

Player:	Jörg		Resistance	
Character:	<i>Binabik</i>		Essence	28
Race:	Dwarf		Channeling	21
Culture:			Mentalism	28
Profession:	Ranger		Channeling/Essence	25
Realm:	Channeling		Channeling/Mentalism	25
Level :	6		Essence/Mentalism	28
Exp Points:	73288		Arcane	26
Fate Points:	-		Poison	53
Corruption Pts:			Disease	48
Money:	33	Fear	18	
		Heat	30	
		Cold	30	

DEAD

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
Agility	AG	98	98	9	-2				7
Constitution	CO	90	90	5	6				11
Memory	ME	76	76	2	0				2
Reasoning	RE	78	78	2	0				2
Self Discipline	SD	85	85	4	2				6
Empathy	EM	62	62	0	-4				-4
Intuition	IN	95	95	7	0				7
Presence	PR	66	66	0	-4				-4
Quickness	QU	101	101	12	-2				10
Strength	ST	98	98	9	2				11

Dev Points	84,9	/	85,4							
Appearance	57	Age	27	Skin		Height	4'6			
Sex	Male	Hair	Brown	Eyes	Brown	Weight	150			
Armor AT	10	Shield Type	Normal	Item DB	10	Special DB				
Armor Enc. AT		Shield Bonus	15	Item DB		Talent DB				
Armor Bonus	15	Helm	Leather	Special DB		Flaw DB				
Hit Points	121	DB with Armor	55	Soul Departure	21	Rest ExhP/min	7			
Power Points	86	Full DB Melee	90	Recovery Multiplier	0,5	Rest PP/hour	4			
PP Multiplier x	2	Full DB Missile	90	Rest hits/hour	6	Sleep PP/3 h	43			
Initiative 2d10+	10	Exhaustion Points	94	Sleep hits/3 hour	22	Base MM Rate	65			
Talents	4.				Flaws	4.				
1. +10 Warhammer skill	5.				1.	5.				
2. +5 1HC category	6.				2.	6.				
3. +10 Sling skill	7.				3.	7.				

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Warhammer	16	20	135	Disarming Traps	1	0	21
Shield Bash (left)	6	15	76	Picking Locks	1	5	26
Sling	6	20	90	Hiding	6	0	55
Warhammer (thrown)	1	20	55	Stalking	6	0	55
Swimming	2	-50	-2	First Aid	1	0	19
Climbing	6	0	59			0	
Alertness	6	0	36			0	
Detect Traps	6	0	63			0	
Locate Hidden	6	0	63			0	
Observation	6	0	63			0	
Reading Tracks	1	0	48			0	
Tracking	6	0	63			0	
Heraldry	1	0	17			0	
Animal Mastery "Wolf"	6	0	49			0	
Animal Training "Wolf"	6	0	49	Path Mastery	3	0	10
Riding "horse"	1	0	34	Moving Ways	4	0	11
Riding "Wolf"	6	0	49	Nature's Guises	6	0	13
Caving	3	0	56	Nature's Ways	1	0	8
Foraging	1	0	50	Inner Walls	6	0	13
Attunement	1	0	4	Nature's Summons	6	0	13
Adrenal Speed	6	0	38	Concussion's Way	10	0	17
Stunned Maneuvering	6	0	38	Creations	2	0	9

