


Player:	Jörg		Resistance	
Character:	<i>Arminas</i>		Essence	4
Race:	Wood Elf		Channeling	1
Profession:	Beastmaster		Mentalism	30
Realm:	Mentalism		Channeling/Essence	3
Level :	21		Channeling/Mentalism	16
Exp Points:	564099		Essence/Mentalism	17
Fate Points:			Arcane	12
Corruption Pts:			Poison	18
Money:	24601		Disease	108
		Fear	6	
		Heat	0	
		Cold	10	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	103	103	11	40				40
Constitution	CO	85	85	8	8				8
Memory	ME	97	97	9,4	19				19
Reasoning	RE	85	85	8	8				8
Self Discipline	SD	80	80	7,4	6				6
Empathy	EM	87	87	-	9				9
Intuition	IN	79	79	-	6				6
Presence	PR	102	102	-	35				35
Quickness	QU	102	102	-	35				35
Strength	ST	90	90	-	10				10

Total Dev. Points	43,8	Secondary Skills Dev. Pts.	10,95
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Appearance	100	Age		Skin		Height	6'1
Sex	Male	Hair	Blond	Eyes	Blue	Weight	160

Armor AT	18	Shield Type	Magic	Item DB		Special DB	
Armor Enc. AT	0	Shield Bonus	50	Item DB		Talent DB	
Armor Bonus	20	Helm	Headband	Special DB		Flaw DB	

Hit Points	108	DB with Armor	55	Soul Departure	3	Rest ExhP/min	5
Power Points	336	Full DB Melee	105	Recovery Multiplier	1,5	PP / Lvl.	4
PP Multiplier x	4	Full DB Missile	105	Rest hits/hour	1,6	Base Spells	0
Initiative 2d10+	14	Exhaustion Points	56	Sleep hits/3 hour	6,4	Base MM Rate	85

Talents	2. +20 to Mms	4. Mind Shield	6. +10 Composite Bow Skill
1. Calm +15	3. Body Control	5. Rear Attacks	7. Modified Level Bonuses

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Composite Bow	42	30	197	Adrenal Quick Draw	10	0	71
Longsword	21	30	162	Adrenal Speed	10	0	71
Brawling	11	0	100	Adrenal Strength	10	0	71
Reverse Stroke	10	0	115	Meditation Ki	20	0	116
Subduing	10	0	129	Stunned Maneuvering	10	0	97
Climbing	11	0	132	Disarm Trap	21	0	114
Swimming	11	0	132	Pick Locks	21	35	144
Acrobatics	10	0	128	Set Traps	10	0	94
Contortions	10	0	113	Stalk/Hide	21	30	154
Alertness	21	0	68	First Aid	10	0	58
Situational Awareness	10	0	98	Armor Evaluation	10	0	77
Detect Traps	21	0	118	Weapon Evaluation	10	0	77
General Perception	21	0	119	Fletching	10	0	93
Locate Secret Opening	21	0	119	Ambush	10	0	70
Read Tracks	10	0	98			0	
Tracking	21	0	119	Animal Bonding	20	0	20
Trading	10	0	59	Combat Enhancement	20	0	20
Riding	21	30	166	Movement Enhancement	20	0	20
Foraging	20	0	103	Sense Enhancement	20	0	20
Region Lore (Mirkwood)	20	0	104	Animal Control	20	0	20
Attunement	11	0	60	Calm Spirits	20	0	20
Read Runes	2	0	18	Cloaking	5	0	5

