


Player:	Jörg		Resistance	
Character:	<i>Amarie</i> (wife of Faroth)		Essence	25
Race:	Wood Elf		Channeling	-5
Profession:	Mystic		Mentalism	18
Realm:	Essence/Mentalism		Channeling/Essence	10
Level :	5		Channeling/Mentalism	7
Exp Points:	53289		Essence/Mentalism	22
Fate Points:			Arcane	13
Corruption Pts:			Poison	21
Money:	1000		Disease	111
		Fear	1	
		Heat	0	
		Cold	10	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	96	96	9,2	17				17
Constitution	CO	91	91	8,6	11				11
Memory	ME	86	86	8	8				8
Reasoning	RE	87	87	8,2	9				9
Self Discipline	SD	62	62	6	1				1
Empathy	EM	101	102	-	30				30
Intuition	IN	41	41	-	0				0
Presence	PR	99	102	-	23				23
Quickness	QU	100	100	-	25				25
Strength	ST	61	72	-	1				1

Total Dev. Points	40	Secondary Skills Dev. Pts.	10
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Appearance	100	Age	*2979 TA	Skin		Height	6'1
Sex	Female	Hair	Blond	Eyes	Grey	Weight	150

Armor AT	2	Shield Type		Item DB		Special DB	
Armor Enc. AT		Shield Bonus		Item DB		Talent DB	
Armor Bonus	20	Helm		Special DB		Flaw DB	
Hit Points	33	DB with Armor	45	Soul Departure	3	Rest ExhP/min	7
Power Points	15	Full DB Melee	45	Recovery Multiplier	1,5	PP / Lvl.	3
PP Multiplier x	1	Full DB Missile	45	Rest hits/hour	2,4	Base Spells	10
Initiative 2d10+	10	Exhaustion Points	62	Sleep hits/3 hour	8,8	Base MM Rate	75

Talents	2.	Flaws	2.
1. Modified Level Bonuses	3.	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Short Sword	5	20	51	Disguise	5	0	42
Long Bow	3	10	37			0	
Lightning Bolt	5	0	57			0	
Other Directed Spells	2	0	42			0	
Climbing	2	0	27			0	
Swimming	8	0	57			0	
Alertness	6	0	9			0	
Situational Awareness	3	0	18			0	
Detect Traps	5	0	25			0	
General Perception	6	0	33			0	
Locate Secret Opening	5	0	30			0	
Tracking	5	0	30			0	
Seduction	5	0	52	Confusing Ways	0	0	0
Riding	5	0	49	Hiding	10	0	10
Attunement	5	0	45	Mystical Changes	10	0	10
Power Perception	5	0	60	Liquid Alteration	10	0	10
Read Runes	5	0	45	Solid Alteration	0	0	0
Symbol Lore	5	0	45	Gas Alteration	0	0	0
Meditation Healing	5	0	67	Spirit Mastery	5	0	5
Stalk/Hide	6	0	49	Rapid Ways	5	0	5
Trickery	5	0	49	Attack Avoidance	10	0	10
Acting	5	0	42	Damage Resistance	0	0	0

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Academic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Demon/Devil Lore	1/3	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Dragon Lore	1/4	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Fauna Lore	1/4	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Flora Lore	1/4	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Heraldry	2/4	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Herb Lore	1/4	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Lock Lore	2/5	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Military Organization	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Siege Engineering	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Tactics	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
		ME/RE	-25/5/2/1/0,5		-25	9	0							-16
		ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	4/*		-25/5/5/5/5,0		-25	0	0							-25
Rigid Leather	5/*		-25/5/5/5/5,0		-25	0	0							-25
Chain	6/*		-25/5/5/5/5,0		-25	0	0							-25
Plate	7/*		-25/5/5/5/5,0	0	-25	0	0							-25
Athletic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Climbing	7/*	AG	-25/5/2/1/0,5	2	10	17	0							27
Dance	0	AG/IN	-25/5/2/1/0,5	2	10	9	0							19
Distance Running	0	CO	-25/5/2/1/0,5	4	20	11	0							31
Rowing	0	ST/SD	-25/5/2/1/0,5	0	-25	1	0							-24
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	9	0							-16
Sprinting	0	QU	-25/5/2/1/0,5	2	10	25	0							35
Swimming	3	AG	-25/5/2/1/0,5	8	40	17	0							57
Acrobatics	0	AG/QU	-25/5/2/1/0,5		-25	21	0							-4
Contortions	0	AG/SD	-25/5/2/1/0,5		-25	9	0							-16
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	9	0							-16
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	9	0							-16
		AG	-25/5/2/1/0,5		-25	17	0							-8
		AG	-25/5/2/1/0,5		-25	17	0							-8
Body Development	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	8		Random	4	21	9	0							30
Concentration	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Adrenal Defense	15		-25/5/2/1/0,5	0	-25	0	5							-20
Adrenal Balance	5/*	PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Adrenal Landing	5/*	PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Adrenal Leaping	5/*	PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Adrenal Quick Draw	0	PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Adrenal Speed	5/*	PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Adrenal Strength	5/*	PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Body Damage Stabilization	0	SD/EM	-25/5/2/1/0,5		-25	16	5							-4
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	1	5							-19
Frenzy	0	EM/SD	-25/5/2/1/0,5	0	-25	16	5							-4
Meditation Healing	1/3	PR/SD	-25/5/2/1/0,5	5	25	12	5				25			67
SLA	1/3	PR/SD	-25/5/2/1/0,5	5	25	12	5							42
		PR/SD	-25/5/2/1/0,5		-25	12	5							-8
Deadly	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	4		-25/5/2/1/0,5		-25	0	0							-25
Silent Kill	0	AG/IN	-25/5/2/1/0,5	0	-25	9	0							-16
Use/Remove Poison	0	AG/IN	-25/5/2/1/0,5		-25	9	0							-16

