																							
	<table><tr><td>Talent AT</td><td>5</td><td>Talent PA</td><td>5</td></tr><tr><td>15 (KK)</td><td></td><td>11 (ATeff)</td><td>11 (PAeff)</td></tr><tr><td>15 (KK)</td><td></td><td>12 (ATeff)</td><td>10 (PAeff)</td></tr></table>	Talent AT	5	Talent PA	5	15 (KK)		11 (ATeff)	11 (PAeff)	15 (KK)		12 (ATeff)	10 (PAeff)													
Talent AT	5	Talent PA	5																							
15 (KK)		11 (ATeff)	11 (PAeff)																							
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	<table><tr><td>Talent AT</td><td>4</td><td>Talent PA</td><td>4</td></tr><tr><td>15 (KK)</td><td></td><td>10 (ATeff)</td><td>10 (PAeff)</td></tr><tr><td>15 (KK)</td><td></td><td>11 (ATeff)</td><td>9 (PAeff)</td></tr></table>	Talent AT	4	Talent PA	4	15 (KK)		10 (ATeff)	10 (PAeff)	15 (KK)		11 (ATeff)	9 (PAeff)													
Talent AT	4	Talent PA	4																							
15 (KK)		10 (ATeff)	10 (PAeff)																							
15 (KK)		11 (ATeff)	9 (PAeff)																							
	<table><tr><td>Talent AT</td><td>9</td><td>Talent PA</td><td>9</td></tr><tr><td>15 (KK)</td><td></td><td>15 (ATeff)</td><td>15 (PAeff)</td></tr><tr><td>15 (KK)</td><td></td><td>16 (ATeff)</td><td>14 (PAeff)</td></tr></table>	Talent AT	9	Talent PA	9	15 (KK)		15 (ATeff)	15 (PAeff)	15 (KK)		16 (ATeff)	14 (PAeff)													
Talent AT	9	Talent PA	9																							
15 (KK)		15 (ATeff)	15 (PAeff)																							
15 (KK)		16 (ATeff)	14 (PAeff)																							
	<table><tr><td>Talent AT</td><td>4</td><td>Talent PA</td><td>4</td></tr><tr><td>15 (KK)</td><td></td><td>11 (ATeff)</td><td>9 (PAeff)</td></tr></table>	Talent AT	4	Talent PA	4	15 (KK)		11 (ATeff)	9 (PAeff)																	
Talent AT	4	Talent PA	4																							
15 (KK)		11 (ATeff)	9 (PAeff)																							
	<table><tr><td>Talent AT</td><td>12</td><td>Talent PA</td><td>0</td></tr><tr><td>15 (KK)</td><td></td><td>19 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	12	Talent PA	0	15 (KK)		19 (ATeff)	0 (PAeff)																	
Talent AT	12	Talent PA	0																							
15 (KK)		19 (ATeff)	0 (PAeff)																							
	<table><tr><td>Talent AT</td><td>13</td><td>Talent PA</td><td>0</td></tr><tr><td>15 (KK)</td><td></td><td>19 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	13	Talent PA	0	15 (KK)		19 (ATeff)	0 (PAeff)																	
Talent AT	13	Talent PA	0																							
15 (KK)		19 (ATeff)	0 (PAeff)																							

Klugheit	14	PA-Behinderung (1H)	-1
Charisma	13	AT-Behinderung (2H)	-1
Fingerfertig.	14	PA-Behinderung (2H)	-2
Gewandh.	11	AT-Basis	7
Intuition	11	PA-Basis	7
Körperkr.	12	Fernkampf-Basis	7
Talent AT	4	Talent PA	4
12 (KK)		9 (ATeff)	10 (PAeff)
Talent AT	3	Talent PA	4
12 (KK)		8 (ATeff)	10 (PAeff)
12 (KK)		9 (ATeff)	9 (PAeff)
Talent AT	4	Talent PA	5
12 (KK)		9 (ATeff)	11 (PAeff)
12 (KK)		10 (ATeff)	10 (PAeff)
Talent AT	1	Talent PA	2
12 (KK)		6 (ATeff)	8 (PAeff)
12 (KK)		7 (ATeff)	7 (PAeff)
Talent AT	0	Talent PA	1
12 (KK)		5 (ATeff)	7 (PAeff)
12 (KK)		6 (ATeff)	6 (PAeff)
Talent AT	5	Talent PA	6
12 (KK)		10 (ATeff)	12 (PAeff)
12 (KK)		11 (ATeff)	11 (PAeff)
Talent AT	0	Talent PA	1
12 (KK)		6 (ATeff)	6 (PAeff)
Talent AT	5	Talent PA	0
12 (KK)		11 (ATeff)	0 (PAeff)
Talent AT	8	Talent PA	0
12 (KK)		13 (ATeff)	0 (PAeff)