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Academic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Demon/Devil Lore	5	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Dragon Lore	4	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Fauna Lore	2	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Flora Lore	2	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Heraldry	2/5	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Herb Lore	2/6	ME/RE	-25/5/2/1/0,5	1	5	14	0							19
Lock Lore	2/6	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Military Organization	2/5	ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Siege Engineering	1/3	ME/RE	-25/5/2/1/0,5	10	50	14	0							64
Tactics	1/3	ME/RE	-25/5/2/1/0,5	11	52	14	0							66
		ME/RE	-25/5/2/1/0,5		-25	14	0							-11
		ME/RE	-25/5/2/1/0,5		-25	14	0							-11
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	2/*		-25/5/5/5/5,0	4	20	0	0							20
Rigid Leather	2/*		-25/5/5/5/5,0	19	95	0	0							95
Chain	4/*		-25/5/5/5/5,0	2	10	0	0							10
Plate	6/*		-25/5/5/5/5,0	18	90	0	0							90
Athletic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Climbing	2/5	AG	-25/5/2/1/0,5	11	52	40	20		20					132
Dance	2/6	AG/IN	-25/5/2/1/0,5	10	50	23	20		20					113
Distance Running	2/5	CO	-25/5/2/1/0,5	5	25	8	20		20					73
Rowing	1/3	ST/SD	-25/5/2/1/0,5	40	85	8	20		20					133
Sailing	2/6	AG/IN	-25/5/2/1/0,5	6	30	23	20		20					93
Sprinting	2/5	QU	-25/5/2/1/0,5	2	10	35	20		20					85
Swimming	2/5	AG	-25/5/2/1/0,5	11	52	40	20		20					132
Acrobatics	2/5	AG/QU	-25/5/2/1/0,5	10	50	38	20		20					128
Contortions	2/6	AG/SD	-25/5/2/1/0,5	10	50	23	20		20					113
Jumping	1/3	ST/AG	-25/5/2/1/0,5	10	50	25	20		20					115
Tumbling	1/5	AG/SD	-25/5/2/1/0,5	10	50	23	20		20					113
		AG	-25/5/2/1/0,5		-25	40	20							35
		AG	-25/5/2/1/0,5		-25	40	20							35
Body Development	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Body Development	2/7		Random	20	76	9	20							100
Concentration	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	15		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	2/7	PR/SD	-25/5/2/1/0,5	10	50	21	0		70					141
Adrenal Landing	2/7	PR/SD	-25/5/2/1/0,5		-25	21	0							-4
Adrenal Leaping	2/7	PR/SD	-25/5/2/1/0,5		-25	21	0							-4
Adrenal Quick Draw	1/4	PR/SD	-25/5/2/1/0,5	10	50	21	0							71
Adrenal Speed	2/7	PR/SD	-25/5/2/1/0,5	10	50	21	0							71
Adrenal Strength	2/7	PR/SD	-25/5/2/1/0,5	10	50	21	0							71
Body Damage Stabilization	2/5	SD/EM	-25/5/2/1/0,5		-25	8	0							-17
Control Lycantrophy	2/6	SD	-25/5/2/1/0,5		-25	6	0							-19
Frenzy	2/6	EM/SD	-25/5/2/1/0,5	0	-25	8	0							-17
Meditation Ki	2/6	PR/SD	-25/5/2/1/0,5	20	70	21	0				25			116
		PR/SD	-25/5/2/1/0,5		-25	21	0							-4
		PR/SD	-25/5/2/1/0,5		-25	21	0							-4
Deadly	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Ambush	3		-25/5/2/1/0,5	10	50	0	20							70
Silent Kill	2/6	AG/IN	-25/5/2/1/0,5	2	10	23	20							53
Use/Remove Poison	2/5	AG/IN	-25/5/2/1/0,5		-25	23	20							18

