

<b>Player:</b>	Jörg		<b>Resistance</b>	
<b>Character:</b>	<i>Fundin</i>		Essence	28
<b>Race:</b>	Dwarf		Channeling	21
<b>Profession:</b>	Priest		Mentalism	28
<b>Realm:</b>	Channeling		Channeling/Essence	25
<b>Level :</b>	10		Channeling/Mentalism	25
<b>Exp Points:</b>	157500		Essence/Mentalism	28
<b>Fate Points:</b>	3		Arcane	26
<b>Corruption Pts:</b>		Poison	59	
<b>Money:</b>	141	Disease	54	
		Fear	33	
		Heat	30	
		Cold	30	

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
<b>Agility</b>	AG	94	94	7	-2				5
<b>Constitution</b>	CO	94	96	7	6				13
<b>Memory</b>	ME	79	79	2	0				2
<b>Reasoning</b>	RE	92	93	6	0				6
<b>Self Discipline</b>	SD	98	98	9	2				11
<b>Empathy</b>	EM	66	66	0	-4				-4
<b>Intuition</b>	IN	95	95	7	0				7
<b>Presence</b>	PR	53	53	0	-4				-4
<b>Quickness</b>	QU	96	96	8	-2				6
<b>Strength</b>	ST	98	98	9	2				11

Dev Points 86,5 / 91,4

Appearance	Age	35	Skin	Height	4'6
Sex	Male	Hair	Brown	Eyes	Grey
Weight	170	Armor AT	10	Shield Type	Full
Armor Enc. AT	0	Shield Bonus	15	Item DB (Helm)	10
Armor Bonus	15	Helm	Leather + 10	Special DB	
Hit Points	117	DB with Armor	43	Item DB	
Power Points	244	Full DB Melee	83	Special DB	
PP Multiplier x	2	Full DB Missile	83	Soul Departure	21
Initiative 2d10+	6	Exhaustion Points	100	Recovery Multiplier	0,5
				Rest ExhP/min	8
				Rest PP/hour	4
				Rest hits/hour	7
				Sleep PP/3 h	122
				Sleep hits/3 hour	26
				Base MM Rate	53

<b>Talents</b>	4.	<b>Flaws</b>	4.
1. Dir. Wp. Master [10]	5.	1. Minor Rival [-5]	5.
2. Archetype [15]	6.	2. Easy mark [-20]	6.
3. Dominance [5]	7.	3. Animal Bane [-5]	7.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Warhammer	36	15	150	First Aid	3	20	52
Warhammer (thrown)	1	15	67			0	
Climbing	1	0	21	Ceremonies [6/11/16]	0	0	-18
Swimming	0	0	-34	Channels	30	0	37
Riding "horse"	1	0	2	Divine Magic [11]	6	0	18
Observation	10	0	74	Faith's Shield [13/19]	10	0	22
Detect Traps	10	0	74	Holy Element (Fire)	10	0	22
Locate Hidden	10	0	74	Holy Weapon	9	0	21
Reading Tracks	0	0	29	Muscle Law [15]	6	0	18
Tracking	0	0	29	Blood Law [18]	9	0	21
Alertness	4	0	29	Organ Law [16]	6	0	18
Trading	1	0	9	Bone Law [17]	6	0	18
Metal-crafts	30	0	123	Concussion's Ways [7]	7	0	19
Fauna Lore	1	0	32	Holy Defenses [17]	11	0	23
Flora Lore	0	0	14	Lofty Movements [15]	6	0	18
Shock Bolt	4	0	53	Sound's Way [3]	3	0	15
Attunement	10	0	49	Light's Way [9]	1	0	13
Read Runes	10	0	49	Detection Mastery [3]	0	0	-18
Hiding	1	0	38	Creations [2]	2	0	14
Stalking	1	10	48	Symbolic Ways [2/25]	2	0	14
Caving	2	0	55	Nerve Law [18]	0	0	-18
Foraging	2	0	30	Lore [3]	0	0	-18