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Directed Spells	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Lightning Bolt	2/6	AG	-25/5/2/1/0,5	5	25	17	15							57
Other Directed Spells		AG	-25/5/2/1/0,5	2	10	17	15							42
		AG	-25/5/2/1/0,5		-25	17	15							7
		AG	-25/5/2/1/0,5		-25	17	15							7
		AG	-25/5/2/1/0,5		-25	17	15							7
		AG	-25/5/2/1/0,5		-25	17	15							7
General	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Cooking	0	RE/AG	-25/5/2/1/0,5		-25	13	0							-12
Crafting	0	AG/SD	-25/5/2/1/0,5		-25	9	0							-16
Fletching	0	AG/SD	-25/5/2/1/0,5		-25	9	0							-16
Leather-Working	0	AG/RE	-25/5/2/1/0,5		-25	13	0							-12
Painting	0	IN/AG	-25/5/2/1/0,5		-25	9	0							-16
Play Instrument #1	0	AG/ME	-25/5/2/1/0,5		-25	13	0							-12
Play Instrument #2	0	AG/ME	-25/5/2/1/0,5		-25	13	0							-12
Play Instrument #3	0	AG/ME	-25/5/2/1/0,5		-25	13	0							-12
Rope Mastery	0	ME/AG	-25/5/2/1/0,5		-25	13	0							-12
Sculpting	0	IN/AG	-25/5/2/1/0,5		-25	9	0							-16
Skinning	0	AG/IN	-25/5/2/1/0,5		-25	9	0							-16
Smithing	0	ST/AG	-25/5/2/1/0,5		-25	9	0							-16
Wood-crafts	0	AG/EM	-25/5/2/1/0,5		-25	24	0							-1
Appraisal	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Armor Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Metal Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Weapon Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
		AG	-25/5/2/1/0,5		-25	17	0							-8
		AG	-25/5/2/1/0,5		-25	17	0							-8
Linguistic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Language	1/*		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	1/3	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Music	0	AG/EM	-25/5/2/1/0,5		-25	24	0							-1
Public Speaking	0	EM/PR	-25/5/2/1/0,5		-25	27	0							2
Signaling	1/3	ME/SD	-25/5/2/1/0,5		-25	5	0							-20
Singing	0	PR/IN	-25/5/2/1/0,5		-25	12	0							-13
Tale Telling	0	PR/ME	-25/5/2/1/0,5		-25	16	0							-9
Trading	0	RE/EM	-25/5/2/1/0,5		-25	20	0							-5
		RE	-25/5/2/1/0,5		-25	9	0							-16
		RE	-25/5/2/1/0,5		-25	9	0							-16
Magical	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Attunement	2/5	EM/IN	-25/5/2/1/0,5	5	25	15	5							45
Channeling	8	IN	-25/5/2/1/0,5		-25	0	5							-20
Magic Ritual	2/5	RE/ME	-25/5/2/1/0,5	0	-25	9	5							-11
Power Perception	1/4	EM	-25/5/2/1/0,5	5	25	30	5							60
Read Runes	2/5	EM/IN	-25/5/2/1/0,5	5	25	15	5							45
Spell Mastery	2/5	EM/IN/PR	-25/5/2/1/0,5		-25	18	5							-2
Transcend Armor	7	EM/IN/PR	-25/5/2/1/0,5		-25	18	5							-2
Symbol Lore	1/4	EM/IN	-25/5/2/1/0,5	5	25	15	5							45