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Directed Spells	-	-	-	-	-	-	0	-	-	-	-	-	-	-
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
General	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Cooking	2/5	RE/AG	-25/5/2/1/0,5		-25	24	20							19
Crafting	2/4	AG/SD	-25/5/2/1/0,5		-25	23	20							18
Fletching	1/4	AG/SD	-25/5/2/1/0,5	10	50	23	20							93
Leather-Working	2/4	AG/RE	-25/5/2/1/0,5		-25	24	20							19
Painting	2/6	IN/AG	-25/5/2/1/0,5		-25	23	20							18
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	30	20							25
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	30	20							25
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	30	20							25
Rope Mastery	2/6	ME/AG	-25/5/2/1/0,5		-25	30	20							25
Sculpting	2/6	IN/AG	-25/5/2/1/0,5		-25	23	20							18
Skinning	1/4	AG/IN	-25/5/2/1/0,5	10	50	23	20							93
Smithing	3/5	ST/AG	-25/5/2/1/0,5		-25	25	20							20
Wood-crafts	1/3	AG/EM	-25/5/2/1/0,5	10	50	25	20							95
Appraisal	2/5	ME/RE	-25/5/2/1/0,5		-25	14	20							9
Armor Evaluation	1/2	IN/RE	-25/5/2/1/0,5	10	50	7	20							77
Metal Evaluation	3/6	IN/RE	-25/5/2/1/0,5		-25	7	20							2
Weapon Evaluation	1/2	IN/RE	-25/5/2/1/0,5	10	50	7	20							77
		AG	-25/5/2/1/0,5		-25	40	20							35
		AG	-25/5/2/1/0,5		-25	40	20							35
Linguistic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Westron (Spoken)	3/*		-25/5/2/1/0,5	10	50	0	0							50
Westron (Written)	3/*		-25/5/2/1/0,5	8	40	0	0							40
Silvan (Spoken & Written)	3/*		-25/5/2/1/0,5	10	50	0	0							50
Sindarin (Spoken & Written)	3/*		-25/5/2/1/0,5	10	50	0	0							50
Quenya (Spoken)	3/*		-25/5/2/1/0,5	10	50	0	0							50
Quenya (Written)	3/*		-25/5/2/1/0,5	4	20	0	0							20
Waildyth (Spoken)	3/*		-25/5/2/1/0,5	10	50	0	0							50
Orcish (Spoken)	3/*		-25/5/2/1/0,5	6	30	0	0							30
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	3/7	IN/RE	-25/5/2/1/0,5		-25	7	0							-18
Music	2/6	AG/EM	-25/5/2/1/0,5		-25	25	0							0
Public Speaking	2/6	EM/PR	-25/5/2/1/0,5	2	10	22	0							32
Signaling	1/4	ME/SD	-25/5/2/1/0,5	10	50	13	0							63
Singing	2/6	PR/IN	-25/5/2/1/0,5		-25	21	0							-4
Tale Telling	2/6	PR/ME	-25/5/2/1/0,5		-25	27	0							2
Trading	3/6	RE/EM	-25/5/2/1/0,5	10	50	9	0							59
		RE	-25/5/2/1/0,5		-25	8	0							-17
		RE	-25/5/2/1/0,5		-25	8	0							-17
Magical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Attunement	6	EM/IN	-25/5/2/1/0,5	11	52	8	0							60
Channeling	13	IN	-25/5/2/1/0,5		-25	6	0							-19
Magic Ritual	4	RE/ME	-25/5/2/1/0,5	0	-25	14	0							-11
Power Perception	2/5	EM	-25/5/2/1/0,5	2	10	9	0							19
Read Runes	5	EM/IN	-25/5/2/1/0,5	2	10	8	0							18
Spell Mastery	3/5	EM/IN/PR	-25/5/2/1/0,5		-25	17	0							-8
Transcend Armor	3/9	EM/IN/PR	-25/5/2/1/0,5		-25	17	0							-8
		EM/IN	-25/5/2/1/0,5		-25	8	0							-17

