

Player:	Jörg	 DEAD	Resistance	
Character:	<i>Girion</i>		Essence	-3
Race:	Northman		Channeling	5
Profession:	Bounty Hunter		Mentalism	11
Realm:	Mentalism		Channeling/Essence	1
Level :	6		Channeling/Mentalism	8
Exp Points:	72015		Essence/Mentalism	4
Fate Points:	-		Arcane	4
Corruption Pts:			Poison	20
Money:	1044,2		Disease	30
		Fear	20	
		Heat	0	
		Cold	0	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	90	90	8,4	10	0			10
Constitution	CO	90	90	8,4	10	10			20
Memory	ME	78	78	7,4	6	0			6
Reasoning	RE	80	80	7,4	6	0			6
Self Discipline	SD	95	95	9	15	5			20
Empathy	EM	67	74	-	2	-5			-3
Intuition	IN	75	76	-	5	0			5
Presence	PR	78	78	-	6	5			11
Quickness	QU	98	98	-	21	0			21
Strength	ST	90	90	-	10	10			20

Total Dev. Points	40,6	Secondary Skills Dev. Pts.	10,15
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Appearance	69	Age		Skin		Height	6'1
Sex	Male	Hair	Blond	Eyes	Blue	Weight	195

Armor AT	18	Shield Type	Full	Item DB		Special DB	
Armor Enc. AT	-8	Shield Bonus	30	Item DB		Talent DB	
Armor Bonus	20	Helm	Leather	Special DB		Flaw DB	

Hit Points	84	DB with Armor	41	Soul Departure	12	Rest ExhP/min	11
Power Points	6,6	Full DB Melee	96	Recovery Multiplier	1	PP / Lvl.	1,1
PP Multiplier x	1	Full DB Missile	96	Rest hits/hour	4	Base Spells	0
Initiative 2d10+	8,4	Exhaustion Points	80	Sleep hits/3 hour	16	Base MM Rate	71

Talents	2. +10 Composite Bow skill	Flaws	2.
1. +10 Broadsword skill	3.	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Broadsword	14	20	111	Stalk/Hide	6	0	51
Composite Bow	7	20	84	First Aid	6	0	39
Shield Bash (left)	6	30	63				0
Reverse Stroke	6	0	44				0
Stunned Maneuvering	6	0	56				0
Subduing	5	0	47				0
Climbing	6	0	46				0
Swimming	6	0	46				0
Alertness	12	0	35				0
Situational Awareness	6	0	53				0
Detect Traps	6	0	53				0
General Perception	12	0	77				0
Locate Secret Opening	6	0	54				0
Read Tracks	1	0	29				0
Tracking	6	0	54				0
Trading	1	0	7				0
Herb Lore	1	0	11				0
Riding	6	0	52				0
Foraging	1	0	29				0
Adrenal Speed	6	0	46				0
Disarm Trap	6	0	44				0
Pick Locks	6	5	48	Cloaking	5	0	5

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Academic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Demon/Devil Lore	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Dragon Lore	1/3	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Fauna Lore	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Flora Lore	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Heraldry	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Herb Lore	1/3	ME/RE	-25/5/2/1/0,5	1	5	6	0							11
Lock Lore	1/4	ME/RE	-25/5/2/1/0,5	1	5	6	0							11
Military Organization	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Siege Engineering	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Tactics	1/4	ME/RE	-25/5/2/1/0,5	1	5	6	0							11
Poison Lore	1/3	ME/RE	-25/5/2/1/0,5	1	5	6	0							11
		ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	1/*		-25/5/5/5/5,0	4	20	0	0							20
Rigid Leather	1/*		-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	18	90	0	0							90
Athletic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Climbing	3/6	AG	-25/5/2/1/0,5	6	30	10	6							46
Dance	0	AG/IN	-25/5/2/1/0,5	4	20	8	6							34
Distance Running	0	CO	-25/5/2/1/0,5	3	15	20	6							41
Rowing	1/4	ST/SD	-25/5/2/1/0,5	1	5	20	6							31
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	8	6							-11
Sprinting	0	QU	-25/5/2/1/0,5	1	5	21	6							32
Swimming	2/6	AG	-25/5/2/1/0,5	6	30	10	6							46
Acrobatics	2/6	AG/QU	-25/5/2/1/0,5	1	5	16	6							27
Contortions	0	AG/SD	-25/5/2/1/0,5		-25	15	6							-4
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	15	6							-4
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	15	6							-4
		AG	-25/5/2/1/0,5		-25	10	6							-9
		AG	-25/5/2/1/0,5		-25	10	6							-9
Body Development	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Body Development	1/5		Random	9	52	9	9							70
Concentration	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	0		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	0	PR/SD	-25/5/2/1/0,5		-25	16	0							-9
Adrenal Landing	0	PR/SD	-25/5/2/1/0,5		-25	16	0							-9
Adrenal Leaping	0	PR/SD	-25/5/2/1/0,5		-25	16	0							-9
Adrenal Quick Draw	0	PR/SD	-25/5/2/1/0,5		-25	16	0							-9
Adrenal Speed	2/6	PR/SD	-25/5/2/1/0,5	6	30	16	0							46
Adrenal Strength	0	PR/SD	-25/5/2/1/0,5		-25	16	0							-9
Body Damage Stabilization	0	SD/EM	-25/5/2/1/0,5		-25	9	0							-16
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	20	0							-5
Frenzy	0	EM/SD	-25/5/2/1/0,5	0	-25	9	0							-16
Meditation	0	PR/SD	-25/5/2/1/0,5		-25	16	0							-9
		PR/SD	-25/5/2/1/0,5		-25	16	0							-9
		PR/SD	-25/5/2/1/0,5		-25	16	0							-9
Deadly	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	2/6		-25/5/2/1/0,5	6	30	0	0							30
Silent Kill	0	AG/IN	-25/5/2/1/0,5	1	5	8	0							13
Use/Remove Poison	0	AG/IN	-25/5/2/1/0,5		-25	8	0							-17