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	11	-	ST/AG/ST	-15/2/1/0,5/0		-15	27	-	10			-				22
Plate	11	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Armor - Light	3/3/3	-	AG/ST/AG	-15/2/1/0,5/0	3	6	21	-	10			-				37
Soft Leather	3/3/3	S	-	-15/3/2/1/0,5	0	-15	-	37	-							22
Rigid Leather	3/3/3	S	-	-15/3/2/1/0,5	5	15	-	37	-							52
Armor - Medium	10	-	ST/AG/ST	-15/2/1/0,5/0	3	6	27	-	10			-				43
Chain	10	S	-	-15/3/2/1/0,5	3	9	-	43	-							52
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	-3	-	0			-				-18
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-				0			-33
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-				0			-33
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	-18	-							-33
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	5	-	ST/CO/AG	-15/2/1/0,5/0	1	2	29	-	0			-				31
Athletic Games (Brawn)	5	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Jumping	5	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Power-striking	5	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Power-throwing	5	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Weight-lifting	5	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Athletic - Endurance	3	-	CO/AG/ST	-15/2/1/0,5/0	1	2	29	-	0			-				31
Athletic Games (Endu.)	3	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Distance Running	3	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Rowing	3	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Scaling	3	S	-	-15/3/2/1/0,5		-15	-	31	-			0	0			16
Sprinting	3	S	-	-15/3/2/1/0,5		-15	-	31	-			0				16
Swimming	3	R	-	-15/3/2/1/0,5	0	-15	-	31	-			0	-50			-34
Athletic - Gymnastics	3	-	AG/QU/AG	-15/2/1/0,5/0	1	2	16	-	0			-				18
Acrobatics	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Athletic Games (Gymn.)	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Climbing	3	S	-	-15/3/2/1/0,5	1	3	-	18	-			0	0		[25]	21
Contortions	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Diving	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Flying/Gliding	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Juggling	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Pole-vaulting	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Rappelling	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Skating	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Skiing	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Stilt-walking	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Surfing	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Tightrope-walking	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Tumbling	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Awareness - Percept.	6	-	IN/SD/IN	0/0/0/0/0	-	0	25	-	0			-				25
Alertness	6	S	-	0/1/1/0,5/0	4	4	-	25	-							29
Sense Ambush	6	S	-	0/1/1/0,5/0		0	-	25	-							25



Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Crafts</b>	4/10	-	AG/ME/SD	0/0/0/0	-	0	18	-	10			-				28
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Leather-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Metal-crafts	4/10	O	-	-30/5/3/1,5/0,5	30	95	-	28	-			0				123
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0	0			-2
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Stone-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	28	-			0				-2
<b>Directed Spells</b>	3	-	AG/SD/AG	-15/2/1/0,5/0	10	20	21	-	0			-				41
Shock Bolt	3	S	-	-15/3/2/1/0,5	4	12	-	41	-							53
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
	3	S	-	-15/3/2/1/0,5		-15	-	41	-							26
<b>Influence</b>	2/4	-	PR/EM/IN	-15/2/1/0,5/0	1	2	-1	-	5			-	0			6
Bribery	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Diplomacy	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Duping	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Interrogation	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Leadership	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Propaganda	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Public Speaking	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-				0			-9
Seduction	2/4	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Trading	2/4	S	-	-15/3/2/1/0,5	1	3	-	6	-							9
<b>Lore - General</b>	1/3	-	ME/RE/ME	-15/2/1/0,5/0	7	14	10	-	5			-				29
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	29	-							38
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	29	-							32
Flora Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	29	-							14
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	29	-							32
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
History ""	1/3	S	-	-15/3/2/1/0,5	0	-15	-	29	-							14
Matial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Philosophy	1/3	S	-	-15/3/2/1/0,5	1	3	-	29	-							32
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	29	-							38
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Religion	1/3	E	-	-15/3/2/1/0,5	3	9	-	29	-							38
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
<b>Lore - Magical</b>	2/4	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	10	-	5			-				0
Artefact Lore	2/4	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Circle Lore	2/4	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Planar Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Spell Lore	2/4	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Symbol Lore	2/4	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Undead Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Warding Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	0	-							-15

