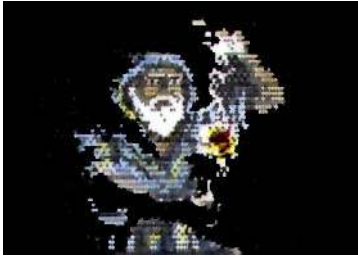


Player:	Jörg		Resistance	
Character:	<i>Duilin</i>		Essence	25
Race:	Half-Elf		Channeling	0
Profession:	Mystic		Mentalism	18
Realm:	Essence/Mentalism		Channeling/Essence	13
Level :	24		Channeling/Mentalism	9
Exp Points:	743781		Essence/Mentalism	22
Fate Points:			Arcane	14
Corruption Pts:			Poison	12
Money:	325414		Disease	62
		Fear	5	
		Heat	0	
		Cold	5	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	102	102	11	35				35
Constitution	CO	92	92	8,7	12				12
Memory	ME	90	90	8,4	10				10
Reasoning	RE	95	95	9	15				15
Self Discipline	SD	75	75	7	5				5
Empathy	EM	101	101	-	30				30
Intuition	IN	75	75	-	5				5
Presence	PR	99	99	-	23				23
Quickness	QU	101	101	-	30				30
Strength	ST	80	80	-	6				6

Total Dev. Points	44,1	Secondary Skills Dev. Pts.	11,03
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Appearance	100	Age	*2950 TA	Skin		Height	6'7
Sex	Male	Hair	Black	Eyes	Blue	Weight	200

Armor AT	2	Shield Type		Item DB		Special DB	
Armor Enc. AT		Shield Bonus		Item DB		Talent DB	
Armor Bonus	20	Helm		Special DB	Adrenal Def.	Flaw DB	

Hit Points	131	DB with Armor	50	Soul Departure	6	Rest ExhP/min	7
Power Points	288	Full DB Melee	50	Recovery Multiplier	1,5	PP / Lvl.	3
PP Multiplier x	4	Full DB Missile	50	Rest hits/hour	2,4	Base Spells	42
Initiative 2d10+	12	Exhaustion Points	64	Sleep hits/3 hour	9,6	Base MM Rate	85