Klugheit	15	PA-Behinderung (1H)	-1
Charisma	14	AT-Behinderung (2H)	-1
Fingerfertig.	15	PA-Behinderung (2H)	-2
Gewandh.	11	AT-Basis	8
Intuition	11	PA-Basis	7
Körperkr.	15	Fernkampf-Basis	8

Talent AT	7	Talent PA	8
15 (KK)		13 (ATeff)	14 (PAeff)

Talent AT	7	Talent PA	7
15 (KK)		13 (ATeff)	13 (PAeff)
15 (KK)		14 (ATeff)	12 (PAeff)

Talent AT	8	Talent PA	8
15 (KK)		14 (ATeff)	14 (PAeff)
15 (KK)		15 (ATeff)	13 (PAeff)

Talent AT	5	Talent PA	5
15 (KK)		11 (ATeff)	11 (PAeff)
15 (KK)		12 (ATeff)	10 (PAeff)

Talent AT	4	Talent PA	4
15 (KK)		10 (ATeff)	10 (PAeff)
15 (KK)		11 (ATeff)	9 (PAeff)

Talent AT	9	Talent PA	9
15 (KK)		15 (ATeff)	15 (PAeff)
15 (KK)		16 (ATeff)	14 (PAeff)

Talent AT	4	Talent PA	4
15 (KK)		11 (ATeff)	9 (PAeff)

Talent AT	12	Talent PA	0
15 (KK)		19 (ATeff)	0 (PAeff)

Talent AT	13	Talent PA	0
15 (KK)		19 (ATeff)	0 (PAeff)