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Medical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Healing	0	EM/RE	-25/5/2/1/0,5		-25	20	0							-5
Diagnostics	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Drug Tolerance	0	CO/SD	-25/5/2/1/0,5		-25	6	0							-19
First Aid	2/6	SD/EM	-25/5/2/1/0,5	5	25	16	0							41
Second Aid	0	SD/EM/IN	-25/5/2/1/0,5		-25	10	0							-15
Surgery	0	SD/EM/IN	-25/5/2/1/0,5		-25	10	0							-15
		EM	-25/5/2/1/0,5		-25	30	0							5
Outdoor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	1	5	27	0							32
Animal Training	0	EM/PR	-25/5/2/1/0,5		-25	27	0							2
Beast Mastery	0	EM/PR	-25/5/2/1/0,5	1	5	27	0							32
Driving	0	SD/AG	-25/5/2/1/0,5	2	10	9	0							19
Riding	3	EM/AG	-25/5/2/1/0,5	5	25	24	0							49
Caving	0	SD/RE	-25/5/2/1/0,5		-25	5	0							-20
Foraging	0	IN/ME	-25/5/2/1/0,5		-25	4	0							-21
Region Lore	0	RE/ME	-25/5/2/1/0,5		-25	9	0							-16
Streetwise	0	PR/IN	-25/5/2/1/0,5		-25	12	0							-13
		EM	-25/5/2/1/0,5		-25	30	0							5
		EM	-25/5/2/1/0,5		-25	30	0							5
Perception	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Detect Traps	1/4	IN	-25/5/2/1/0,5	5	25	0	0							25
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
General Perception	2	IN/IN/RE	-25/5/2/1/0,5	6	30	3	0							33
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Locate Secret Opening	1/4	IN/RE	-25/5/2/1/0,5	5	25	5	0							30
Poison Perception	0	IN/RE	-25/5/2/1/0,5	0	-25	5	0							-20
Read Tracks	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Sense Ambush/Assassination	0	IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Tracking	0	IN/RE	-25/5/2/1/0,5	5	25	5	0							30
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	6	6	3	0							9
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	3	15	3	0							18
		IN/RE	-25/5/2/1/0,5		-25	5	0							-20
		IN/RE	-25/5/2/1/0,5		-25	5	0							-20
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	0	PR/IN	-25/5/2/1/0,5		-25	12	0							-13
Duping	1/4	PR	-25/5/2/1/0,5		-25	23	0							-2
Gambling	0	ME/PR	-25/5/2/1/0,5		-25	16	0							-9
Interrogation	0	RE/AG	-25/5/2/1/0,5		-25	13	0							-12
Leadership	1/5	PR/RE	-25/5/2/1/0,5		-25	16	0							-9
Seduction	1/3	EM/PR	-25/5/2/1/0,5	5	25	27	0							52
Subterfuge	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Acting	0	PR/EM	-25/5/2/1/0,5		-25	27	0							2
Disarm Trap	7	IN/AG	-25/5/2/1/0,5	0	-25	9	0							-16
Falsification	0	SD/RE	-25/5/2/1/0,5		-25	5	0							-20
Pick Locks	7	IN/RE/AG	-25/5/2/1/0,5	0	-25	9	0							-16
Pick Pockets	0	AG/IN	-25/5/2/1/0,5		-25	9	0							-16
Set Traps	0	RE/AG	-25/5/2/1/0,5	0	-25	13	0							-12
Stalk/Hide	2	AG/SD	-25/5/2/1/0,5	6	30	9	0				10			49
Trap Building	0	RE/EM	-25/5/2/1/0,5	0	-25	20	0							-5
Trickery	1/5	PR/QU	-25/5/2/1/0,5	5	25	24	0							49
Acting	1/2	AG	-25/5/2/1/0,5	5	25	17	0							42
Disguise	1/2	AG	-25/5/2/1/0,5	5	25	17	0							42

Specials

Criticals received: ABCD

Killed

Orc Man Spider Bear					
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Training Packages**Equipment**

	Weight	Weight
Mithril Short Sword	3	
Long Bow	2,5	
20 Magic Steel Arrows	3	
Scabbard	1	
Staff of Lightning Bolts	5	
Ring of Lightning Bolts	0	
Standardpack 1	25,5	
Waybread	4	
+20 magic Robes	Wear	
Kräuterpack 2		

Total weight (lbs)

44