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	5/5/5	-	ST/AG/ST	-15/2/1/0,5/0		-15	29	-	0			-				14
Plate	5/5/5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Armor - Light	2/2/2	-	AG/ST/AG	-15/2/1/0,5/0	3	6	25	-	0			-				31
Soft Leather	2/2/2	S	-	-15/3/2/1/0,5	0	-15	-	31	-							16
Rigid Leather	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	31	-							61
Armor - Medium	4/4/4	-	ST/AG/ST	-15/2/1/0,5/0	3	6	29	-	0			-				35
Chain	4/4/4	S	-	-15/3/2/1/0,5	3	9	-	35	-							44
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	-1	-	0			-				-16
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-				0			-31
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-				0			-31
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	-1	-	0			-				-16
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Athletic - Brawn	3/7	-	ST/CO/AG	-15/2/1/0,5/0	1	2	29	-	5			-				36
Athletic Games (Brawn)	3/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Jumping	3/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Power-striking	3/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Power-throwing	3/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Weight-lifting	3/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Athletic - Endurance	1/5	-	CO/AG/ST	-15/2/1/0,5/0	4	8	29	-	5			-				42
Athletic Games (Endu.)	1/5	S	-	-15/3/2/1/0,5		-15	-	42	-			0				27
Distance Running	1/5	S	-	-15/3/2/1/0,5		-15	-	42	-			0				27
Rowing	1/5	S	-	-15/3/2/1/0,5		-15	-	42	-			0	0			27
Scaling	1/5	S	-	-15/3/2/1/0,5		-15	-	42	-			0	0			27
Sprinting	1/5	S	-	-15/3/2/1/0,5		-15	-	42	-			0				27
Swimming	1/5	R	-	-15/3/2/1/0,5	2	6	-	42	-			0			-50	-2
Athletic - Gymnastics	3/6	-	AG/QU/AG	-15/2/1/0,5/0	6	12	24	-	5			-				41
Acrobatics	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0	0			26
Athletic Games (Gymn.)	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Climbing	3/6	S	-	-15/3/2/1/0,5	6	18	-	41	-			0	0			59
Contortions	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Diving	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Flying/Gliding	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Juggling	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Pole-vaulting	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Rappelling	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Skating	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Skiing	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Stilt-walking	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Surfing	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Tightrope-walking	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Tumbling	3/6	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Awareness - Percept.	3/12	-	IN/SD/IN	0/0/0/0/0	-	0	20	-	10			-				30
Alertness	3/12	S	-	0/1/1/0,5/0	6	6	-	30	-							36
Sense Ambush	3/12	S	-	0/1/1/0,5/0		0	-	30	-							30