	STREUNER (Garhelt Ragnasdottir) – LEVEL 1			
	Mut	13	AT-Behinderung 1-Hand	-1
	Klugheit	8	PA-Behinderung 1-Hand	-3
	Charisma	9	AT-Behinderung 2-Hand	-1
	Fingerfertig.	13	PA-Behinderung 2-Hand	-3
	Gewandh.	13	AT-Basis	8
	Intuition	10	PA-Basis	7
	Körperkr.	13	Fernkampf-Basis	7
Streuner:Waffenlos 1-Hand				
	Talent AT	3	Talent PA	3
	13 (KK)		10 (ATeff)	7 (PAeff)
	Talent AT	2	Talent PA	1
	13 (KK)		9 (ATeff)	5 (PAeff)
	13 (KK)		9 (ATeff)	5 (PAeff)
Streuner:Hieb Waffen 1-Hand	Talent AT	2	Talent PA	1
	13 (KK)		9 (ATeff)	5 (PAeff)
Streuner:Hieb Waffen 2-Hand	Talent AT	2	Talent PA	1
	13 (KK)		9 (ATeff)	5 (PAeff)
Streuner:Stich Waffen 1-Hand				
	Talent AT	3	Talent PA	3
	13 (KK)		10 (ATeff)	7 (PAeff)
	13 (KK)		10 (ATeff)	7 (PAeff)
	Talent AT	1	Talent PA	1
	13 (KK)		8 (ATeff)	5 (PAeff)
	13 (KK)		8 (ATeff)	5 (PAeff)
Streuner:Schwerter 1-Hand				
	Talent AT	1	Talent PA	1
	13 (KK)		8 (ATeff)	5 (PAeff)
	13 (KK)		8 (ATeff)	5 (PAeff)
	Talent AT	1	Talent PA	1
	13 (KK)		8 (ATeff)	5 (PAeff)
	13 (KK)		8 (ATeff)	5 (PAeff)
Streuner:Äxte 1-Hand				
	Talent AT	1	Talent PA	1
	13 (KK)		8 (ATeff)	5 (PAeff)
	13 (KK)		8 (ATeff)	5 (PAeff)
	Talent AT	1	Talent PA	1
	13 (KK)		8 (ATeff)	5 (PAeff)
	13 (KK)		8 (ATeff)	5 (PAeff)
Streuner:Speere 1-Hand				
	Talent AT	1	Talent PA	1
	13 (KK)		8 (ATeff)	5 (PAeff)
	13 (KK)		8 (ATeff)	5 (PAeff)
	Talent AT	0	Talent PA	-1
	13 (KK)		7 (ATeff)	0 (PAeff)
	13 (KK)		7 (ATeff)	0 (PAeff)
Streuner:Zweihänder 2-Hand				
	Talent AT	-2	Talent PA	0
	13 (KK)		4 (ATeff)	0 (PAeff)
	13 (KK)		4 (ATeff)	0 (PAeff)
	Talent AT	5	Talent PA	0
	13 (KK)		11 (ATeff)	0 (PAeff)
	13 (KK)		11 (ATeff)	0 (PAeff)
Streuner:Wurf Waffen 1-Hand				
	Talent AT	5	Talent PA	0
	13 (KK)		11 (ATeff)	0 (PAeff)
	13 (KK)		11 (ATeff)	0 (PAeff)
	Talent AT	5	Talent PA	0
	13 (KK)		11 (ATeff)	0 (PAeff)
	13 (KK)		11 (ATeff)	0 (PAeff)

STREUNER (Garhelt Ragnasdottir) – LEVEL 8			
Mut	13	AT-Behinderung (1H)	-3
Klugheit	8	PA-Behinderung (1H)	-3
Charisma	11	AT-Behinderung (2H)	-2
Fingerfertig.	13	PA-Behinderung (2H)	-4
Gewandh.	13	AT-Basis	9
Intuition	10	PA-Basis	8
Körperkr.	18	Fernkampf-Basis	8
Talent AT	7	Talent PA	6
18 (KK)		13 (ATeff)	11 (PAeff)
18 (KK)		13 (ATeff)	11 (PAeff)
Talent AT	5	Talent PA	5
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	7	Talent PA	6
18 (KK)		13 (ATeff)	11 (PAeff)
18 (KK)		14 (ATeff)	10 (PAeff)
18 (KK)		14 (ATeff)	10 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
Talent AT	3	Talent PA	3
18 (KK)		10 (ATeff)	7 (PAeff)
18 (KK)		10 (ATeff)	7 (PAeff)
Talent AT	5	Talent PA	0
18 (KK)		11 (ATeff)	0 (PAeff)
18 (KK)		11 (ATeff)	0 (PAeff)
18 (KK)		11 (ATeff)	0 (PAeff)
Talent AT	12	Talent PA	0
18 (KK)		17 (ATeff)	0 (PAeff)
18 (KK)		17 (ATeff)	0 (PAeff)
18 (KK)		17 (ATeff)	0 (PAeff)

