

Player:	Jörg		Resistance	
Character:	<i>Galed</i>		Essence	25
Race:	Half-Elf		Channeling	1
Profession:	Elementalist		Mentalism	7
Realm:	Essence		Channeling/Essence	13
Level :	9		Channeling/Mentalism	4
Exp Points:	131520		Essence/Mentalism	16
Fate Points:	3		Arcane	11
Corruption Pts:			Poison	16
Money:	620,09		Disease	66
		Fear	0	
		Heat	0	
		Cold	5	

Stat		Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	100	100	10	25	5				30
Constitution	CO	91	91	8,6	11	5				16
Memory	ME	82	82	7,7	7	0				7
Reasoning	RE	87	87	8,2	9	0				9
Self Discipline	SD	90	90	8,4	10	-10				0
Empathy	EM	101	101	-	30	0				30
Intuition	IN	78	78	-	6	0				6
Presence	PR	64	64	-	2	10				12
Quickness	QU	82	82	-	7	10				17
Strength	ST	83	83	-	7	5				12

Total Dev. Points	42,9	Secondary Skills Dev. Pts.	10,73
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Appearance	83	Age		Skin		Height	6'5
Sex	Male	Hair	Brown	Eyes	Green	Weight	210

Armor AT	18	Shield Type	Main Gauche	Item DB		Special DB	
Armor Enc. AT	-8	Shield Bonus	35	Item DB		Talent DB	
Armor Bonus	20	Helm		Special DB		Flaw DB	

Hit Points	97	DB with Armor	37	Soul Departure	6	Rest ExhP/min	9
Power Points	63	Full DB Melee	72	Recovery Multiplier	1,5	PP / Lvl.	3,5
PP Multiplier x	2	Full DB Missile	72	Rest hits/hour	3,2	Base Spells	0
Initiative 2d10+	7	Exhaustion Points	72	Sleep hits/3 hour	12,8	Base MM Rate	72

Talents	2.	Flaws	2.
1. +10 Longsword skill	3.	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Longsword	19	15	138	Disarm Trap	1	0	23
Main Gauche (left)	9	20	90	Pick Locks	4	0	35
Composite Bow	9	20	116	Stalk/Hide	9	0	60
Climbing	9	0	84	First Aid	9	0	60
Swimming	9	0	84				0
Alertness	9	0	34				0
Situational Awareness	4	0	45				0
Detect Traps	1	0	29				0
General Perception	9	0	70				0
Locate Secret Opening	1	0	31				0
Read Tracks	0	0	1				0
Tracking	1	0	31				0
Trading	9	0	65				0
Lock Lore	9	0	62				0
Stone Lore	9	0	62				0
Riding	9	30	105				0
Attunement	9	0	72	Earth Forms	10	0	10
Read Runes	2	0	37	Fire Forms	10	0	10
Power Perception	2	0	49	Air Forms	0	0	0
Ambush	9	0	45	Ice Forms	0	0	0
Adrenal Speed	9	0	51	Light Forms	10	0	10
Stunned Maneuvering	9	0	72	Dark Forms	0	0	0