Talents	2. Modified Level Bonuses	Flaws	2.
1. Body Control	3. GM Background	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Broadsword	10	30	96	Confusing Ways	20	0	20
Firebolt	24	0	173	Hiding	20	0	20
Other Directed Spells	12	0	153	Mystical Change	20	0	20
Climbing	1	0	40	Solid Alteration	20	0	20
Swimming	10	0	85	Liquid Alteration	20	0	20
Alertness	24	0	50	Gas Alteration	20	0	20
Situational Awareness	12	0	82	Spirit Mastery	10	0	10
Detect Traps	24	0	99	Rapid Ways	10	0	10
General Perception	24	0	102	Lofty Bridge	10	0	10
Locate Secret Opening	24	0	104	Brilliance	10	0	10
Tracking	10	0	80	Attack Avoidance	10	0	10
Herb Lore	10	0	83	Damage Resistance	10	0	10
Riding	24	30	137	Self Healing	20	0	20
Foraging	10	0	58	Necromancy (special base list)	10	0	10
Attunement	24	0	112	Spell Enhancement	5	0	5
Read Runes	6	0	68	Spell Reins	10	0	10
Symbol Lore	10	0	88	Detecting Ways	10	0	10
Disarm Trap	3	0	35	Spell Wall	10	0	10
Pick Locks	2	0	28	Essence Perceptions	10	0	10
Stalk/Hide	20	30	130	Essence Hand	0	0	0
First Aid	10	0	68	Rune Mastery	10	0	10
		0		Lesser Illusions	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	10	50	13	20							83
Dragon Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	13	20							83
Fauna Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	13	20							83
Flora Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	13	20							83
Heraldry	2/4	ME/RE	-25/5/2/1/0,5		-25	13	20							8
Herb Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	13	20							83
Lock Lore	2/5	ME/RE	-25/5/2/1/0,5	4	20	13	20							53
Military Organization	3/6	ME/RE	-25/5/2/1/0,5		-25	13	20							8
Siege Engineering	2/4	ME/RE	-25/5/2/1/0,5		-25	13	20							8
Tactics	2/4	ME/RE	-25/5/2/1/0,5	10	50	13	20							83
		ME/RE	-25/5/2/1/0,5		-25	13	20							8
		ME/RE	-25/5/2/1/0,5		-25	13	20							8
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	4/*		-25/5/5/5/5,0		-25	0	0							-25
Rigid Leather	5/*		-25/5/5/5/5,0	2	10	0	0							10
Chain	6/*		-25/5/5/5/5,0	2	10	0	0							10
Plate	7/*		-25/5/5/5/5,0	1	5	0	0							5
Athletic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Climbing	7/*	AG	-25/5/2/1/0,5	1	5	35	0							40
Dance	0	AG/IN	-25/5/2/1/0,5	9	45	20	0							65
Distance Running	0	CO	-25/5/2/1/0,5	5	25	12	0							37
Rowing	0	ST/SD	-25/5/2/1/0,5	2	10	6	0							16
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	20	0							-5
Sprinting	0	QU	-25/5/2/1/0,5	2	10	30	0							40
Swimming	3	AG	-25/5/2/1/0,5	10	50	35	0							85
Acrobatics	0	AG/QU	-25/5/2/1/0,5		-25	33	0							8
Contortions	0	AG/SD	-25/5/2/1/0,5		-25	20	0							-5
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	21	0							-4
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	20	0							-5
		AG	-25/5/2/1/0,5		-25	35	0							10
		AG	-25/5/2/1/0,5		-25	35	0							10
Body Development	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	8		Random	19	108	9	0							117
Concentration	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Adrenal Defense	15		-25/5/2/1/0,5	3	15	0	20							35
Adrenal Balance	5/*	PR/SD	-25/5/2/1/0,5		-25	14	20							9
Adrenal Landing	5/*	PR/SD	-25/5/2/1/0,5		-25	14	20							9
Adrenal Leaping	5/*	PR/SD	-25/5/2/1/0,5		-25	14	20							9
Adrenal Quick Draw	0	PR/SD	-25/5/2/1/0,5		-25	14	20							9
Adrenal Speed	5/*	PR/SD	-25/5/2/1/0,5		-25	14	20							9
Adrenal Strength	5/*	PR/SD	-25/5/2/1/0,5		-25	14	20							9
Body Damage Stabilization	1/3	SD/EM	-25/5/2/1/0,5	10	50	18	20							88
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	5	20							0
Frenzy	0	EM/SD	-25/5/2/1/0,5	0	-25	18	20							13
Meditation Healing	1/3	PR/SD	-25/5/2/1/0,5	20	70	14	20							104
SLA	1/3	PR/SD	-25/5/2/1/0,5	24	74	14	20							108
		PR/SD	-25/5/2/1/0,5		-25	14	20							9
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	20	0							-5
Use/Remove Poison	0	AG/IN	-25/5/2/1/0,5		-25	20	0							-5