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Medical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Healing	2/6	EM/RE	-25/5/2/1/0,5		-25	9	0							-16
Diagnostics	3	IN/RE	-25/5/2/1/0,5		-25	7	0							-18
Drug Tolerance	3	CO/SD	-25/5/2/1/0,5		-25	7	0							-18
First Aid	2/6	SD/EM	-25/5/2/1/0,5	10	50	8	0							58
Second Aid	3/7	SD/EM/IN	-25/5/2/1/0,5		-25	7	0							-18
Surgery	7	SD/EM/IN	-25/5/2/1/0,5		-25	7	0							-18
		EM	-25/5/2/1/0,5		-25	9	0							-16
Outdoor	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Animal Handling	1/ 2	EM/PR	-25/5/2/1/0,5	10	50	22	20							92
Animal Training	1/ 2	EM/PR	-25/5/2/1/0,5	10	50	22	20							92
Beast Mastery	1/ 2	EM/PR	-25/5/2/1/0,5	10	50	22	20							92
Driving	1/ 4	SD/AG	-25/5/2/1/0,5	10	50	23	20							93
Riding	1/3	EM/AG	-25/5/2/1/0,5	21	71	25	20		20				30	166
Caving	2/6	SD/RE	-25/5/2/1/0,5		-25	7	20							2
Foraging	1/ 4	IN/ME	-25/5/2/1/0,5	20	70	13	20							103
Region Lore (Mirkwood)	1/ 3	RE/ME	-25/5/2/1/0,5	20	70	14	20							104
Streetwise	3/6	PR/IN	-25/5/2/1/0,5		-25	21	20							16
		EM	-25/5/2/1/0,5		-25	9	20							4
		EM	-25/5/2/1/0,5		-25	9	20							4
Perception	-	-	-	-	-	-	2	-	-	-	-	-	-	-
Detect Traps	2/4	IN	-25/5/2/1/0,5	21	71	6	40,5							118
Direction Sense	1/ 4	IN/RE	-25/5/2/1/0,5	1	5	7	40,5							53
General Perception	2/7	IN/IN/RE	-25/5/2/1/0,5	21	71	7	40,5							119
Lie Perception	3/5	IN/RE	-25/5/2/1/0,5		-25	7	40,5							23
Locate Secret Opening	2/5	IN/RE	-25/5/2/1/0,5	21	71	7	40,5							119
Poison Perception	2/5	IN/RE	-25/5/2/1/0,5	2	10	7	40,5							58
Read Tracks	1/ 2	IN/RE	-25/5/2/1/0,5	10	50	7	40,5							98
Sense Ambush/Assassination	1/3	IN/RE	-25/5/2/1/0,5	1	5	7	40,5							53
Tracking	1/ 2	IN/RE	-25/5/2/1/0,5	21	71	7	40,5							119
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	21	20,5	7	40,5							68
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	10	50	7	40,5							98
		IN/RE	-25/5/2/1/0,5		-25	7	40,5							22,5
		IN/RE	-25/5/2/1/0,5		-25	7	40,5							22,5
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	2/5	PR/IN	-25/5/2/1/0,5		-25	21	0							-4
Duping	2/6	PR	-25/5/2/1/0,5		-25	35	0							10
Gambling	2/4	ME/PR	-25/5/2/1/0,5		-25	27	0							2
Interrogation	2/4	RE/AG	-25/5/2/1/0,5		-25	24	0							-1
Leadership	2/4	PR/RE	-25/5/2/1/0,5	1	5	22	0							27
Seduction	2/6	EM/PR	-25/5/2/1/0,5		-25	22	0							-3
Subterfuge	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Acting	2/6	PR/EM	-25/5/2/1/0,5		-25	22	20							17
Disarm Trap	2/6	IN/AG	-25/5/2/1/0,5	21	71	23	20							114
Falsification	3	SD/RE	-25/5/2/1/0,5		-25	7	20							2
Pick Locks	2/6	IN/RE/AG	-25/5/2/1/0,5	21	71	18	20						35	144
Pick Pockets	2/6	AG/IN	-25/5/2/1/0,5		-25	23	20							18
Set Traps	2/4	RE/AG	-25/5/2/1/0,5	10	50	24	20							94
Stalk/Hide	1/4	AG/SD	-25/5/2/1/0,5	21	71	23	20	[20]	10				30	154
Trap Building	2/6	RE/EM	-25/5/2/1/0,5	2	10	9	20							39
Trickery	2/6	PR/QU	-25/5/2/1/0,5		-25	35	20							30
		AG	-25/5/2/1/0,5		-25	40	20							35
		AG	-25/5/2/1/0,5		-25	40	20							35

Specials

Familiars: Falcon, Large Bear

Killed

Bear		Culrang			
Man	2	Barrow Wight			
Orc	2	Elf			
Cat		Golem			
Standard Unde	2	Chaos Warrior	2		
Turtle		Chaos Commæ			
Troll	2				
Dunadan					
Skeleton	2				
Pale IV Demor					
Celebdel					
Dragon					
Moloch					
Specter					
Wight	2				

Training Packages

Equipment	Weight	Weight
*4 Multiplier Amulet	0	
Black Allow, +20 light AT 18	Wear	
Eog Longsword dealing additional Slash Critical	4	
Black Allow Composite Bow of Returning	2,5	
Unbreakable Eog Arrow	0,15	
+30 Lock Pick Kit	0,5	
Waybread	4	
Potion of Preservation (week/iv)	0	
2 Potions of Cut Repair	0	
Potion of Invisibility	0	
Headband (protects as helm)	0	
Greater Warhorse		
Chain Barding and Armor		
Saddle of Balance (Riding Mms at -3 difficulty)		
2 Saddle Bags		
Total weight (lbs)		11,15