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Crafts	4/10	-	AG/ME/SD	0/0/0/0	-	0	15	-	0			-				15
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Leather-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Metal-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0	0			-15
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Stone-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Directed Spells	15	-	AG/SD/AG	-15/2/1/0,5/0		-15	20	-	0			-				5
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
	15	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Influence	2/6	-	PR/EM/IN	-15/2/1/0,5/0		-15	-1	-	0			-	0			-16
Bribery	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Diplomacy	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Duping	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Interrogation	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Leadership	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Propaganda	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Public Speaking	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-				0			-31
Seduction	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Trading	2/6	S	-	-15/3/2/1/0,5		-15	-	-16	-							-31
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	4	8	6	-	0			-				14
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	14	-							23
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Fauna Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Flora Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	14	-							17
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
History ""	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	14	-							23
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Religion	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Lore - Magical	3/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	6	-	0			-				-9
Artefact Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-9	-							-24
Circle Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-9	-							-24
Planar Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Spell Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-9	-							-24
Symbol Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-9	-							-24
Undead Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Warding Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Lore - Obscure	3/7	-	ME/RE/ME	-15/2/1/0,5/0		-15	6	-	0			-				-9
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0		-15	6	-	0			-				-9
Herb Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
MA - Combat Maneuv.	8	-	AG/QU/SD	0/0/0/0/0	-	0	23	-	0			-				23
Adrenal Deflecting	8	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Adrenal Evasion	8	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Blind Fighting	8	R	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Chi Powers: ""	8	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Chi Powers: ""	8	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Martial Arts Style (basic)	8	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Martial Arts Style (adva.)	8	R	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Martial Arts - Striking	4	-	ST/AG/ST	-15/2/1/0,5/0		-15	29	-	0			-				14
Boxing	4	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Martial Arts Striking	4	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Nerve Strikes	4	R	-	-15/3/2/1/0,5		-15	-	14	-							-1
Tackling	4	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Martial Arts - Sweeps	4	-	AG/ST/AG	-15/2/1/0,5/0		-15	25	-	0			-				10
Blocking	4	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Locking Holds	4	R	-	-15/3/2/1/0,5		-15	-	10	-							-5
Martial Arts Sweeps	4	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Wrestling	4	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Outdoor - Animal	1/5	-	EM/AG/EM	-15/2/1/0,5/0	6	12	-1	-	20			-				31
Animal Handling "horse"	1/5	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Animal Handling ""	1/5	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Animal Mastery "horse"	1/5	R	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Animal Mastery "Wolf"	1/5	R	-	-15/3/2/1/0,5	6	18	-	31	-			0	0			49
Animal Training "horse"	1/5	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Animal Training "Wolf"	1/5	S	-	-15/3/2/1/0,5	6	18	-	31	-			0	0			49
Driving	1/5	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Herding	1/5	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Riding "horse"	1/5	S	-	-15/3/2/1/0,5	1	3	-	31	-			0	0			34
Riding "Wolf"	1/5	S	-	-15/3/2/1/0,5	6	18	-	31	-			0	0			49
Outdoor - Enviromen.	1/3	-	SD/IN/ME	-15/2/1/0,5/0	6	12	15	-	20			-				47
Caving	1/3	E	-	-15/3/2/1/0,5	3	9	-	47	-							56
Foraging	1/3	S	-	-15/3/2/1/0,5	1	3	-	47	-				0			50
Hunting	1/3	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Star-gazing	1/3	S	-	-15/3/2/1/0,5		-15	-	47	-				0			32
Survival	1/3	E	-	-15/3/2/1/0,5		-15	-	47	-							32
Weather Watching	1/3	S	-	-15/3/2/1/0,5		-15	-	47	-				0			32
Power Awareness	5	-	EM/IN/PR	-15/2/1/0,5/0	1	2	-1	-	0			-				1
Attunement	5	S	-	-15/3/2/1/0,5	1	3	-	1	-				0			4
Divination	5	E	-	-15/3/2/1/0,5		-15	-	1	-							-14
Power Perception	5	R	-	-15/3/2/1/0,5		-15	-	1	-							-14
Read Runes	5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	6/12	-	EM/IN/PR	0/0/0/0	-	0	-1	-	0							-1
Channeling	6/12	E	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Magical Ritual	6/12	E	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Transcend Armor	6/12	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Spell Mastery ""	6/12	E	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Spell Mastery ""	6/12	E	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Spell Mastery ""	6/12	E	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	7	-	0							7
Power Points	8	S	-	0/6/5/4/3	6	36	-	7	-							43
Science - Basic	2/5	-	RE/ME/RE	-15/2/1/0,5/0		-15	6	-	0							-9
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Science - Specialized	8	-	RE/ME/RE	0/0/0/0/0	-	0	6	-	0							6
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	6	-							-24
Self Control	2/7	-	SD/PR/SD	-15/2/1/0,5/0	6	12	8	-	0							20
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	6	18	-	20	-							38
Adrenal Stabilization	2/7	R	-	-15/3/2/1/0,5		-15	-	20	-							5
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	20	-							5
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	20	-							5
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	20	-							5
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Meditation	2/7	E	-	-15/3/2/1/0,5		-15	-	20	-							5
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Sleep Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5	6	18	-	20	-							38
Special Attacks	3/9	-	ST/AG/SD	0/0/0/0/0	-	0	24	-	0							24
Brawling	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Chi Powers: ""	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Chi Powers: ""	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Disarm Foe (armed)	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Disarm Foe (unarmed)	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Fent (armed)	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Fent (unarmed)	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Jousting (Lancing)	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Racial Attacks	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Racial Attacks	3/9	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Special Defenses	30	-	-	0/0/0/0/0	-	0	0	-	0							0
Adrenal Defense	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Spells Own Base Lists	6/6/6	-	Realm Stat	0/0/0/0/0	-	0	7	-	0			-				7
Path Mastery	6/6/6	S	-	-30/1/1/0,5/0	3	3	-	7	-							10
Moving Ways	6/6/6	S	-	-30/1/1/0,5/0	4	4	-	7	-							11
Nature's Guises	6/6/6	S	-	-30/1/1/0,5/0	6	6	-	7	-							13
Nature's Ways	6/6/6	S	-	-30/1/1/0,5/0	1	1	-	7	-							8
Inner Walls	6/6/6	S	-	-30/1/1/0,5/0	6	6	-	7	-							13
Nature's Summons	6/6/6	S	-	-30/1/1/0,5/0	6	6	-	7	-							13
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
Spells Own Open	8/8	-	Realm Stat	0/0/0/0/0	-	0	7	-	0			-				7
Concussion's Way	8/8	S	-	-30/1/1/0,5/0	10	10	-	7	-							17
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	8/8	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0/0	-	0	7	-	0			-				7
Creations	10/10	S	-	-30/1/1/0,5/0	2	2	-	7	-							9
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	10/10	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
Spells Other	-	-	Realm Stat	0/0/0/0/0	-	0	7	-	0			-				7
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
	-	S	-	-30/1/1/0,5/0		-30	-	7	-							-23
Subterfuge - Attack	6	-	AG/SD/IN	-15/2/1/0,5/0		-15	20	-	0			-				5
Ambush	6	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Silent Attack	6	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Subterfuge - Mechan.	4	-	IN/AG/RE	-15/2/1/0,5/0	1	2	16	-	0			-				18
Camouflage	4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Disarming Traps	4	S	-	-15/3/2/1/0,5	1	3	-	18	-							21
Disguise	4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Counterfeiting	4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Forgery	4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Hiding Items	4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Picking Locks	4	S	-	-15/3/2/1/0,5	1	3	-	18	-						5	26
Setting Traps	4	S	-	-15/3/2/1/0,5	0	-15	-	18	-							3
Trap Building	4	S	-	-15/3/2/1/0,5	0	-15	-	18	-							3
Using/Removing Poison	4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Subterfuge - Stealth	1/5	-	AG/SD/IN	-15/2/1/0,5/0	6	12	20	-	5			-				37
Hiding	1/5	S	-	-15/3/2/1/0,5	6	18	-	37	-			0	0			55
Pick Pockets	1/5	S	-	-15/3/2/1/0,5		-15	-	37	-			0				22
Stalking	1/5	S	-	-15/3/2/1/0,5	6	18	-	37	-			0	0			55
Trickery	1/5	S	-	-15/3/2/1/0,5		-15	-	37	-			0	0			22