STREUNER (Garhelt Ragnasdottir) – LEVEL 15			
Mut	13	AT-Behinderung (1H)	-6
Klugheit	13	PA-Behinderung (1H)	-1
Charisma	13	AT-Behinderung (2H)	-3
Fingerfertig.	13	PA-Behinderung (2H)	-4
Gewandh.	13	AT-Basis	9
Intuition	10	PA-Basis	8
Körperkr.	18	Fernkampf-Basis	8
Talent AT	10	Talent PA	10
18 (KK)		13 (ATeff)	17 (PAeff)
18 (KK)		13 (ATeff)	17 (PAeff)
Talent AT	9	Talent PA	8
18 (KK)		12 (ATeff)	15 (PAeff)
18 (KK)		15 (ATeff)	12 (PAeff)
18 (KK)		15 (ATeff)	12 (PAeff)
Talent AT	10	Talent PA	10
18 (KK)		13 (ATeff)	17 (PAeff)
18 (KK)		16 (ATeff)	14 (PAeff)
18 (KK)		16 (ATeff)	14 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	15 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	15 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	15 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	7	Talent PA	6
18 (KK)		13 (ATeff)	10 (PAeff)
18 (KK)		13 (ATeff)	10 (PAeff)
Talent AT	12	Talent PA	0
18 (KK)		17 (ATeff)	0 (PAeff)
18 (KK)		17 (ATeff)	0 (PAeff)
18 (KK)		17 (ATeff)	0 (PAeff)
Talent AT	17	Talent PA	0
18 (KK)		19 (ATeff)	0 (PAeff)
18 (KK)		19 (ATeff)	0 (PAeff)
18 (KK)		19 (ATeff)	0 (PAeff)

STREUNER (Garhelt Ragnasdottir) – LEVEL 8			
Mut	13	AT-Behinderung (1H)	-3
Klugheit	8	PA-Behinderung (1H)	-3
Charisma	11	AT-Behinderung (2H)	-2
Fingerfertig.	13	PA-Behinderung (2H)	-4
Gewandh.	13	AT-Basis	9
Intuition	10	PA-Basis	8
Körperkr.	18	Fernkampf-Basis	8
Talent AT	7	Talent PA	6
18 (KK)		13 (ATeff)	11 (PAeff)
Talent AT	5	Talent PA	5
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	7	Talent PA	6
18 (KK)		13 (ATeff)	11 (PAeff)
18 (KK)		14 (ATeff)	10 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	9 (PAeff)
18 (KK)		12 (ATeff)	8 (PAeff)
Talent AT	3	Talent PA	3
18 (KK)		10 (ATeff)	7 (PAeff)
Talent AT	5	Talent PA	0
18 (KK)		11 (ATeff)	0 (PAeff)
Talent AT	12	Talent PA	0
18 (KK)		17 (ATeff)	0 (PAeff)

STREUNER (Garhelt Ragnasdottir) – LEVEL 15			
Mut	13	AT-Behinderung (1H)	-6
Klugheit	13	PA-Behinderung (1H)	-1
Charisma	13	AT-Behinderung (2H)	-3
Fingerfertig.	13	PA-Behinderung (2H)	-4
Gewandh.	13	AT-Basis	9
Intuition	10	PA-Basis	8
Körperkr.	18	Fernkampf-Basis	8
Talent AT	10	Talent PA	10
18 (KK)		13 (ATeff)	17 (PAeff)
Talent AT	9	Talent PA	8
18 (KK)		12 (ATeff)	15 (PAeff)
18 (KK)		15 (ATeff)	12 (PAeff)
Talent AT	10	Talent PA	10
18 (KK)		13 (ATeff)	17 (PAeff)
18 (KK)		16 (ATeff)	14 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	15 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	15 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	8	Talent PA	8
18 (KK)		11 (ATeff)	15 (PAeff)
18 (KK)		14 (ATeff)	12 (PAeff)
Talent AT	7	Talent PA	6
18 (KK)		13 (ATeff)	10 (PAeff)
Talent AT	12	Talent PA	0
18 (KK)		17 (ATeff)	0 (PAeff)
Talent AT	17	Talent PA	0
18 (KK)		19 (ATeff)	0 (PAeff)