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Academic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Demon/Devil Lore	2/6	ME/RE	-25/5/2/1/0,5	1	5	8	9							22
Religion	1/4	ME/RE	-25/5/2/1/0,5	1	5	8	9							22
Fauna Lore	2/6	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Flora Lore	2/6	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Heraldry	2/4	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Herb Lore	2/5	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Lock Lore	2/6	ME/RE	-25/5/2/1/0,5	9	45	8	9							62
Military Organization	2/4	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Siege Engineering	2/4	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Tactics	2/4	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Stone Lore	1/4	ME/RE	-25/5/2/1/0,5	9	45	8	9							62
Alchemy	2/6	ME/RE	-25/5/2/1/0,5	1	5	8	9							22
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	2/*		-25/5/5/5/5,0	4	20	0	0							20
Rigid Leather	2/*		-25/5/5/5/5,0	18	90	0	0							90
Chain	3/*		-25/5/5/5/5,0	2	10	0	0							10
Plate	4/*		-25/5/5/5/5,0	16	80	0	0							80
Athletic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Climbing	3/9	AG	-25/5/2/1/0,5	9	45	30	9							84
Dance	2/6	AG/IN	-25/5/2/1/0,5	6	30	18	9							57
Distance Running	2/7	CO	-25/5/2/1/0,5		-25	16	9							0
Rowing	2/5	ST/SD	-25/5/2/1/0,5		-25	6	9							-10
Sailing	3/7	AG/IN	-25/5/2/1/0,5		-25	18	9							2
Sprinting	2/7	QU	-25/5/2/1/0,5		-25	17	9							1
Swimming	2/6	AG	-25/5/2/1/0,5	9	45	30	9							84
Acrobatics	2/7	AG/QU	-25/5/2/1/0,5		-25	24	9							8
Contortions	3/7	AG/SD	-25/5/2/1/0,5	0	-25	15	9							-1
Jumping	2/6	ST/AG	-25/5/2/1/0,5		-25	21	9							5
Tumbling	2/6	AG/SD	-25/5/2/1/0,5		-25	15	9							-1
		AG	-25/5/2/1/0,5		-25	30	9							14
		AG	-25/5/2/1/0,5		-25	30	9							14
Body Development	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Body Development	2/8		Random	12	63	9	12							84
Concentration	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	15		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	3/7	PR/SD	-25/5/2/1/0,5		-25	6	0							-19
Adrenal Landing	3/7	PR/SD	-25/5/2/1/0,5		-25	6	0							-19
Adrenal Leaping	3/7	PR/SD	-25/5/2/1/0,5		-25	6	0							-19
Adrenal Quick Draw	2/4	PR/SD	-25/5/2/1/0,5		-25	6	0							-19
Adrenal Speed	3/7	PR/SD	-25/5/2/1/0,5	9	45	6	0							51
Adrenal Strength	3/7	PR/SD	-25/5/2/1/0,5		-25	6	0							-19
Body Damage Stabilization	3/6	SD/EM	-25/5/2/1/0,5		-25	15	0							-10
Control Lycantrophy	2/6	SD	-25/5/2/1/0,5		-25	0	0							-25
Frenzy	4	EM/SD	-25/5/2/1/0,5		-25	15	0							-10
Meditation (Cleansing)	0	PR/SD	-25/5/2/1/0,5	9	45	6	0							51
		PR/SD	-25/5/2/1/0,5		-25	6	0							-19
		PR/SD	-25/5/2/1/0,5		-25	6	0							-19
Deadly	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	3		-25/5/2/1/0,5	9	45	0	0							45
Silent Kill	4	AG/IN	-25/5/2/1/0,5		-25	18	0							-7
Use/Remove Poison	3/7	AG/IN	-25/5/2/1/0,5		-25	18	0							-7