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Tech./Trade - General	3/7	-	RE/ME/SD	-15/2/1/0,5/0	3	6	10	-	0							16
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
First Aid	3/7	S	-	-15/3/2/1/0,5	1	3	-	16	-							19
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-				0			1
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	11	-	0							11
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Military Organization	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Mining	8	E	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	11	-	0							11
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-				0			-19
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-				0			-19
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Urban	3/6	-	IN/PR/RE	-15/2/1/0,5/0	1	2	5	-	0							7
Contacting	3/6	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Mingling	3/6	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Scrouging	3/6	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Streetwise	3/6	S	-	-15/3/2/1/0,5	1	3	-	7	-							10
			//	0/0/0/0,0/0		0	0	-								0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
			//	0/0/0/0,0/0		0	0	-								0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0

Category/Skill	Costs	Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Weapon - 1-H Concus.	3/7	-	ST/AG/ST	-15/2/1/0,5/0	14	24	29	-	5	5	-				63
Warhammer	3/7	S	-	-15/3/2/1/0,5	16	42	-	63	-	10				20	135
Shield Bash (left)	3/7	S	-	-15/3/2/1/0,5	6	18	-	63	-	-20				15	76
	3/7	S	-	-15/3/2/1/0,5		-15	-	63	-						48
	3/7	S	-	-15/3/2/1/0,5		-15	-	63	-						48
Weapon - Missile	4	-	AG/ST/AG	-15/2/1/0,5/0	6	12	25	-	5		-				42
Sling	4	S	-	-15/3/2/1/0,5	6	18	-	42	-	10				20	90
	4	S	-	-15/3/2/1/0,5		-15	-	42	-						27
	4	S	-	-15/3/2/1/0,5		-15	-	42	-						27
	4	S	-	-15/3/2/1/0,5		-15	-	42	-						27
Weapon - Thrown	6	-	AG/ST/AG	-15/2/1/0,5/0	1	2	25	-	5		-				32
Warhammer (thrown)	6	S	-	-15/3/2/1/0,5	1	3	-	32	-					20	55
	6	S	-	-15/3/2/1/0,5		-15	-	32	-						17
	6	S	-	-15/3/2/1/0,5		-15	-	32	-						17
Weapon - 2-Handed	6	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	29	-	5		-				19
	6	S	-	-15/3/2/1/0,5	0	-15	-	19	-						4
	6	S	-	-15/3/2/1/0,5		-15	-	19	-						4
	6	S	-	-15/3/2/1/0,5		-15	-	19	-						4
Weapon - 1-H Edged	6	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	29	-	5		-				19
	6	S	-	-15/3/2/1/0,5	0	-15	-	19	-						4
	6	S	-	-15/3/2/1/0,5		-15	-	19	-						4
Weapon - Pole Arms	9	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	29	-	5		-				19
	9	S	-	-15/3/2/1/0,5	0	-15	-	19	-						4
	9	S	-	-15/3/2/1/0,5		-15	-	19	-						4
Weapon - Missile Artill.	9	-	IN/AG/RE	-15/2/1/0,5/0		-15	16	-	5		-				6
	9	S	-	-15/3/2/1/0,5		-15	-	6	-						-9
	9	S	-	-15/3/2/1/0,5		-15	-	6	-						-9