	THORWALER (Swanja Algridsdottir) – LEVEL 1				THORWALER (Swanja Algridsdottir) – LEVEL 8				THORWALER (Swanja Algridsdottir) – LEVEL 15			
	Mut	13	AT-Behinderung 1-Hand	-1	Mut	13	AT-Behinderung (1H)	-3	Mut	17	AT-Behinderung (1H)	-6
	Klugheit	9	PA-Behinderung 1-Hand	-3	Klugheit	9	PA-Behinderung (1H)	-3	Klugheit	9	PA-Behinderung (1H)	-1
	Charisma	11	AT-Behinderung 2-Hand	-1	Charisma	11	AT-Behinderung (2H)	-2	Charisma	11	AT-Behinderung (2H)	-3
	Fingerfertig.	9	PA-Behinderung 2-Hand	-3	Fingerfertig.	9	PA-Behinderung (2H)	-4	Fingerfertig.	9	PA-Behinderung (2H)	-4
	Gewandh.	13	AT-Basis	8	Gewandh.	15	AT-Basis	9	Gewandh.	18	AT-Basis	12
	Intuition	11	PA-Basis	7	Intuition	11	PA-Basis	9	Intuition	11	PA-Basis	10
	Körperkr.	13	Fernkampf-Basis	7	Körperkr.	18	Fernkampf-Basis	8	Körperkr.	23	Fernkampf-Basis	9
	Talent AT	3	Talent PA	2	Talent AT	6	Talent PA	6	Talent AT	10	Talent PA	9
Thorwaler:Waffenlos 1-Hand	13 (KK)		10 (ATeff)	6 (PAeff)	18 (KK)		12 (ATeff)	12 (PAeff)	23 (KK)		16 (ATeff)	18 (PAeff)
	Talent AT	2	Talent PA	2	Talent AT	6	Talent PA	5	Talent AT	9	Talent PA	9
Thorwaler:Hieb Waffen 1-Hand	13 (KK)		9 (ATeff)	6 (PAeff)	18 (KK)		12 (ATeff)	11 (PAeff)	23 (KK)		15 (ATeff)	18 (PAeff)
Thorwaler:Hieb Waffen 2-Hand	13 (KK)		9 (ATeff)	6 (PAeff)	18 (KK)		13 (ATeff)	10 (PAeff)	23 (KK)		18 (ATeff)	15 (PAeff)
	Talent AT	0	Talent PA	1	Talent AT	4	Talent PA	4	Talent AT	8	Talent PA	7
Thorwaler:Stich Waffen 1-Hand	13 (KK)		7 (ATeff)	5 (PAeff)	18 (KK)		10 (ATeff)	10 (PAeff)	23 (KK)		14 (ATeff)	16 (PAeff)
Thorwaler:Stich Waffen 2-Hand	13 (KK)		7 (ATeff)	5 (PAeff)	18 (KK)		11 (ATeff)	9 (PAeff)	23 (KK)		17 (ATeff)	13 (PAeff)
	Talent AT	1	Talent PA	1	Talent AT	5	Talent PA	4	Talent AT	8	Talent PA	8
Thorwaler:Schwerter 1-Hand	13 (KK)		8 (ATeff)	5 (PAeff)	18 (KK)		11 (ATeff)	10 (PAeff)	23 (KK)		14 (ATeff)	17 (PAeff)
Thorwaler:Schwerter 2-Hand	13 (KK)		8 (ATeff)	5 (PAeff)	18 (KK)		12 (ATeff)	9 (PAeff)	23 (KK)		17 (ATeff)	14 (PAeff)
	Talent AT	3	Talent PA	2	Talent AT	6	Talent PA	6	Talent AT	10	Talent PA	9
Thorwaler:Äxte 1-Hand	13 (KK)		10 (ATeff)	6 (PAeff)	18 (KK)		12 (ATeff)	12 (PAeff)	23 (KK)		16 (ATeff)	18 (PAeff)
Thorwaler:Äxte 2-Hand	13 (KK)		10 (ATeff)	6 (PAeff)	18 (KK)		13 (ATeff)	11 (PAeff)	23 (KK)		19 (ATeff)	15 (PAeff)
	Talent AT	1	Talent PA	1	Talent AT	5	Talent PA	4	Talent AT	8	Talent PA	8
Thorwaler:Speere 1-Hand	13 (KK)		8 (ATeff)	5 (PAeff)	18 (KK)		11 (ATeff)	10 (PAeff)	23 (KK)		14 (ATeff)	17 (PAeff)
Thorwaler:Speere 2-Hand	13 (KK)		8 (ATeff)	5 (PAeff)	18 (KK)		12 (ATeff)	9 (PAeff)	23 (KK)		17 (ATeff)	14 (PAeff)
	Talent AT	1	Talent PA	1	Talent AT	5	Talent PA	4	Talent AT	8	Talent PA	8
Thorwaler:Zweihänder 2-Hand	13 (KK)		8 (ATeff)	5 (PAeff)	18 (KK)		12 (ATeff)	9 (PAeff)	23 (KK)		17 (ATeff)	14 (PAeff)
	Talent AT	-3	Talent PA	0	Talent AT	4	Talent PA	0	Talent AT	11	Talent PA	0
Thorwaler:Schuss Waffen 2-Hand	13 (KK)		3 (ATeff)	0 (PAeff)	18 (KK)		10 (ATeff)	0 (PAeff)	23 (KK)		17 (ATeff)	0 (PAeff)
	Talent AT	3	Talent PA	0	Talent AT	10	Talent PA	0	Talent AT	16	Talent PA	0
Thorwaler:Wurf Waffen 1-Hand	13 (KK)		9 (ATeff)	0 (PAeff)	18 (KK)		15 (ATeff)	0 (PAeff)	23 (KK)		19 (ATeff)	0 (PAeff)