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Lore - Obscure</b>	2/5	-	ME/RE/ME	-15/2/1/0,5/0		-15	10	-	5			-				0
Chi Powers Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Demon/Devil Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Dragon Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Faerie Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Vital Points Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Xeno-Lore "humanoid"	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Xeno-Lore ""	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
<b>Lore - Technical</b>	2/6	-	ME/RE/ME	-15/2/1/0,5/0		-15	10	-	5			-				0
Herb Lore	2/6	S	-	-15/3/2/1/0,5	1	3	-	0	-							3
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
<b>MA - Combat Maneuv.</b>	18	-	AG/QU/SD	0/0/0/0/0	-	0	22	-	0			-				22
Adrenal Deflecting	18	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Adrenal Evasion	18	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Blind Fighting	18	R	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Martial Arts Style (basic)	18	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Martial Arts Style (adva.)	18	R	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
<b>Martial Arts - Striking</b>	9	-	ST/AG/ST	-15/2/1/0,5/0		-15	27	-	0			-				12
Boxing	9	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Martial Arts Striking	9	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Nerve Strikes	9	R	-	-15/3/2/1/0,5		-15	-	12	-							-3
Tackling	9	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
<b>Martial Arts - Sweeps</b>	9	-	AG/ST/AG	-15/2/1/0,5/0		-15	21	-	0			-				6
Blocking	9	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Locking Holds	9	R	-	-15/3/2/1/0,5		-15	-	6	-							-9
Sweeps Degree 2	9	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Wrestling	9	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
<b>Outdoor - Animal</b>	3/6	-	EM/AG/EM	-15/2/1/0,5/0	1	2	-3	-	0			-				-1
Animal Handling "horse"	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Animal Handling ""	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Animal Mastery "horse"	3/6	R	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Animal Mastery ""	3/6	R	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Animal Training "horse"	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Animal Training ""	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Driving	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Herding	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
Riding "horse"	3/6	S	-	-15/3/2/1/0,5	1	3	-	-1	-			0	0			2
Riding ""	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-			0	0			-16
<b>Outdoor - Enviromen.</b>	3/6	-	SD/IN/ME	-15/2/1/0,5/0	2	4	20	-	0			-				24
Caving	3/6	E	-	-15/3/2/1/0,5	2	6	-	24	-				25			55
Foraging	3/6	E	-	-15/3/2/1/0,5	2	6	-	24	-				0			30
Hunting	3/6	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Star-gazing	3/6	S	-	-15/3/2/1/0,5		-15	-	24	-				0			9
Survival	3/6	E	-	-15/3/2/1/0,5		-15	-	24	-							9
Weather Watching	3/6	S	-	-15/3/2/1/0,5		-15	-	24	-				0			9
<b>Power Awareness</b>	2/5	-	EM/IN/PR	-15/2/1/0,5/0	10	20	-1	-	0			-				19
Attunement	2/5	S	-	-15/3/2/1/0,5	10	30	-	19	-				0			49
Divination	2/5	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Power Perception	2/5	R	-	-15/3/2/1/0,5		-15	-	19	-							4
Read Runes	2/5	S	-	-15/3/2/1/0,5	10	30	-	19	-							49

