

Player:	Jörg		Resistance	
Character:	Faroht		Essence	2
Race:	Wood Elf		Channeling	2
Profession:	Bard		Mentalism	55
Realm:	Mentalism		Channeling/Essence	2
Level :	21		Channeling/Mentalism	29
Exp Points:	576757		Essence/Mentalism	29
Fate Points:			Arcane	20
Corruption Pts:			Poison	16
Money:	25049		Disease	106
		Fear	7	
		Heat	0	
		Cold	10	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	103	103	11	40				40
Constitution	CO	79	79	7,4	6				6
Memory	ME	100	100	10	25				25
Reasoning	RE	87	87	8,2	9				9
Self Discipline	SD	81	81	7,7	7				7
Empathy	EM	82	82	-	7				7
Intuition	IN	83	83	-	7				7
Presence	PR	107	107	-	60				60
Quickness	QU	98	98	-	21				21
Strength	ST	90	90	-	10				10

Total Dev. Points	44,3	Secondary Skills Dev. Pts.	11,08
-------------------	------	----------------------------	-------

Appearance	100	Age	*2976 TA	Skin		Height	6'2
Sex	Male	Hair	Blond	Eyes	Green	Weight	170

Armor AT	19	Shield Type	Main Gauche	Item DB		Special DB	
Armor Enc. AT		Shield Bonus	30	Item DB		Talent DB	
Armor Bonus	20	Helm		Special DB		Flaw DB	

Hit Points	106	DB with Armor	41	Soul Departure	3	Rest ExhP/min	4
Power Points	546	Full DB Melee	86	Recovery Multiplier	1,5	PP / Lvl.	6,5
PP Multiplier x	4	Full DB Missile	71	Rest hits/hour	1,2	Base Spells	41
Initiative 2d10+	8,4	Exhaustion Points	52	Sleep hits/3 hour	4,8	Base MM Rate	71

Talents	2. Body Control	4. Charm Kind	Flaws
1. Sparkling Eyes	3. Mind Merge	5. Modified Level Bonuses	1.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Longsword	42	30	197	Disarm Trap	2	0	34
Main Gauche (left)	21	30	182	Pick Locks	10	35	104
Composite Bow	21	30	192	Stalk/Hide	10	30	104
Climbing	10	0	90	First Aid	10	0	57
Swimming	10	0	90	Play Instrument 'Flute'	21	0	124
Alertness	21	0	48,5	Music	10	0	94
Situational Awareness	10	0	78	Public Speaking	10	0	104
Detect Traps	10	0	77	Singing	21	0	125
General Perception	21	0	99	Tale Telling	10	0	113
Locate Secret Opening	10	0	78	Trading	10	0	78
Read Tracks	10	0	78				0
Tracking	10	0	78				0
Heraldry	10	0	87	Lore	20	0	20
Herb Lore	10	0	87	Controlling Songs	20	0	20
Lock Lore	21	0	108	Sound Control	20	0	20
Riding	21	30	125	Sound Projection	20	0	20
Attunement	10	0	57	Item Lore	20	0	20
Read Runes	2	0	17	Speed (base)	50	0	50
Adrenal Speed	5	0	79	Cloaking	10	0	10
Adrenal Strength	10	0	104	Attack Avoidance	10	0	10
Meditation Ki	20	0	149	Damage Resistance	10	0	10
Stunned Maneuvering	10	0	118	Self Healing	5	0	5