THORWALER (Swanja Algridsdottir) – LEVEL 8			
Mut	13	AT-Behinderung (1H)	-3
Klugheit	9	PA-Behinderung (1H)	-3
Charisma	11	AT-Behinderung (2H)	-2
Fingerfertig.	9	PA-Behinderung (2H)	-4
Gewandh.	15	AT-Basis	9
Intuition	11	PA-Basis	9
Körperkr.	18	Fernkampf-Basis	8
Talent AT	6	Talent PA	6
18 (KK)		12 (ATeff)	12 (PAeff)
Talent AT	6	Talent PA	5
18 (KK)		12 (ATeff)	11 (PAeff)
18 (KK)		13 (ATeff)	10 (PAeff)
Talent AT	4	Talent PA	4
18 (KK)		10 (ATeff)	10 (PAeff)
18 (KK)		11 (ATeff)	9 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	6	Talent PA	6
18 (KK)		12 (ATeff)	12 (PAeff)
18 (KK)		13 (ATeff)	11 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		11 (ATeff)	10 (PAeff)
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	5	Talent PA	4
18 (KK)		12 (ATeff)	9 (PAeff)
Talent AT	4	Talent PA	0
18 (KK)		10 (ATeff)	0 (PAeff)
Talent AT	10	Talent PA	0
18 (KK)		15 (ATeff)	0 (PAeff)