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	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5
General	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Cooking	2/6	RE/AG	-25/5/2/1/0,5		-25	20	9							4
Crafting	2/5	AG/SD	-25/5/2/1/0,5		-25	15	9							-1
Fletching	2/5	AG/SD	-25/5/2/1/0,5	1	5	15	9							29
Leather-Working	2/6	AG/RE	-25/5/2/1/0,5		-25	20	9							4
Painting	2/5	IN/AG	-25/5/2/1/0,5		-25	18	9							2
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	19	9							3
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	19	9							3
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	19	9							3
Rope Mastery	3/5	ME/AG	-25/5/2/1/0,5		-25	19	9							3
Sculpting	2/7	IN/AG	-25/5/2/1/0,5		-25	18	9							2
Skinning	3/7	AG/IN	-25/5/2/1/0,5		-25	18	9							2
Smithing	3/7	ST/AG	-25/5/2/1/0,5		-25	21	9							5
Wood-crafts	3/7	AG/EM	-25/5/2/1/0,5		-25	30	9							14
Appraisal	3/7	ME/RE	-25/5/2/1/0,5		-25	8	9							-8
Armor Evaluation	2/4	IN/RE	-25/5/2/1/0,5	1	5	8	9							22
Metal Evaluation	2/6	IN/RE	-25/5/2/1/0,5		-25	8	9							-8
Weapon Evaluation	2/4	IN/RE	-25/5/2/1/0,5	1	5	8	9							22
		AG	-25/5/2/1/0,5		-25	30	9							14
		AG	-25/5/2/1/0,5		-25	30	9							14
Linguistic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Sindarin (Spoken)	2/*		-25/5/2/1/0,5	8	40	0	0							40
Sindarin (Written)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Westron (Spoken)	2/*		-25/5/2/1/0,5	8	40	0	0							40
Westron (Written)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Quenya (Spoken)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Quenya (Written)	2/*		-25/5/2/1/0,5	5	25	0	0							25
Adunaic (Spoken)	2/*		-25/5/2/1/0,5	6	30	0	0							30
Adunaic (Written)	2/*		-25/5/2/1/0,5	2	10	0	0							10
Language	2/*		-25/5/2/1/0,5		-25	0	0							-25
Language	2/*		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	2/5	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Music	2/6	AG/EM	-25/5/2/1/0,5		-25	30	0							5
Public Speaking	2/6	EM/PR	-25/5/2/1/0,5		-25	21	0							-4
Signaling	1/4	ME/SD	-25/5/2/1/0,5	9	45	4	0							49
Singing	2/6	PR/IN	-25/5/2/1/0,5		-25	9	0							-16
Tale Telling	2/6	PR/ME	-25/5/2/1/0,5		-25	10	0							-15
Trading	3	RE/EM	-25/5/2/1/0,5	9	45	20	0							65
		RE	-25/5/2/1/0,5		-25	9	0							-16
		RE	-25/5/2/1/0,5		-25	9	0							-16
Magical	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Attunement	3/7	EM/IN	-25/5/2/1/0,5	9	45	18	9							72
Channeling	10	IN	-25/5/2/1/0,5		-25	6	9							-10
Magic Ritual	3	RE/ME	-25/5/2/1/0,5		-25	8	9							-8
Power Perception	3/6	EM	-25/5/2/1/0,5	2	10	30	9							49
Read Runes	3/6	EM/IN	-25/5/2/1/0,5	2	10	18	9							37
Spell Mastery	3/5	EM/IN/PR	-25/5/2/1/0,5		-25	16	9							0
Transcend Armor	3/9	EM/IN/PR	-25/5/2/1/0,5	9	45	16	9							70
		EM/IN	-25/5/2/1/0,5		-25	18	9							2