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Directed Spells	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Firebolt	2/6	AG	-25/5/2/1/0,5	24	74	35	64							173
Other Directed Spells		AG	-25/5/2/1/0,5	12	54	35	64							153
		AG	-25/5/2/1/0,5		-25	35	64							74
		AG	-25/5/2/1/0,5		-25	35	64							74
		AG	-25/5/2/1/0,5		-25	35	64							74
		AG	-25/5/2/1/0,5		-25	35	64							74
General	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Cooking	2/6	RE/AG	-25/5/2/1/0,5	4	20	25	0							45
Crafting	0	AG/SD	-25/5/2/1/0,5		-25	20	0							-5
Fletching	0	AG/SD	-25/5/2/1/0,5		-25	20	0							-5
Leather-Working	0	AG/RE	-25/5/2/1/0,5		-25	25	0							0
Painting	0	IN/AG	-25/5/2/1/0,5		-25	20	0							-5
Play Instrument #1	0	AG/ME	-25/5/2/1/0,5		-25	23	0							-2
Play Instrument #2	0	AG/ME	-25/5/2/1/0,5		-25	23	0							-2
Play Instrument #3	0	AG/ME	-25/5/2/1/0,5		-25	23	0							-2
Rope Mastery	0	ME/AG	-25/5/2/1/0,5		-25	23	0							-2
Sculpting	0	IN/AG	-25/5/2/1/0,5		-25	20	0							-5
Skinning	0	AG/IN	-25/5/2/1/0,5		-25	20	0							-5
Smithing	0	ST/AG	-25/5/2/1/0,5		-25	21	0							-4
Wood-crafts	0	AG/EM	-25/5/2/1/0,5		-25	33	0							8
Appraisal	0	ME/RE	-25/5/2/1/0,5		-25	13	0							-12
Armor Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	10	0							-15
Metal Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	10	0							-15
Weapon Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	10	0							-15
Tactical Games	1/4	AG	-25/5/2/1/0,5	14	58	35	0							93
		AG	-25/5/2/1/0,5		-25	35	0							10
Linguistic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Language	1/*		-25/5/2/1/0,5		-25	0	20							-5
Lip Reading	1/3	IN/RE	-25/5/2/1/0,5	10	50	10	20							80
Music	0	AG/EM	-25/5/2/1/0,5		-25	33	20							28
Public Speaking	2/4	EM/PR	-25/5/2/1/0,5	4	20	27	20							67
Signaling	1/3	ME/SD	-25/5/2/1/0,5	10	50	8	20		10					88
Singing	0	PR/IN	-25/5/2/1/0,5		-25	14	20							9
Tale Telling	2/5	PR/ME	-25/5/2/1/0,5	4	20	17	20							57
Trading	3/6	RE/EM	-25/5/2/1/0,5	4	20	23	20							63
		RE	-25/5/2/1/0,5		-25	15	20							10
		RE	-25/5/2/1/0,5		-25	15	20							10
Magical	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Attunement	2/5	EM/IN	-25/5/2/1/0,5	24	74	18	20							112
Channeling	8	IN	-25/5/2/1/0,5		-25	5	20							0
Magic Ritual	2/5	RE/ME	-25/5/2/1/0,5	0	-25	13	20							8
Power Perception	1/4	EM	-25/5/2/1/0,5	6	30	30	20							80
Read Runes	2/5	EM/IN	-25/5/2/1/0,5	6	30	18	20							68
Spell Mastery	0	EM/IN/PR	-25/5/2/1/0,5		-25	19	20							14
Transcend Armor	0	EM/IN/PR	-25/5/2/1/0,5		-25	19	20							14
Symbol Lore	1/4	EM/IN	-25/5/2/1/0,5	10	50	18	20							88

