

Player: Jörg
Character: Galador
Race: High Elf
Profession: Swashbuckler
Realm: Mentalism
Level : 5
Exp Points: 52000
Fate Points: 4
Corruption Pts:
Money: 8



Resistance	
Essence	4
Channeling	-5
Mentalism	13
Channeling/Essence	-1
Channeling/Mentalism	4
Essence/Mentalism	9
Arcane	4
Poison	31
Disease	121
Fear	3
Heat	0
Cold	20

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
Agility	AG	92	92	6	2				8
Constitution	CO	95	97	7	0				7
Memory	ME	93	100	6	2				8
Reasoning	RE	84	84	3	0				3
Self Discipline	SD	93	93	6	-5				1
Empathy	EM	70	73	1	2				3
Intuition	IN	59	68	0	0				0
Presence	PR	66	74	0	6				6
Quickness	QU	98	98	9	6				15
Strength	ST	98	98	9	0				9

Dev Points	84,8 / 91,4	
Appearance	54	Age 124
Sex	Male	Hair Black
Armor AT	10	Shield Type Full
Armor Enc. AT		Shield Bonus 10
Armor Bonus	5	Helm
Hit Points	93	DB with Armor 70
Power Points	36	Full DB Melee 105
PP Multiplier x	1	Full DB Missile 105
Initiative 2d10+	15	Exhaustion Points 61
Skin	Blue & Green	
Height	6'10	
Eyes	Blue & Green	
Weight	190	
Item DB	Special DB	
Special DB	Talent DB 20	
Flaw DB		
Soul Departure	1	Rest ExhP/min 5
Recovery Multiplier	3	Rest PP/hour 3
Rest hits/hour	4	Sleep PP/3 h 18
Sleep hits/3 hour	14	Base MM Rate 105

Talents	Flaws
4.	4.
1. Dir. Wp. Master [10]	5.
2. Instinctive Def. [20]	6.
3. Ambidextrous [5]	7.
5.	1. Easy Mark [-20]
6.	2. Lack of Scope [-20]
7.	3. Unique Looks [-5]

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Longsword	30	10	128	Riding "horse"	2	0	24
Handaxe (left)	20	5	113	Attunement	0	0	18
Martial Arts Striking	5	0	56	Adrenal Speed	5	0	33
Weapon Style (advan.)	20	10	129	Stunned Maneuvering	5	0	33
Longbow	5	10	70	Disarming Traps	0	0	-19
Reverse Stroke	5	10	74	Picking Locks	0	0	-19
Swashbuckling	12	0	95	Hiding	5	0	34
Swimming	5	0	49	Stalking	5	10	44
Climbing	5	0	56	First Aid	1	20	39
Alertness	6	0	7			0	
Detect Traps	5	0	29			0	
Locate Hidden	5	0	29			0	
Observation	5	0	29			0	
Reading Tracks	0	0	-1			0	
Tracking	1	0	17			0	
Situat. Aware. Combat	5	0	26			0	
Heraldry	2	0	42			0	
Demon/Devil Lore	0	0	-6	Anticipations	5	0	11
Diplomacy	0	0	-4	Cloaking	1	0	7
Leadership	1	0	14	Spell Resistance	1	0	7
Trading	0	0	-4	Movement	1	0	7
Foraging	1	0	20	Sense Mastery	1	0	7