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Medical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Healing	2/6	EM/RE	-25/5/2/1/0,5		-25	20	0							-5
Diagnostics	3	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Drug Tolerance	3/5	CO/SD	-25/5/2/1/0,5		-25	8	0							-17
First Aid	2/6	SD/EM	-25/5/2/1/0,5	9	45	15	0							60
Second Aid	3/7	SD/EM/IN	-25/5/2/1/0,5		-25	12	0							-13
Surgery	6	SD/EM/IN	-25/5/2/1/0,5		-25	12	0							-13
		EM	-25/5/2/1/0,5		-25	30	0							5
Outdoor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Handling	1/5	EM/PR	-25/5/2/1/0,5		-25	21	0							-4
Animal Training	2/6	EM/PR	-25/5/2/1/0,5		-25	21	0							-4
Beast Mastery	4	EM/PR	-25/5/2/1/0,5		-25	21	0							-4
Driving	2/4	SD/AG	-25/5/2/1/0,5		-25	15	0							-10
Riding	2/6	EM/AG	-25/5/2/1/0,5	9	45	30	0					15	15	105
Caving	3/7	SD/RE	-25/5/2/1/0,5		-25	5	0							-20
Foraging	2/6	IN/ME	-25/5/2/1/0,5	0	-25	7	0							-18
Region Lore	2/6	RE/ME	-25/5/2/1/0,5		-25	8	0							-17
Streetwise	2/5	PR/IN	-25/5/2/1/0,5		-25	9	0							-16
		EM	-25/5/2/1/0,5		-25	30	0							5
		EM	-25/5/2/1/0,5		-25	30	0							5
Perception	-	-	-	-	-	-	2	-	-	-	-	-	-	-
Detect Traps	2/6	IN	-25/5/2/1/0,5	1	5	6	18							29
Direction Sense	1/5	IN/RE	-25/5/2/1/0,5		-25	8	18							1
General Perception	2/6	IN/IN/RE	-25/5/2/1/0,5	9	45	7	18							70
Lie Perception	2/5	IN/RE	-25/5/2/1/0,5		-25	8	18							1
Locate Secret Opening	2/6	IN/RE	-25/5/2/1/0,5	1	5	8	18							31
Poison Perception	2/6	IN/RE	-25/5/2/1/0,5		-25	8	18							1
Read Tracks	2/6	IN/RE	-25/5/2/1/0,5		-25	8	18							1
Sense Ambush/Assassination	2/5	IN/RE	-25/5/2/1/0,5		-25	8	18							1
Tracking	2/5	IN/RE	-25/5/2/1/0,5	1	5	8	18							31
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	9	9	7	18							34
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	4	20	7	18							45
		IN/RE	-25/5/2/1/0,5		-25	8	18							1
		IN/RE	-25/5/2/1/0,5		-25	8	18							1
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	2/4	PR/IN	-25/5/2/1/0,5		-25	9	0							-16
Duping	2/7	PR	-25/5/2/1/0,5		-25	12	0							-13
Gambling	2/5	ME/PR	-25/5/2/1/0,5		-25	10	0							-15
Interrogation	3/7	RE/AG	-25/5/2/1/0,5		-25	20	0							-5
Leadership	2/5	PR/RE	-25/5/2/1/0,5		-25	11	0							-14
Seduction	2/5	EM/PR	-25/5/2/1/0,5		-25	21	0							-4
Subterfuge	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Acting	3/6	PR/EM	-25/5/2/1/0,5		-25	21	0							-4
Disarm Trap	4	IN/AG	-25/5/2/1/0,5	1	5	18	0							23
Falsification	3	SD/RE	-25/5/2/1/0,5		-25	5	0							-20
Pick Locks	5	IN/RE/AG	-25/5/2/1/0,5	4	20	15	0							35
Pick Pockets	3/5	AG/IN	-25/5/2/1/0,5		-25	18	0							-7
Set Traps	4	RE/AG	-25/5/2/1/0,5		-25	20	0							-5
Stalk/Hide	2/7	AG/SD	-25/5/2/1/0,5	9	45	15	0							60
Trap Building	2/7	RE/EM	-25/5/2/1/0,5		-25	20	0							-5
Trickery	3/6	PR/QU	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	30	0							5
		AG	-25/5/2/1/0,5		-25	30	0							5

Specials					

Killed					
Ratman					
Dwarrion					
Man	2				
Osgrin	2				
Orc	2				
Bear					
Wolf	2				
Schwarzer Nei					
Dog					
Schloßwächter					
Totschläger					
Flying Rat					
Kraken					

Training Packages					

Equipment	Weight	Weight
Magic High Steel Longsword	45	Akbutege
Composite Bow	2,53	Elben's Basket
Quiver	0,53	Welwal
40 Black Alloy Arrows	620	Rewk
Black Alloy Main Gauche	1,54	Thorch
*2 Multiplier Ring	02	Edram
Standardpack 1	25,51	Feueratem + Leuchtendes Vrak
Waybread	41	Harfy
White Alloy Superior 85% light AT 18	Wear	2 Anserke
Siebenmeilenstiefel (1 Use of 'Fast Sprint' spell)	Wear	1 Brel diar
Bronze Coin of Returning	0	
Magic Chalk (Painted Familiar)	0	
+5 Lock Pick Kit	0,5	
Ring of Daily V Shield (Armsmaster)	0	
Ring of Daily V Anticipate Melee	0	
Lesser Warhorse		
+15 Saddle		
2 Saddlebags		
Total weight (lbs)		44,5