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	23	0							-2
Diagnostics	3/6	IN/RE	-25/5/2/1/0,5		-25	10	0							-15
Drug Tolerance	0	CO/SD	-25/5/2/1/0,5		-25	9	0							-16
First Aid	2/6	SD/EM	-25/5/2/1/0,5	10	50	18	0							68
Second Aid	0	SD/EM/IN	-25/5/2/1/0,5		-25	13	0							-12
Surgery	0	SD/EM/IN	-25/5/2/1/0,5		-25	13	0							-12
		EM	-25/5/2/1/0,5		-25	30	0							5
Outdoor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	6	30	27	0							57
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	6	30	27	0							57
Driving	0	SD/AG	-25/5/2/1/0,5	12	54	20	0							74
Riding	3	EM/AG	-25/5/2/1/0,5	24	74	33	0						30	137
Caving	3	SD/RE	-25/5/2/1/0,5		-25	10	0							-15
Foraging	2/6	IN/ME	-25/5/2/1/0,5	10	50	8	0							58
Region Lore	0	RE/ME	-25/5/2/1/0,5		-25	13	0							-12
Streetwise	1/3	PR/IN	-25/5/2/1/0,5	10	50	14	0							64
		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	24	74	5	20							99
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	10	20							5
General Perception	2	IN/IN/RE	-25/5/2/1/0,5	24	74	8	20							102
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	10	20							5
Locate Secret Opening	1/4	IN/RE	-25/5/2/1/0,5	24	74	10	20							104
Poison Perception	0	IN/RE	-25/5/2/1/0,5	3	15	10	20							45
Read Tracks	2/4	IN/RE	-25/5/2/1/0,5	2	10	10	20							40
Sense Ambush/Assassination	2	IN/RE	-25/5/2/1/0,5	10	50	10	20							80
Tracking	2/4	IN/RE	-25/5/2/1/0,5	10	50	10	20							80
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	24	22	8	20							50
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	12	54	8	20							82
		IN/RE	-25/5/2/1/0,5		-25	10	20							5
		IN/RE	-25/5/2/1/0,5		-25	10	20							5
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	0	PR/IN	-25/5/2/1/0,5		-25	14	0							-11
Duping	1/4	PR	-25/5/2/1/0,5	10	50	23	0							73
Gambling	0	ME/PR	-25/5/2/1/0,5		-25	17	0							-8
Interrogation	2/4	RE/AG	-25/5/2/1/0,5	4	20	25	0							45
Leadership	1/5	PR/RE	-25/5/2/1/0,5	10	50	19	0							69
Seduction	1/3	EM/PR	-25/5/2/1/0,5	10	50	27	0							77
Subterfuge	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Acting	1/2	PR/EM	-25/5/2/1/0,5	10	50	27	0							77
Disarm Trap	7	IN/AG	-25/5/2/1/0,5	3	15	20	0							35
Falsification	0	SD/RE	-25/5/2/1/0,5	10	50	10	0		15					75
Pick Locks	7	IN/RE/AG	-25/5/2/1/0,5	2	10	18	0							28
Pick Pockets	2/5	AG/IN	-25/5/2/1/0,5		-25	20	0							-5
Set Traps	0	RE/AG	-25/5/2/1/0,5	1	5	25	0							30
Stalk/Hide	2	AG/SD	-25/5/2/1/0,5	20	70	20	0		10				30	130
Trap Building	0	RE/EM	-25/5/2/1/0,5	0	-25	23	0							-2
Trickery	1/5	PR/QU	-25/5/2/1/0,5	10	50	27	0		10					87
Camouflage	2	AG	-25/5/2/1/0,5		-25	35	0							10
Disguise	1/2	AG	-25/5/2/1/0,5	10	50	35	0							85