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	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
General	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Cooking	0	RE/AG	-25/5/2/1/0,5		-25	8	0							-17
Crafting	0	AG/SD	-25/5/2/1/0,5		-25	15	0							-10
Fletching	0	AG/SD	-25/5/2/1/0,5		-25	15	0							-10
Leather-Working	0	AG/RE	-25/5/2/1/0,5		-25	8	0							-17
Painting	0	IN/AG	-25/5/2/1/0,5		-25	8	0							-17
Play Instrument #1	0	AG/ME	-25/5/2/1/0,5		-25	8	0							-17
Play Instrument #2	0	AG/ME	-25/5/2/1/0,5		-25	8	0							-17
Play Instrument #3	0	AG/ME	-25/5/2/1/0,5		-25	8	0							-17
Rope Mastery	1/3	ME/AG	-25/5/2/1/0,5	1	5	8	0							13
Sculpting	0	IN/AG	-25/5/2/1/0,5		-25	8	0							-17
Skinning	0	AG/IN	-25/5/2/1/0,5		-25	8	0							-17
Smithing	0	ST/AG	-25/5/2/1/0,5		-25	15	0							-10
Wood-crafts	0	AG/EM	-25/5/2/1/0,5		-25	4	0							-21
Appraisal	0	ME/RE	-25/5/2/1/0,5		-25	6	0							-19
Armor Evaluation	1/3	IN/RE	-25/5/2/1/0,5	1	5	6	0							11
Metal Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	6	0							-19
Weapon Evaluation	1/3	IN/RE	-25/5/2/1/0,5	1	5	6	0							11
		AG	-25/5/2/1/0,5		-25	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
Linguistic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Nahaiduk (Spoken)		8	-25/5/2/1/0,5		-25	0	0							-25
Nahaiduk (Written)		6	-25/5/2/1/0,5		-25	0	0							-25
Westron (Spoken)		6	-25/5/2/1/0,5		-25	0	0							-25
Westron (Written)		4	-25/5/2/1/0,5		-25	0	0							-25
Sindarin (Spoken)		4	-25/5/2/1/0,5		-25	0	0							-25
Sindarin (Written)		3	-25/5/2/1/0,5		-25	0	0							-25
Language	0		-25/5/2/1/0,5		-25	0	0							-25
Language	0		-25/5/2/1/0,5		-25	0	0							-25
Language	0		-25/5/2/1/0,5		-25	0	0							-25
Language	0		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	0	IN/RE	-25/5/2/1/0,5		-25	6	0							-19
Music	0	AG/EM	-25/5/2/1/0,5		-25	4	0							-21
Public Speaking	0	EM/PR	-25/5/2/1/0,5		-25	4	0							-21
Signaling	0	ME/SD	-25/5/2/1/0,5		-25	13	0							-12
Singing	0	PR/IN	-25/5/2/1/0,5		-25	8	0							-17
Tale Telling	0	PR/ME	-25/5/2/1/0,5		-25	9	0							-16
Trading	3/5	RE/EM	-25/5/2/1/0,5	1	5	2	0							7
		RE	-25/5/2/1/0,5		-25	6	0							-19
		RE	-25/5/2/1/0,5		-25	6	0							-19
Magical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Attunement	6	EM/IN	-25/5/2/1/0,5		-25	1	0							-24
Channeling	0	IN	-25/5/2/1/0,5		-25	5	0							-20
Magic Ritual	0	RE/ME	-25/5/2/1/0,5	0	-25	6	0							-19
Power Perception	0	EM	-25/5/2/1/0,5	0	-25	-3	0							-28
Read Runes	8	EM/IN	-25/5/2/1/0,5	0	-25	1	0							-24
Spell Mastery	0	EM/IN/PR	-25/5/2/1/0,5		-25	4	0							-21
Transcend Armor	0	EM/IN/PR	-25/5/2/1/0,5		-25	4	0							-21
		EM/IN	-25/5/2/1/0,5		-25	1	0							-24