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Power Manipulation</b>	4/10	-	EM/IN/PR	0/0/0/0/0	-	0	-1	-	0							-1
Channeling	4/10	S	-	-30/5/3/1,5/0,5	3	15	-	-1	-							14
Hide Magic	4/10	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Magical Ritual	4/10	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Transcend Armor	4/10	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	-1	-							-31
<b>Power Point Develop.</b>	4	-	Realm Stat	0/0/0/0/0	-	0	7	-	5							12
Power Points	4	S	-	0/6/5/4/3	20	110	-	12	-							122
<b>Science - Basic</b>	1/4	-	RE/ME/RE	-15/2/1/0,5/0		-15	14	-	0							-1
Math	1/4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Research	1/4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
<b>Science - Specialized</b>	6/14	-	RE/ME/RE	0/0/0/0/0	-	0	14	-	0							14
Advanced Math	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Anthropology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Alchemy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Astronomy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Biochemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Chemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Physics	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Psychology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
<b>Self Control</b>	5	-	SD/PR/SD	-15/2/1/0,5/0		-15	18	-	0							3
Adrenal Balance	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Concentration	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Landing	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Leaping	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Quickdraw	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Speed	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Stabilization	5	R	-	-15/3/2/1/0,5		-15	-	3	-							-12
Adrenal Strength	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Chi Powers: ""	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Chi Powers: ""	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Cleansing Trance	5	R	-	-15/3/2/1/0,5		-15	-	3	-							-12
Control Lycanthropy	5	R	-	-15/3/2/1/0,5		-15	-	3	-							-12
Death Trance	5	R	-	-15/3/2/1/0,5		-15	-	3	-							-12
Frenzy	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Healing Trance	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Meditation	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Mnemonics	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Sleep Trance	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Stunned Maneuvering	5	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
<b>Special Attacks</b>	11	-	ST/AG/SD	0/0/0/0/0	-	0	27	-	0							27
Brawling	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Chi Powers: ""	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Chi Powers: ""	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Disarm Foe (armed)	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Disarm Foe (unarmed)	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Fent (armed)	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Fent (unarmed)	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Jousting (Lancing)	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Racial Attacks	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Racial Attacks	11	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
<b>Special Defenses</b>	40	-	-	0/0/0/0/0	-	0	0	-	0							0
Adrenal Defense	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	40	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
<b>Spells Own Base Lists</b>	3/3/3	-	Realm Stat	0/0/0/0/0	-	0	7	-	5			-				12
Ceremonies [6/11/16]	3/3/3	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
Channels	3/3/3	S	-	-30/1/1/0,5/0	30	25	-	12	-							37
Divine Magic [11]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Faith's Shield [13/19]	3/3/3	S	-	-30/1/1/0,5/0	10	10	-	12	-							22
Holy Element (Fire)	3/3/3	S	-	-30/1/1/0,5/0	10	10	-	12	-							22
Holy Weapon	3/3/3	S	-	-30/1/1/0,5/0	9	9	-	12	-							21
Muscle Law [15]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Blood Law [18]	3/3/3	S	-	-30/1/1/0,5/0	9	9	-	12	-							21
Organ Law [16]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Bone Law [17]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
<b>Spells Own Open</b>	4/4/4	-	Realm Stat	0/0/0/0/0	-	0	7	-	5			-				12
Concussion's Ways [7]	4/4/4	S	-	-30/1/1/0,5/0	7	7	-	12	-							19
Holy Defenses [17]	4/4/4	S	-	-30/1/1/0,5/0	11	11	-	12	-							23
Lofty Movements [15]	4/4/4	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Sound's Way [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
Light's Way [9]	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	12	-							13
Detection Mastery [3]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
<b>Spells Own Closed</b>	4/4/4	-	Realm Stat	0/0/0/0/0	-	0	7	-	5			-				12
Creations [2]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	12	-							14
Symbolic Ways [2/25]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	12	-							14
Nerve Law [18]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
Lore [3]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
<b>Spells Other</b>	-	-	Realm Stat	0/0/0/0/0	-	0	7	-	5			-				12
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
<b>Subterfuge - Attack</b>	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	23	-	0			-				8
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
<b>Subterfuge - Mechan.</b>	7	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	18	-	0			-				3
Camouflage	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Disarming Traps	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Disguise	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Counterfeiting	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Forgery	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Hiding Items	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Picking Locks	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Setting Traps	7	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Trap Building	7	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Using/Removing Poison	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
<b>Subterfuge - Stealth</b>	5	-	AG/SD/IN	-15/2/1/0,5/0	6	12	23	-	0			-				35
Hiding	5	S	-	-15/3/2/1/0,5	1	3	-	35	-			0	0			38
Pick Pockets	5	S	-	-15/3/2/1/0,5		-15	-	35	-			0				20
Stalking	5	S	-	-15/3/2/1/0,5	1	3	-	35	-			0	0		10	48
Trickery	5	S	-	-15/3/2/1/0,5		-15	-	35	-			0	0			20

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Tech./Trade - General</b>	3/7	-	RE/ME/SD	-15/2/1/0,5/0	2	4	19	-	0							23
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
First Aid	3/7	S	-	-15/3/2/1/0,5	3	9	-	23	-						20	52
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-				0			8
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
<b>Tech./Trade - Profes.</b>	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	15	-	0							15
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Diagnostics	8	S	-	-30/5/3/1,5/0,5	1	5	-	15	-							20
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Military Organization	8	S	-	-30/5/3/1,5/0,5	1	5	-	15	-							20
Mining	8	E	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Second Aid	8	S	-	-30/5/3/1,5/0,5	1	5	-	15	-							20
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
<b>Tech./Trade - Vocati.</b>	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	15	-	0							15
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-				0			-15
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-				0			-15
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
<b>Urban</b>	3	-	IN/PR/RE	-15/2/1/0,5/0	0	-15	9	-	0							-6
Contacting	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Mingling	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Scrouging	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Streetwise	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
		-	//	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



**Training Packages**

Soldier, Theurgist

Equipment	Weight	Weight
Magic High Steel Warhammer	5	
+10 nm Leather Helmet	Wear	
Iron Wood Full Shield	18	
Magic Iron Warhammer	5	
Superior 85% light Fell Beast Hide AT 10	Wear	
Standardpack 1	27,5	
Trail Rations	14	
Magnifying Glass	0	
2 Potions of Stone to Flesh	0	
Potion of Lifekeeping	0	
*2 Multiplier Ring	0	
		Faerie Dragon Familiar
Total weight (lbs)		69,5

**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	
614	Gursamel	Mends bone	30 gp	5	
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	10
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	
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	
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	1
	Carefree Mustard	Heals all hits within 1 hour			
	Welwal	Stun Relief III	12 gp		3
	Dextros	+7 AG bonus for d10 hours			