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Combat	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Brawling	0	RE/IN	-25/5/2/1/0,5	0	-25	10	0							-15
Martial Arts – Striking #1	6	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Martial Arts – Striking #2	6	ST/ST/AG	-25/5/2/1/0,5	0	-25	16	0							-9
Martial Arts – Striking #3	6	ST/ST/AG	-25/5/2/1/0,5	0	-25	16	0							-9
Martial Arts – Striking #4	6	ST/ST/AG	-25/5/2/1/0,5	0	-25	16	0							-9
Martial Arts – Sweeps #1	6	AG/AG/ST	-25/5/2/1/0,5		-25	25	0							0
Martial Arts – Sweeps #2	6	AG/AG/ST	-25/5/2/1/0,5	0	-25	25	0							0
Martial Arts – Sweeps #3	6	AG/AG/ST	-25/5/2/1/0,5	0	-25	25	0							0
Martial Arts – Sweeps #4	6	AG/AG/ST	-25/5/2/1/0,5	0	-25	25	0							0
Reverse Stroke	0	AG/RE	-25/5/2/1/0,5		-25	25	0							0
Stunned Maneuvering	4	SD	-25/5/2/1/0,5	10	50	5	0							55
Subduing	0	AG/QU	-25/5/2/1/0,5		-25	33	0							8
Tumbling Attack	0	AG/ST	-25/5/2/1/0,5		-25	21	0							-4
Tumbling Evasion	0	AG/QU	-25/5/2/1/0,5		-25	33	0							8
Two Weapon Combo	0	ST	-25/5/2/1/0,5		-25	6	0							-19
Broadsword	9	ST/ST/AG	-25/5/2/1/0,5	10	50	16	0						30	96
Weapon Category #1 Weapon #2	9	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Weapon Category #1 Weapon #3	9	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Longbow	20	AG/AG/ST	-25/5/2/1/0,5	2	10	25	0							35
Weapon Category #2 Weapon #2	20	AG/AG/ST	-25/5/2/1/0,5		-25	25	0							0
Weapon Category #3 Weapon #1	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Weapon Category #3 Weapon #2	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Weapon Category #4 Weapon #1	20	AG/AG/ST	-25/5/2/1/0,5		-25	25	0							0
Weapon Category #4 Weapon #2	20	AG/AG/ST	-25/5/2/1/0,5		-25	25	0							0
Weapon Category #5 Weapon #1	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Weapon Category #5 Weapon #2	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Weapon Category #6 Weapon #1	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
Weapon Category #6 Weapon #2	20	ST/ST/AG	-25/5/2/1/0,5		-25	16	0							-9
		AG	-25/5/2/1/0,5		-25	35	0							10
		AG	-25/5/2/1/0,5		-25	35	0							10
		AG	-25/5/2/1/0,5		-25	35	0							10
		AG	-25/5/2/1/0,5		-25	35	0							10
Spell Lists	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Confusing Ways	1/*	-	-	20	0	0	0							20
Hiding	1/*	-	-	20	0	0	0							20
Mystical Change	1/*	-	-	20	0	0	0							20
Solid Alteration	1/*	-	-	20	0	0	0							20
Liquid Alteration	1/*	-	-	20	0	0	0							20
Gas Alteration	1/*	-	-	20	0	0	0							20
Spirit Mastery	1/*	-	-	10	0	0	0							10
Rapid Ways	1/*	-	-	10	0	0	0							10
Lofty Bridge	1/*	-	-	10	0	0	0							10
Brilliance	1/*	-	-	10	0	0	0							10
Attack Avoidance	1/*	-	-	10	0	0	0							10
Damage Resistance	1/*	-	-	10	0	0	0							10
Self Healing	1/*	-	-	20	0	0	0							20
Necromancy (special base list)	1/*	-	-	10	0	0	0							10
Spell Enhancement	1/*	-	-	5	0	0	0							5
Spell Reins	1/*	-	-	10	0	0	0							10
Detecting Ways	1/*	-	-	10	0	0	0							10
Spell Wall	1/*	-	-	10	0	0	0							10
Essence Perceptions	1/*	-	-	10	0	0	0							10
Essence Hand	1/*	-	-		0	0	0							0
Rune Mastery	1/*	-	-	10	0	0	0							10
Lesser Illusions	1/*	-	-		0	0	0							0

Specials

GM Background: +10 to Stalk & Hide, Trickery, Signaling and +15 to Falsification

Ring of Kazlauskas: prevents normal spell failure, *4 Multiplier, wearer can Fly 150' at will, gains Darkvision & Sly Ears, once per week can summon an elemental

Killed

Man	2	Dog	2	Ice Demon			
Silverscale		Bear		Orc	2		
Gorcrow		Salamander		Crystal Warri			
Hothrog		Cyclops		Werewolf			
Std. Undead	2	Daerauk					
Vampire		Gogonaur					
Spectre	2	Titan					
Troll	2	Demon Horse					
Giant		Skeleton	2				
Dragon		Demon Dog					
Elf Demon		Spiked Man					
Wraith		Shadow					
Elemental		Elf					
Half Elf		Wolf	2				
High Man		Yeti					

Training Packages**Equipment**

	Weight	Weight
Holy Eog Broadsword	3	
Ring of Kazlauskas	0	
Headband (protects as helm)	Wear	
Ring of Sustain Self and +20 ESF	0	
+30 Cloak of Stalk & Hide	Wear	
+20 Robe	Wear	
Staff of Lightning Bolts (frees one hand)	5	
Waterskin (full)	0,75	
Backpack	2	
Scabbard	1	
Weapon Belt	Wear	
Kräuterpack 3		
Money Belt	Wear	
Greater Warhorse		
2 Saddle Bags		
Total weight (lbs)		11,75