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| **Spieler** | | | | elvenkisses | | | | | | | | | | | | | **Charakter** | | | | | Llyllanthyr (Elfischer Druide) | | | | | | | | **Gw** | | | | 90 |
| **In** | | | 84 | | | **Resistenzen** | | | | | 18 /18 /18 | | | | **RK** | | LR | | | **Abwehr** | | | + 14 | | | **mit Verteidigungswaffe** | | | | | | + 14 | | |
| **St** | | | 64 | | | **Waffen mit EW und Schaden** | | | | | | | | | | | | Magierstecken 10 1w6+1, Dolch 10 1w6-1,  Stockschleuder 8 2w6-2 | | | | | | | | | | | | | | | | |
| **B** | | | 27 | | |  | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Abenteuer- und Soziale Fertigkeiten** | | | | | | | | | | | | | Balancieren 10, Geländelauf 14, Klettern 13, Schleichen 9, Scharfschießen (Stockschleuder) 6, Schwimmen 11, Tarnen 9, Steuern 12, Springen 10, Laufen 4, Erste Hilfe 10, Fallenstellen 6, Spurenlesen 8, Wahrnehmung 7, Schauspielern 9, M.Laute 8, Kräuterkunde 4, Naturkunde 8, Pflanzenkunde 6, Tierkunde 9, Sagenkunde 10, Zauberkd. 4, Geheimzeichen (Dieb) 9, Lesen Zauberschrift 13, Zeichensprache 4, Überleben Wüste 9,  Eldalyn 19/6, Twyneddisch 13, Erainnisch 13/4, Neu-Vallinga 12, Vallinga 4, Gnomenon 6, Scharidisch 12, Maralinga 4, Moravisch 4 | | | | | | | | | | | | | | | | | | | | | |
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| **Zauber und EW-Zaubern** | | | | | | | | | 19 - Angst, Liniensicht, Tiersprache (Säuger, Vögel), Wandeln wie der Wind, Wundersame Tarnung, Zähmen, Macht über das Selbst, Schwarm, Steinkugel, Bärenwut, Rindenhaut, Flammenkreis, Macht üb.bel. Natur | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **Spielleiternotizen** | | | | | | | magisches Auge, Schutzamulett gegen arkanes Spüren, Zauberlaute "Tainistear ay mairtin" | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **LP** | 17 |  | | |  | | |  | |  | |  | |  | |  | | |  | |  | | |  |  | |  |  |  | |  | |  | |
| **Ap** | 23 |  | | |  | | |  | |  | |  | |  | |  | | |  | |  | | |  |  | |  |  |  | |  | |  | |
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| **Spieler** | | | |  | | | | | | | | | | | | | **Charakter** | | | | |  | | | | | | | | **Gw** | | | |  |
| **In** | | |  | | | **Resistenzen** | | | | | / / | | | | **RK** | |  | | | **Abwehr** | | | + | | | **mit Verteidigungswaffe** | | | | | | + | | |
| **St** | | |  | | | **Waffen mit EW und Schaden** | | | | | | | | | | | |  | | | | | | | | | | | | | | | | |
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| **Abenteuer- und Soziale Fertigkeiten** | | | | | | | | | | | | |  | | | | | | | | | | | | | | | | | | | | | |
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| **Zauber und EW-Zaubern** | | | | | | | | |  | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **St** | | |  | | | **Waffen mit EW und Schaden** | | | | | | | | | | | |  | | | | | | | | | | | | | | | | |
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