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	2	0							-23
Diagnostics	0	IN/RE	-25/5/2/1/0,5		-25	6	0							-19
Drug Tolerance	0	CO/SD	-25/5/2/1/0,5		-25	20	0							-5
First Aid	2/6	SD/EM	-25/5/2/1/0,5	6	30	9	0							39
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	-3	0							-28
Outdoor	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	1	5	4	18							27
Animal Training	0	EM/PR	-25/5/2/1/0,5		-25	4	18							-3
Beast Mastery	0	EM/PR	-25/5/2/1/0,5	1	5	4	18							27
Driving	0	SD/AG	-25/5/2/1/0,5	3	15	15	18							48
Riding	2/6	EM/AG	-25/5/2/1/0,5	6	30	4	18							52
Caving	0	SD/RE	-25/5/2/1/0,5		-25	13	18							6
Foraging	1/3	IN/ME	-25/5/2/1/0,5	1	5	6	18							29
Region Lore	1/3	RE/ME	-25/5/2/1/0,5	1	5	6	18							29
Streetwise	1/4	PR/IN	-25/5/2/1/0,5	1	5	8	18							31
		EM	-25/5/2/1/0,5		-25	-3	18							-10
		EM	-25/5/2/1/0,5		-25	-3	18							-10
Perception	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Detect Traps	1/3	IN	-25/5/2/1/0,5	6	30	5	18							53
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	6	18							-1
General Perception	1/3	IN/IN/RE	-25/5/2/1/0,5	12	54	5	18							77
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	6	18							-1
Locate Secret Opening	1/3	IN/RE	-25/5/2/1/0,5	6	30	6	18							54
Poison Perception	0	IN/RE	-25/5/2/1/0,5	1	5	6	18							29
Read Tracks	1/3	IN/RE	-25/5/2/1/0,5	1	5	6	18							29
Sense Ambush/Assassination	1/4	IN/RE	-25/5/2/1/0,5	6	30	6	18							54
Tracking	1/2	IN/RE	-25/5/2/1/0,5	6	30	6	18							54
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	12	12	5	18							35
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	6	30	5	18							53
		IN/RE	-25/5/2/1/0,5		-25	6	18							-1
		IN/RE	-25/5/2/1/0,5		-25	6	18							-1
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	0	PR/IN	-25/5/2/1/0,5		-25	8	0							-17
Duping	0	PR	-25/5/2/1/0,5		-25	11	0							-14
Gambling	0	ME/PR	-25/5/2/1/0,5		-25	9	0							-16
Interrogation	1/3	RE/AG	-25/5/2/1/0,5	6	30	8	0							38
Leadership	0	PR/RE	-25/5/2/1/0,5		-25	9	0							-16
Seduction	0	EM/PR	-25/5/2/1/0,5		-25	4	0							-21
Subterfuge	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Acting	0	PR/EM	-25/5/2/1/0,5		-25	4	6							-15
Disarm Trap	2/5	IN/AG	-25/5/2/1/0,5	6	30	8	6							44
Falsification	0	SD/RE	-25/5/2/1/0,5		-25	13	6							-6
Pick Locks	3/6	IN/RE/AG	-25/5/2/1/0,5	6	30	7	6						5	48
Pick Pockets	0	AG/IN	-25/5/2/1/0,5		-25	8	6							-11
Set Traps	1/3	RE/AG	-25/5/2/1/0,5	5	25	8	6							39
Stalk/Hide	1/4	AG/SD	-25/5/2/1/0,5	6	30	15	6							51
Trap Building	1/3	RE/EM	-25/5/2/1/0,5	5	25	2	6							33
Trickery	0	PR/QU	-25/5/2/1/0,5		-25	16	6							-3
		AG	-25/5/2/1/0,5		-25	10	6							-9
		AG	-25/5/2/1/0,5		-25	10	6							-9

Specials

Killed					
Man	2				
Animated Deer	2				
Orc	2				
Warg	2				

Training Packages

Equipment	Weight	Weight
Black Alloy Broadsword	4	
Composite Bow	2,5	
20 Black Alloy Arrows	3	
Quiver	0,5	
Eog Full Shield	20	
Superior 85% light Black Alloy AT 18	Wear	
Standardpack 1	25,5	
Trail Rations	14	
Leather Helmet	Wear	
Lock Pick Kit	0,5	

Total weight (lbs) 70