Specials

Converted RM2 character

Killed

Man	2	Animated Dead	2				
Orc	2						
Wolf							
Undead Orc							
Troll							
Naurauk							
Glutan							
Hammerhorn	2						
Wasa	2						
Skeleton							
Pukelman							
Mensharag							
Ghost							
Giant Spider							
Ghoul	2						

Training Packages		
Equipment	Weight	Weight
Black Alloy Warhammer	5	
White Alloy Shield	15	
Superior 85% light Fell Beast Hide AT 10	Wear	
Leather Helmet (negates 50% of head criticals)	Wear	
Aventail	Wear	
*2 Multiplier Amulet	0	
Cloak of Swimming	Wear	
3 Turmalines (each stores 1 PP, regenerates after 1 week)	0	
Belt, +10 DB	Wear	
[+5 magic Dagger]	1	
+20 magic Sling	1,5	
[+5 Leather Helmet]	3	
Magic Iron Warhammer	5	
Standardpack 1	25,5	
Trail Rations	14	
Total weight (lbs)		

Herbs					
ID#	Name	Effect	Cost	AF	#
600	Argsbargies	Level 4 antidote for Muscle Poisons	38 gp	7	
601	Eldaana	Level 9 antidote for Reduction Poisons. Reverses the effect of the cure "Ugliness of Orn"	99 gp	2	
602	Menelar	Level 7 antidote for Circulatory Poisons	65 gp	4	
610	Arfandas	doubles rate of healing for factures	2 sp	1	
611	Baalak	Shatter repairs	160 gp	12	
612	Bursthelas	Shatter repairs	110 gp	22	
	Edram	Mends bone			2
630	Anserke	Stops any bleeding by clotting and sealing the wound. Takes 3rds to take effect. Patient cannot move (appreciably) without wound reopening	75 gp	7	1
631	Fek	Stops any Bleeding. Takes d10 rds to take effect. Patient cannot move (appreciably) without wound reopening	50 gp	5	
632	Harfy	Immediately stops any form of bleeding	175 gp	9	
633	Hugburtun	Immediately stops any form of bleeding	180 gp	6	
640	Akbutege	Heals d10 hits	3 sp	1	
641	Arlan	Heals 3+d6 hits (wild d6 hits)	13 sp	1	
642	Cursamar	Heals 10+5d10 hits	30 gp	3	
644	Draaf	Heals 2d10 hits in 2 rds	7 sp	1	
646	Gariig	Heals 30 hits	55 gp	3	
647	Gefnul	Heals 100 hits	90 gp	10	
649	Reglen	Heals 50 hits	75 gp	7	
650	Rewk	Heals 2d10 hits	9 sp	1	10
652	Winclamit	Heals 3d100 hits	100 gp	12	
660	Arkasu	Doubles rate of healing for major wounds. Heals 2d6 hits	12 gp	2	
681	Arpsusar	Mends muscle damage	30 gp	15	1
685	Hegheg	Heals cartilage damage	25 gp	5	
692	Wifurwif	Nerve repairs	55 gp	15	
708	Wek-wek	Repairs organ damage	220 gp	50	
716	Gylvir	Breathe under water (only) for 4 hours	45 gp	20	
	Carefree Mustard	Heals all hits within 1 hour			
	Kathkusa				1
	Elben's Basket				1