	<table><tr><td>Intuition</td><td>13</td><td>PA-Basis</td><td>7</td></tr><tr><td>Körperkr.</td><td>11</td><td>Fernkampf-Basis</td><td>7</td></tr></table>	Intuition	13	PA-Basis	7	Körperkr.	11	Fernkampf-Basis	7	<table><tr><td>Intuition</td><td>13</td><td>PA-Basis</td><td>8</td></tr><tr><td>Körperkr.</td><td>13</td><td>Fernkampf-Basis</td><td>8</td></tr></table>	Intuition	13	PA-Basis	8	Körperkr.	13	Fernkampf-Basis	8	<table><tr><td>Intuition</td><td>13</td><td>PA-Basis</td><td>8</td></tr><tr><td>Körperkr.</td><td>15</td><td>Fernkampf-Basis</td><td>8</td></tr></table>	Intuition	13	PA-Basis	8	Körperkr.	15	Fernkampf-Basis	8												
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Intuition	13	PA-Basis	8																																				
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Intuition	13	PA-Basis	8																																				
Körperkr.	15	Fernkampf-Basis	8																																				
	<table><tr><td>Talent AT</td><td>1</td><td>Talent PA</td><td>2</td></tr><tr><td>11 (KK)</td><td></td><td>7 (ATeff)</td><td>7 (PAeff)</td></tr></table>	Talent AT	1	Talent PA	2	11 (KK)		7 (ATeff)	7 (PAeff)	<table><tr><td>Talent AT</td><td>5</td><td>Talent PA</td><td>5</td></tr><tr><td>13 (KK)</td><td></td><td>10 (ATeff)</td><td>12 (PAeff)</td></tr></table>	Talent AT	5	Talent PA	5	13 (KK)		10 (ATeff)	12 (PAeff)	<table><tr><td>Talent AT</td><td>8</td><td>Talent PA</td><td>9</td></tr><tr><td>15 (KK)</td><td></td><td>12 (ATeff)</td><td>18 (PAeff)</td></tr></table>	Talent AT	8	Talent PA	9	15 (KK)		12 (ATeff)	18 (PAeff)												
Talent AT	1	Talent PA	2																																				
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Talent AT	5	Talent PA	5																																				
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Talent AT	5	Talent PA	6																																				
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Talent AT	0	Talent PA	0																																				
11 (KK)		6 (ATeff)	5 (PAeff)																																				
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Talent AT	2	Talent PA	3																																				
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	<table><tr><td>Talent AT</td><td>7</td><td>Talent PA</td><td>0</td></tr><tr><td>11 (KK)</td><td></td><td>13 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	7	Talent PA	0	11 (KK)		13 (ATeff)	0 (PAeff)	<table><tr><td>Talent AT</td><td>14</td><td>Talent PA</td><td>0</td></tr><tr><td>18 (KK)</td><td></td><td>19 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	14	Talent PA	0	18 (KK)		19 (ATeff)	0 (PAeff)	<table><tr><td>Talent AT</td><td>16</td><td>Talent PA</td><td>0</td></tr><tr><td>18 (KK)</td><td></td><td>19 (ATeff)</td><td>0 (PAeff)</td></tr></table>	Talent AT	16	Talent PA	0	18 (KK)		19 (ATeff)	0 (PAeff)																																																																								
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Gaukler:Wurf Waffen 1-Hand																																																																																																			