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	6/6/6	-	ST/AG/ST	-15/2/1/0,5/0		-15	26	-	5			-				16
Plate	6/6/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Armor - Light	1/1/1	-	AG/ST/AG	-15/2/1/0,5/0	3	6	25	-	5			-				36
Soft Leather	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Rigid Leather	1/1/1	S	-	-15/3/2/1/0,5	5	15	-	36	-							51
Armor - Medium	4/4/4	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	26	-	5			-				16
Chain	4/4/4	S	-	-15/3/2/1/0,5	0	-15	-	16	-							1
Artistic - Active	2/4	-	PR/EM/AG	-15/2/1/0,5/0		-15	17	-	0			-				2
Acting	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-				0			-13
Dancing	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Mimery	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Mimicry	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Poetic Improvisation	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Singing	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Tale Telling	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-				0			-13
Ventriloquism	2/4	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Artistic - Passive	2/4	-	EM/IN/PR	-15/2/1/0,5/0		-15	9	-	0			-				-6
Music	2/4	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Painting	2/4	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Poetry	2/4	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Sculpting	2/4	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Athletic - Brawn	2/6	-	ST/CO/AG	-15/2/1/0,5/0	1	2	24	-	0			-				26
Athletic Games (Brawn)	2/6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Jumping	2/6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Power-striking	2/6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Power-throwing	2/6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Weight-lifting	2/6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Athletic - Endurance	2/6	-	CO/AG/ST	-15/2/1/0,5/0	5	10	24	-	0			-				34
Athletic Games (Endu.)	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-			0				19
Distance Running	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-			0				19
Rowing	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-			0	0			19
Scaling	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-			0	0			19
Sprinting	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-			0				19
Swimming	2/6	S	-	-15/3/2/1/0,5	5	15	-	34	-			0				49
Athletic - Gymnastics	2/4	-	AG/QU/AG	-15/2/1/0,5/0	5	10	31	-	0			-				41
Acrobatics	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0	0			26
Athletic Games (Gymn.)	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Climbing	2/4	S	-	-15/3/2/1/0,5	5	15	-	41	-			0	0		[25]	56
Contortions	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Diving	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Flying/Gliding	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Juggling	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Pole-vaulting	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Rappelling	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Skating	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Skiing	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Stilt-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Surfing	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Tightrope-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Tumbling	2/4	S	-	-15/3/2/1/0,5		-15	-	41	-			0				26
Awareness - Percept.	2/7	-	IN/SD/IN	0/0/0/0/0	-	0	1	-	0			-				1
Alertness	2/7	S	-	0/1/1/0,5/0	6	6	-	1	-							7
Sense Ambush	2/7	S	-	0/1/1/0,5/0		0	-	1	-							1

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Awareness - Search.	2/7	-	IN/RE/SD	-15/2/1/0,5/0	5	10	4	-	0			-				14
Detect Traps	2/7	S	-	-15/3/2/1/0,5	5	15	-	14	-							29
Lie Perception	2/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Locate Hidden	2/7	S	-	-15/3/2/1/0,5	5	15	-	14	-							29
Observation	2/7	S	-	-15/3/2/1/0,5	5	15	-	14	-							29
Poison Perception	2/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Reading Tracks	2/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Surveillance	2/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Tracking	2/7	S	-	-15/3/2/1/0,5	1	3	-	14	-							17
Awareness - Senses	2/5	-	IN/SD/IN	-15/2/1/0,5/0	5	10	1	-	0			-				11
Direction Sense	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Reality Awareness	2/5	R	-	-15/3/2/1/0,5		-15	-	11	-							-4
Sense Aware. Vision	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Sense Aware. Hearing	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Situat. Aware. Combat	2/5	S	-	-15/3/2/1/0,5	5	15	-	11	-							26
Situat. Aware. Camp	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Situat. Aware. Bar	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Spatial Location Aware.	2/5	R	-	-15/3/2/1/0,5		-15	-	11	-							-4
Time Sense	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Body Development	4/10	-	CO/SD/CO	0/0/0/0/0	-	0	15	-	5			-				20
Body Development	4/10	S	-	0/7/3/2/1	9	63	-	20	-							83
Combat Maneuvers	2/7	-	AG/QU/SD	0/0/0/0,0/0	-	0	24	-	15			-				39
Blind Fighting	2/7	R	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Missile Deflecting	2/7	R	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Mounted Combat	2/7	S	-	-30/5/3/1,5/0,5		-30	-	39	-			0	0			9
Quickdraw	2/7	S	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Reverse Stroke	2/7	S	-	-30/5/3/1,5/0,5	5	25	-	39	-			0			10	74
Subdual	2/7	S	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Swashbuckling	2/7	O	-	-30/5/3/1,5/0,5	12	56	-	39	-			0				95
Tumbling Evasion	2/7	R	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Two-Weapon Fighting	2/7	S	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Weapon Style (basic)	2/7	S	-	-30/5/3/1,5/0,5		-30	-	39	-			0				9
Weapon Style (advan.)	2/7	E	-	-30/5/3/1,5/0,5	20	80	-	39	-			0			10	129
Communication	2/2/2	-	RE/ME/EM	-15/2/1/0,5/0	4	8	14	-	5			-				27
Lip Reading	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
Magical Languages	2/2/2	R	-	-15/3/2/1/0,5		-15	-	27	-							12
Signaling	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
Writing	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
Quenya (spoken)	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	27	-							57
Quenya (written)	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	27	-							57
Westron (spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	27	-							51
Westron (written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Sindarin (spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	27	-							51
Sindarin (written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Rohirric (spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	27	-							51
Rohirric (written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Silvan (spoken)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Silvan (written)	2/2/2	S	-	-15/3/2/1/0,5	0	-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12