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Academic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Demon/Devil Lore	2/5	ME/RE	-25/5/2/1/0,5	10	50	17	20							87
Dragon Lore	2/5	ME/RE	-25/5/2/1/0,5	10	50	17	20							87
Fauna Lore	1/4	ME/RE	-25/5/2/1/0,5	1	5	17	20							42
Flora Lore	1/4	ME/RE	-25/5/2/1/0,5	1	5	17	20							42
Heraldry	1/2	ME/RE	-25/5/2/1/0,5	10	50	17	20							87
Herb Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	17	20							87
Lock Lore	1/3	ME/RE	-25/5/2/1/0,5	21	71	17	20							108
Military Organization	2/5	ME/RE	-25/5/2/1/0,5	1	5	17	20							42
Siege Engineering	2/4	ME/RE	-25/5/2/1/0,5	1	5	17	20							42
Tactics	2/4	ME/RE	-25/5/2/1/0,5	11	52	17	20							89
		ME/RE	-25/5/2/1/0,5		-25	17	20							12
		ME/RE	-25/5/2/1/0,5		-25	17	20							12
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	2/*		-25/5/5/5/5,0	5	25	0	0							25
Rigid Leather	2/*		-25/5/5/5/5,0	2	10	0	0							10
Chain	3/*		-25/5/5/5/5,0	21	105	0	0							105
Plate	5/*		-25/5/5/5/5,0	2	10	0	0							10
Athletic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Climbing	3/9	AG	-25/5/2/1/0,5	10	50	40	0							90
Dance	0	AG/IN	-25/5/2/1/0,5	9	45	24	0							69
Distance Running	0	CO	-25/5/2/1/0,5	5	25	6	0							31
Rowing	0	ST/SD	-25/5/2/1/0,5	2	10	9	0							19
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	24	0							-1
Sprinting	0	QU	-25/5/2/1/0,5	2	10	21	0							31
Swimming	2/6	AG	-25/5/2/1/0,5	10	50	40	0							90
Acrobatics	0	AG/QU	-25/5/2/1/0,5		-25	31	0							6
Contortions	2/5	AG/SD	-25/5/2/1/0,5	1	5	24	0		50					79
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	25	0							0
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	24	0							-1
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
Body Development	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	3/8		Random	19	92	8	0							100
Concentration	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Adrenal Defense	15		-25/5/2/1/0,5		-25	0	20							-5
Adrenal Balance	2/7	PR/SD	-25/5/2/1/0,5	10	50	34	20		50					154
Adrenal Landing	2/7	PR/SD	-25/5/2/1/0,5	1	5	34	20							59
Adrenal Leaping	2/7	PR/SD	-25/5/2/1/0,5	5	25	34	20							79
Adrenal Quick Draw	2/7	PR/SD	-25/5/2/1/0,5	5	25	34	20							79
Adrenal Speed	2/7	PR/SD	-25/5/2/1/0,5	5	25	34	20							79
Adrenal Strength	2/7	PR/SD	-25/5/2/1/0,5	10	50	34	20							104
Body Damage Stabilization	0	SD/EM	-25/5/2/1/0,5		-25	7	20							2
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	7	20							2
Frenzy	0	EM/SD	-25/5/2/1/0,5	0	-25	7	20							2
Meditation Ki	2/5	PR/SD	-25/5/2/1/0,5	20	70	34	20				25			149
		PR/SD	-25/5/2/1/0,5		-25	34	20							29
		PR/SD	-25/5/2/1/0,5		-25	34	20							29
Deadly	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	6		-25/5/2/1/0,5		-25	0	0							-25
Silent Kill	0	AG/IN	-25/5/2/1/0,5	0	-25	24	0							-1
Use/Remove Poison	0	AG/IN	-25/5/2/1/0,5		-25	24	0							-1