	SKALDE () – LEVEL 1					SKALDE () – LEVEL 8					SKALDE () – LEVEL 15				
	Mut	11	AT-Behinderung 1-Hand	-1		Mut	11	AT-Behinderung (1H)	-3		Mut	12	AT-Behinderung (1H)	-6	
	Klugheit	11	PA-Behinderung 1-Hand	-3		Klugheit	11	PA-Behinderung (1H)	-3		Klugheit	12	PA-Behinderung (1H)	-1	
	Charisma	12	AT-Behinderung 2-Hand	-1		Charisma	12	AT-Behinderung (2H)	-2		Charisma	12	AT-Behinderung (2H)	-3	
	Fingerfertig.	13	PA-Behinderung 2-Hand	-3		Fingerfertig.	13	PA-Behinderung (2H)	-4		Fingerfertig.	13	PA-Behinderung (2H)	-4	
	Gewandh.	10	AT-Basis	7		Gewandh.	10	AT-Basis	8		Gewandh.	12	AT-Basis	9	
	Intuition	8	PA-Basis	6		Intuition	10	PA-Basis	8		Intuition	12	PA-Basis	9	
	Körperkr.	13	Fernkampf-Basis	7		Körperkr.	18	Fernkampf-Basis	8		Körperkr.	23	Fernkampf-Basis	10	
Skalde:Waffenlos 1-Hand															
	Talent AT	2		Talent PA		1	Talent AT	5			Talent PA	5	Talent AT	9	
	13 (KK)			8 (ATeff)	4 (PAeff)	18 (KK)			10 (ATeff)	10 (PAeff)	23 (KK)			12 (ATeff)	16 (PAeff)
Skalde:Hieb Waffen 1-Hand															
	Talent AT	2		Talent PA		1	Talent AT	5			Talent PA	5	Talent AT	9	
Skalde:Hieb Waffen 2-Hand	13 (KK)			8 (ATeff)	4 (PAeff)	18 (KK)			10 (ATeff)	10 (PAeff)	23 (KK)			12 (ATeff)	16 (PAeff)
	13 (KK)			8 (ATeff)	4 (PAeff)	18 (KK)			11 (ATeff)	9 (PAeff)	23 (KK)			15 (ATeff)	13 (PAeff)
Skalde:Stich Waffen 1-Hand															
	Talent AT	1		Talent PA		0	Talent AT	4			Talent PA	4	Talent AT	8	
Skalde:Stich Waffen 2-Hand	13 (KK)			7 (ATeff)	3 (PAeff)	18 (KK)			9 (ATeff)	9 (PAeff)	23 (KK)			11 (ATeff)	15 (PAeff)
	13 (KK)			7 (ATeff)	3 (PAeff)	18 (KK)			10 (ATeff)	8 (PAeff)	23 (KK)			14 (ATeff)	12 (PAeff)
Skalde:Schwerter 1-Hand															
	Talent AT	1		Talent PA		0	Talent AT	4			Talent PA	4	Talent AT	8	
Skalde:Schwerter 2-Hand	13 (KK)			7 (ATeff)	3 (PAeff)	18 (KK)			9 (ATeff)	9 (PAeff)	23 (KK)			11 (ATeff)	15 (PAeff)
	13 (KK)			7 (ATeff)	3 (PAeff)	18 (KK)			10 (ATeff)	8 (PAeff)	23 (KK)			14 (ATeff)	12 (PAeff)
Skalde:Äxte 1-Hand															
	Talent AT	3		Talent PA		2	Talent AT	6			Talent PA	6	Talent AT	10	
Skalde:Äxte 2-Hand	13 (KK)			9 (ATeff)	5 (PAeff)	18 (KK)			11 (ATeff)	11 (PAeff)	23 (KK)			13 (ATeff)	17 (PAeff)
	13 (KK)			9 (ATeff)	5 (PAeff)	18 (KK)			12 (ATeff)	10 (PAeff)	23 (KK)			16 (ATeff)	14 (PAeff)
Skalde:Speere 1-Hand															
	Talent AT	2		Talent PA		1	Talent AT	5			Talent PA	5	Talent AT	9	
Skalde:Speere 2-Hand	13 (KK)			8 (ATeff)	4 (PAeff)	18 (KK)			10 (ATeff)	10 (PAeff)	23 (KK)			12 (ATeff)	16 (PAeff)
	13 (KK)			8 (ATeff)	4 (PAeff)	18 (KK)			11 (ATeff)	9 (PAeff)	23 (KK)			15 (ATeff)	13 (PAeff)
Skalde:Zweihänder 2-Hand															
	Talent AT	-1		Talent PA		-1	Talent AT	3			Talent PA	2	Talent AT	6	
	13 (KK)			5 (ATeff)	0 (PAeff)	18 (KK)			9 (ATeff)	6 (PAeff)	23 (KK)			12 (ATeff)	11 (PAeff)
Skalde:Schuss Waffen 2-Hand															
	Talent AT	-3		Talent PA		0	Talent AT	4			Talent PA	0	Talent AT	11	
	13 (KK)			3 (ATeff)	0 (PAeff)	18 (KK)			10 (ATeff)	0 (PAeff)	23 (KK)			18 (ATeff)	0 (PAeff)
Skalde:Wurf Waffen 1-Hand															
	Talent AT	2		Talent PA		0	Talent AT	9			Talent PA	0	Talent AT	16	
	13 (KK)			8 (ATeff)	0 (PAeff)	18 (KK)			14 (ATeff)	0 (PAeff)	23 (KK)			20 (ATeff)	0 (PAeff)

[illegible]

- Übersicht für Rüstungen und Schilde einbauen
- > Heldenplaner so anpassen, dass Rüstungen und Schilde ausgewählt werden können, und automatisch die Attacke-/Parade- Boni/Mali berechnet werden
- durchschnittlicher Schaden auf virtuellen Gegner:
- > Liste aller Gegner implementieren
- > dynamische Änderung der Werte bei der Gegnerauswahl
- Tabelle mit Werten von DOS-Originalspiel erstellen
- Bewertung zur Nützlichkeit jeder Waffe auf Basis der aktuellen Waffenwerte im Spiel