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	17	-	0			-				17
Cooking	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Drafting	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Fletching	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Horticulture	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Leather-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Mapping	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Metal-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Rope Mastery	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0	0			-13
Scribing	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Service	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Sewing/Weaving	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Skinning	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Stone-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Trapping	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Wood-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	17	-			0				-13
Directed Spells	20	-	AG/SD/AG	-15/2/1/0,5/0		-15	17	-	0			-				2
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
	20	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Influence	2/5	-	PR/EM/IN	-15/2/1/0,5/0	1	2	9	-	0			-	0			11
Bribery	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Diplomacy	2/5	E	-	-15/3/2/1/0,5		-15	-	11	-							-4
Duping	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Interrogation	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Leadership	2/5	S	-	-15/3/2/1/0,5	1	3	-	11	-							14
Propaganda	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Public Speaking	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Seduction	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Trading	2/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	6	12	19	-	5			-				36
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	36	-							45
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	36	-							39
Flora Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Heraldry	1/3	S	-	-15/3/2/1/0,5	2	6	-	36	-							42
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	36	-							21
History ""	1/3	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	36	-							45
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Religion	1/3	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	36	-							39
Lore - Magical	4	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	19	-	5			-				9
Artefact Lore	4	S	-	-15/3/2/1/0,5	0	-15	-	9	-							-6
Circle Lore	4	S	-	-15/3/2/1/0,5	0	-15	-	9	-							-6
Planar Lore	4	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Spell Lore	4	S	-	-15/3/2/1/0,5	0	-15	-	9	-							-6
Symbol Lore	4	S	-	-15/3/2/1/0,5	0	-15	-	9	-							-6
Undead Lore	4	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Warding Lore	4	S	-	-15/3/2/1/0,5		-15	-	9	-							-6