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	0	RE/AG	-25/5/2/1/0,5		-25	25	20							20
Crafting	0	AG/SD	-25/5/2/1/0,5		-25	24	20							19
Fletching	0	AG/SD	-25/5/2/1/0,5		-25	24	20							19
Leather-Working	0	AG/RE	-25/5/2/1/0,5		-25	25	20							20
Painting	0	IN/AG	-25/5/2/1/0,5		-25	24	20							19
Play Instrument 'Flute'	1/ 2	AG/ME	-25/5/2/1/0,5	21	71	33	20							124
Play Instrument 'Harp'	1/ 3	AG/ME	-25/5/2/1/0,5	1	5	33	20							58
Play Instrument 'Lute'	1/ 4	AG/ME	-25/5/2/1/0,5	1	5	33	20							58
Rope Mastery	0	ME/AG	-25/5/2/1/0,5		-25	33	20							28
Sculpting	0	IN/AG	-25/5/2/1/0,5		-25	24	20							19
Skinning	0	AG/IN	-25/5/2/1/0,5		-25	24	20							19
Smithing	0	ST/AG	-25/5/2/1/0,5		-25	25	20							20
Wood-crafts	0	AG/EM	-25/5/2/1/0,5		-25	24	20							19
Appraisal	0	ME/RE	-25/5/2/1/0,5		-25	17	20							12
Armor Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	8	20							3
Metal Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	8	20							3
Weapon Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	8	20							3
		AG	-25/5/2/1/0,5		-25	40	20							35
		AG	-25/5/2/1/0,5		-25	40	20							35
Linguistic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Westron (Spoken)	1/*		-25/5/2/1/0,5	10	50	0	20							70
Westron (Written)	1/*		-25/5/2/1/0,5	8	40	0	20							60
Sindarin (Spoken & Written)	1/*		-25/5/2/1/0,5	10	50	0	20							70
Silvan (Spoken & Written)	1/*		-25/5/2/1/0,5	10	50	0	20							70
Quenya (Spoken)	1/*		-25/5/2/1/0,5	10	50	0	20							70
Quenya (Written)	1/*		-25/5/2/1/0,5	8	40	0	20							60
Black Speech (Spoken)	1/*		-25/5/2/1/0,5	10	50	0	20							70
Orcish (Spoken & Written)	1/*		-25/5/2/1/0,5	0	-25	0	20							-5
			-25/5/2/1/0,5		-25	0	20							-5
			-25/5/2/1/0,5		-25	0	20							-5
Lip Reading	1/ 4	IN/RE	-25/5/2/1/0,5	1	5	8	20							33
Music	1/ 2	AG/EM	-25/5/2/1/0,5	10	50	24	20							94
Public Speaking	1/ 2	EM/PR	-25/5/2/1/0,5	10	50	34	20							104
Signaling	1/5	ME/SD	-25/5/2/1/0,5	1	5	16	20							41
Singing	1/ 2	PR/IN	-25/5/2/1/0,5	21	71	34	20							125
Tale Telling	1/ 3	PR/ME	-25/5/2/1/0,5	10	50	43	20							113
Trading	2/4	RE/EM	-25/5/2/1/0,5	10	50	8	20							78
		RE	-25/5/2/1/0,5		-25	9	20							4
		RE	-25/5/2/1/0,5		-25	9	20							4
Magical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Attunement	6	EM/IN	-25/5/2/1/0,5	10	50	7	0							57
Channeling	13	IN	-25/5/2/1/0,5		-25	7	0							-18
Magic Ritual	0	RE/ME	-25/5/2/1/0,5	0	-25	17	0							-8
Power Perception	2/5	EM	-25/5/2/1/0,5	2	10	7	0							17
Read Runes	5	EM/IN	-25/5/2/1/0,5	2	10	7	0							17
Spell Mastery	0	EM/IN/PR	-25/5/2/1/0,5		-25	25	0							0
Transcend Armor	0	EM/IN/PR	-25/5/2/1/0,5		-25	25	0							0
		EM/IN	-25/5/2/1/0,5		-25	7	0							-18