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Lore - Obscure	2/7	-	ME/RE/ME	-15/2/1/0,5/0		-15	19	-	5			-				9
Chi Powers Lore	2/7	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Demon/Devil Lore	2/7	E	-	-15/3/2/1/0,5		-15	-	9	-							-6
Dragon Lore	2/7	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Faerie Lore	2/7	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Vital Points Lore	2/7	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Xeno-Lore "humanoid"	2/7	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Xeno-Lore ""	2/7	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Lore - Technical	2/5	-	ME/RE/ME	-15/2/1/0,5/0		-15	19	-	5			-				9
Herb Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Lock Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Metal Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Poison Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Stone Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Trading Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
MA - Combat Maneuv.	5	-	AG/QU/SD	0/0/0/0/0	-	0	24	-	5			-				29
Adrenal Deflecting	5	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Adrenal Evasion	5	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Blind Fighting	5	R	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Chi Powers: ""	5	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Chi Powers: ""	5	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Martial Arts Style (basic)	5	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Martial Arts Style (adva.)	5	R	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Martial Arts - Striking	2/6	-	ST/AG/ST	-15/2/1/0,5/0	5	10	26	-	5			-				41
Boxing	2/6	S	-	-15/3/2/1/0,5		-15	-	41	-							26
Martial Arts Striking	2/6	S	-	-15/3/2/1/0,5	5	15	-	41	-							56
Nerve Strikes	2/6	R	-	-15/3/2/1/0,5		-15	-	41	-							26
Tackling	2/6	S	-	-15/3/2/1/0,5		-15	-	41	-							26
Martial Arts - Sweeps	2/6	-	AG/ST/AG	-15/2/1/0,5/0		-15	25	-	5			-				15
Blocking	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Locking Holds	2/6	R	-	-15/3/2/1/0,5		-15	-	15	-							0
Martial Arts Sweeps	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Wrestling	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Outdoor - Animal	2/4	-	EM/AG/EM	-15/2/1/0,5/0	2	4	14	-	0			-				18
Animal Handling "horse"	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Animal Handling ""	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Animal Mastery "horse"	2/4	R	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Animal Mastery ""	2/4	R	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Animal Training "horse"	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Animal Training ""	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Driving	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Herding	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Riding "horse"	2/4	S	-	-15/3/2/1/0,5	2	6	-	18	-			0	0			24
Riding ""	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Outdoor - Enviromen.	2/7	-	SD/IN/ME	-15/2/1/0,5/0	4	8	9	-	0			-				17
Caving	2/7	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Foraging	2/7	S	-	-15/3/2/1/0,5	1	3	-	17	-				0			20
Hunting	2/7	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Star-gazing	2/7	S	-	-15/3/2/1/0,5		-15	-	17	-				0			2
Survival	2/7	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Weather Watching	2/7	S	-	-15/3/2/1/0,5		-15	-	17	-				0			2
Power Awareness	7	-	EM/IN/PR	-15/2/1/0,5/0	2	4	9	-	0			-				13
Attunement	7	S	-	-15/3/2/1/0,5		-15	-	13	-				20			18
Divination	7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Power Perception	7	R	-	-15/3/2/1/0,5		-15	-	13	-							-2
Read Runes	7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	14	-	EM/IN/PR	0/0/0/0	-	0	9	-	0			-				9
Channeling	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Hide Magic	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Magical Ritual	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Transcend Armor	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Spell Mastery ""	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Spell Mastery ""	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Spell Mastery ""	14	S	-	-30/5/3/1,5/0,5		-30	-	9	-							-21
Power Point Develop.	14	-	Realm Stat	0/0/0/0	-	0	6	-	0			-				6
Power Points	14	S	-	0/6/5/4/3	5	30	-	6	-							36
Science - Basic	3/6	-	RE/ME/RE	-15/2/1/0,5/0		-15	14	-	0			-				-1
Math	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Research	3/6	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Science - Specialized	12	-	RE/ME/RE	0/0/0/0/0	-	0	14	-	0			-				14
Advanced Math	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Anthropology	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Alchemy	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Astronomy	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Biochemistry	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Chemistry	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Physics	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Psychology	12	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Self Control	2/5	-	SD/PR/SD	-15/2/1/0,5/0	5	10	8	-	0			-				18
Adrenal Balance	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Adrenal Concentration	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Adrenal Landing	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Adrenal Leaping	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Adrenal Quickdraw	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Adrenal Speed	2/5	S	-	-15/3/2/1/0,5	5	15	-	18	-							33
Adrenal Stabilization	2/5	R	-	-15/3/2/1/0,5		-15	-	18	-							3
Adrenal Strength	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Chi Powers: ""	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Chi Powers: ""	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Cleansing Trance	2/5	R	-	-15/3/2/1/0,5		-15	-	18	-							3
Control Lycanthropy	2/5	R	-	-15/3/2/1/0,5		-15	-	18	-							3
Death Trance	2/5	R	-	-15/3/2/1/0,5		-15	-	18	-							3
Frenzy	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Healing Trance	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Meditation	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Mnemonics	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Sleep Trance	2/5	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Stunned Maneuvering	2/5	S	-	-15/3/2/1/0,5	5	15	-	18	-							33
Special Attacks	2/5	-	ST/AG/SD	0/0/0/0/0	-	0	18	-	0			-				18
Brawling	2/5	S	-	-30/5/3/1,5/0,5	0	-30	-	18	-							-12
Chi Powers: ""	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Chi Powers: ""	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Disarm Foe (armed)	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Disarm Foe (unarmed)	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Fent (armed)	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Fent (unarmed)	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Jousting (Lancing)	2/5	S	-	-30/5/3/1,5/0,5	0	-30	-	18	-							-12
Racial Attacks	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Racial Attacks	2/5	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Special Defenses	8/15	-	-	0/0/0/0/0	-	0	0	-	0			-				0
Adrenal Defense	8/15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	8/15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	8/15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	8/15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	8/15	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	-	-	Realm Stat	0/0/0/0/0	-	0	6	-	0			-				6
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
Spells Own Open	15	-	Realm Stat	0/0/0/0/0	-	0	6	-	0			-				6
Anticipations	15	S	-	-30/1/1/0,5/0	5	5	-	6	-							11
Cloaking	15	S	-	-30/1/1/0,5/0	1	1	-	6	-							7
Spell Resistance	15	S	-	-30/1/1/0,5/0	1	1	-	6	-							7
	15	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	15	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	15	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	15	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	15	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
Spells Own Closed	25	-	Realm Stat	0/0/0/0/0	-	0	6	-	0			-				6
Movement	25	S	-	-30/1/1/0,5/0	1	1	-	6	-							7
Sense Mastery	25	S	-	-30/1/1/0,5/0	1	1	-	6	-							7
	25	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	25	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	25	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	25	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	25	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	25	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
Spells Other	-	-	Realm Stat	0/0/0/0/0	-	0	6	-	0			-				6
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
	-	S	-	-30/1/1/0,5/0		-30	-	6	-							-24
Subterfuge - Attack	4/8	-	AG/SD/IN	-15/2/1/0,5/0		-15	9	-	0			-				-6
Ambush	4/8	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Silent Attack	4/8	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Subterfuge - Mechan.	3/8	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	11	-	0			-				-4
Camouflage	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Disarming Traps	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Disguise	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Counterfeiting	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Forgery	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Hiding Items	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Picking Locks	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Setting Traps	3/8	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Trap Building	3/8	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Using/Removing Poison	3/8	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Subterfuge - Stealth	2/5	-	AG/SD/IN	-15/2/1/0,5/0	5	10	9	-	0			-				19
Hiding	2/5	S	-	-15/3/2/1/0,5	5	15	-	19	-			0	0			34
Pick Pockets	2/5	S	-	-15/3/2/1/0,5		-15	-	19	-			0				4
Stalking	2/5	S	-	-15/3/2/1/0,5	5	15	-	19	-			0	0		10	44
Trickery	2/5	S	-	-15/3/2/1/0,5		-15	-	19	-			0	0			4

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	2	4	12	-	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	-						20	39
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	1	5	-	11	-							16
Mining	8	S	-	-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	1/3	-	IN/PR/RE	-15/2/1/0,5/0	1	2	9	-	0							11
Contacting	1/3	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
Mingling	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Scrouging	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Streetwise	1/3	S	-	-15/3/2/1/0,5	1	3	-	11	-							14
			//	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, City Guard, Arms Instructor [2], Traveller [3]

Equipment	Weight	Weight
High Steel Longsword	4	
Steel Handaxe	5	
Longsword	4	
+5 nm Superior 85% light AT 10	Wear	
+10 wooden Full Shield	22	
Longbow	2,5	
Quiver	0,5	
20 High Steel Arrows	3	
Standardpack 1	27,5	
Trail Rations	14	
Total weight (lbs)		82,5

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	
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	
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	
	Carefree Mustard	Heals all hits within 1 hour			
	Dextros	+7 AG bonus for d10 hours			