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	8	0							-17
Diagnostics	1/4	IN/RE	-25/5/2/1/0,5	1	5	8	0							13
Drug Tolerance	0	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	7	0							57
Second Aid	0	SD/EM/IN	-25/5/2/1/0,5		-25	7	0							-18
Surgery	0	SD/EM/IN	-25/5/2/1/0,5		-25	7	0							-18
		EM	-25/5/2/1/0,5		-25	7	0							-18
Outdoor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	5	25	34	0							59
Animal Training	0	EM/PR	-25/5/2/1/0,5		-25	34	0							9
Beast Mastery	0	EM/PR	-25/5/2/1/0,5	5	25	34	0							59
Driving	0	SD/AG	-25/5/2/1/0,5	10	50	24	0							74
Riding	2/6	EM/AG	-25/5/2/1/0,5	21	71	24	0						30	125
Caving	0	SD/RE	-25/5/2/1/0,5		-25	8	0							-17
Foraging	0	IN/ME	-25/5/2/1/0,5		-25	16	0							-9
Region Lore	0	RE/ME	-25/5/2/1/0,5		-25	17	0							-8
Streetwise	0	PR/IN	-25/5/2/1/0,5		-25	34	0							9
		EM	-25/5/2/1/0,5		-25	7	0							-18
		EM	-25/5/2/1/0,5		-25	7	0							-18
Perception	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Detect Traps	1/4	IN	-25/5/2/1/0,5	10	50	7	20							77
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	8	20							3
General Perception	2/7	IN/IN/RE	-25/5/2/1/0,5	21	71	8	20							99
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	8	20							3
Locate Secret Opening	1/5	IN/RE	-25/5/2/1/0,5	10	50	8	20							78
Poison Perception	0	IN/RE	-25/5/2/1/0,5	2	10	8	20							38
Read Tracks	2/4	IN/RE	-25/5/2/1/0,5	10	50	8	20							78
Sense Ambush/Assassination	0	IN/RE	-25/5/2/1/0,5		-25	8	20							3
Tracking	0	IN/RE	-25/5/2/1/0,5	10	50	8	20							78
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	21	20,5	8	20							48,5
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	10	50	8	20							78
		IN/RE	-25/5/2/1/0,5		-25	8	20							3
		IN/RE	-25/5/2/1/0,5		-25	8	20							3
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	1/4	PR/IN	-25/5/2/1/0,5	1	5	34	0							39
Duping	1/4	PR	-25/5/2/1/0,5	10	50	60	0							110
Gambling	2/6	ME/PR	-25/5/2/1/0,5		-25	43	0							18
Interrogation	1/4	RE/AG	-25/5/2/1/0,5	10	50	25	0							75
Leadership	1/4	PR/RE	-25/5/2/1/0,5	10	50	35	0							85
Seduction	1/4	EM/PR	-25/5/2/1/0,5	10	50	34	0							84
Subterfuge	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Acting	0	PR/EM	-25/5/2/1/0,5		-25	34	0							9
Disarm Trap	4	IN/AG	-25/5/2/1/0,5	2	10	24	0							34
Falsification	0	SD/RE	-25/5/2/1/0,5		-25	8	0							-17
Pick Locks	4	IN/RE/AG	-25/5/2/1/0,5	10	50	19	0						35	104
Pick Pockets	0	AG/IN	-25/5/2/1/0,5		-25	24	0							-1
Set Traps	0	RE/AG	-25/5/2/1/0,5	1	5	25	0							30
Stalk/Hide	2/7	AG/SD	-25/5/2/1/0,5	10	50	24	0						30	104
Trap Building	0	RE/EM	-25/5/2/1/0,5	0	-25	8	0							-17
Trickery	0	PR/QU	-25/5/2/1/0,5		-25	41	0							16
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15

Specials

Killed					
Man	2	Swamp Star			
Kraken		Demon Dog	2		
Bear		Dwarf			
Spider	2	Wraith			
Troll	2	Bumble Bee	2		
Wolf	2	Half Elf			
Giant Bat	2	Lich			
Orc	2	Great Man			
Phantom		Sword Demon			
Wight					
Ogre					
Gargoyle					
Skeleton	2				
Dragon					
Headless Gho					

Training Packages

Equipment	Weight	Weight
Eog Longsword (F1)	2	
Eog Main Gauche	1,5	
Black Alloy Composite Bow of Returning	2,5	
Black Alloy +25 light Fine Mail	Wear	
Ring of Sustain Self	0	
+30 Lock Pick Kit	0,5	
Unbreakable Eog Arrow	0,15	
*4 Multiplier Amulet	0	
Headband that protects as helm	0	
Weapon Belt	Wear	
2 Scabbards	2	
Flute	0,5	
+30 Cloak of Stalk & Hide	Wear	
[Tome of Power]		
Kräuterpack 3		
Greater Warhorse		
2 Saddle Bags		
Total weight (lbs)		9,15