


Player:	Jörg		Resistance	
Character:	<i>Halion</i>		Essence	-5
Race:	High Man		Channeling	-5
Culture:			Mentalism	34
Profession:	Magent		Channeling/Essence	-5
Realm:	Mentalism		Channeling/Mentalism	15
Level :	3		Essence/Mentalism	15
Exp Points:	30000		Arcane	8
Fate Points:	3		Poison	21
Corruption Pts:			Disease	21
Money:	1,3	Fear	24	
		Heat	0	
		Cold	0	

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
Agility	AG	95	99	7	-2				5
Constitution	CO	81	92	3	4				7
Memory	ME	74	92	1	0				1
Reasoning	RE	94	94	7	0				7
Self Discipline	SD	96	96	8	0				8
Empathy	EM	48	81	0	0				0
Intuition	IN	54	92	0	0				0
Presence	PR	98	98	9	4				13
Quickness	QU	89	94	4	-2				2
Strength	ST	93	94	6	4				10

Dev Points 82,2 / 88

Appearance	Age	25	Skin		Height	6'6	
Sex	male	Hair	black	Eyes	brown	Weight	220
Armor AT	1	Shield Type	Full	Item DB		Special DB	
Armor Enc. AT		Shield Bonus		Item DB		Talent DB	
Armor Bonus		Helm		Special DB		Flaw DB	
Hit Points	86	DB with Armor	6	Soul Departure	10	Rest ExhP/min	5
Power Points	34	Full DB Melee	31	Recovery Multiplier	0,75	Rest PP/hour	7
PP Multiplier x	1	Full DB Missile	31	Rest hits/hour	4	Sleep PP/3 h	17
Initiative 2d10+	2	Exhaustion Points	61	Sleep hits/3 hour	14	Base MM Rate	61

Talents	4.	Flaws	4.
1. 3x Stat Increases	5.	1.	5.
2. +10 to Broadsword skill	6.	2.	6.
3.	7.	3.	7.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus	
Broadsword	■■■■■■■■■■□□□□□□□□□□	10	10	100	Survival	■□□□□□□□□□□□□□□□□	1	20
Composite Bow	■■■□□□□□□□□□□□□□□□□	3	10	50	Weather Watching	■□□□□□□□□□□□□□□□□	1	20
Swimming	■■■□□□□□□□□□□□□□□□□	3		37	Attunement	■■□□□□□□□□□□□□□□□□	2	30
Climbing	■■■□□□□□□□□□□□□□□□□	3		27	Adrenal Speed	■■□□□□□□□□□□□□□□□□	2	49
Contortions	■□□□□□□□□□□□□□□□□□□	1		21	Stunned Maneuvering	■■□□□□□□□□□□□□□□□□	2	49
Alertness	■■□□□□□□□□□□□□□□□□□	2		20	Disarming Traps	■■□□□□□□□□□□□□□□□□	2	27
Detect Traps	■■■□□□□□□□□□□□□□□□□	3		52	Picking Locks	■■□□□□□□□□□□□□□□□□	2	27
Locate Hidden	■■■□□□□□□□□□□□□□□□□	3		52	Hiding	■■■□□□□□□□□□□□□□□□□	3	33
Observation	■■■■■□□□□□□□□□□□□□□□	6		61	Stalking	■■■□□□□□□□□□□□□□□□□	3	33
Reading Tracks	■■■□□□□□□□□□□□□□□□□	3		52	First Aid	□□□□□□□□□□□□□□□□□□	0	3
Tracking	■■■□□□□□□□□□□□□□□□□	3		52	Assassination Mastery	□□□□□□□□□□□□□□□□□□	0	-17
Diplomacy	□□□□□□□□□□□□□□□□□□□□	0		7	Disguise Mastery	□□□□□□□□□□□□□□□□□□	0	-17
Duping	■■□□□□□□□□□□□□□□□□□	2		28	Escapes	■□□□□□□□□□□□□□□□□□	1	14
Interrogation	■■□□□□□□□□□□□□□□□□□	2		28	Gathering Secrets [0]	□□□□□□□□□□□□□□□□□□	0	-17
Public Speaking	□□□□□□□□□□□□□□□□□□□□	0		7	Misdirections	□□□□□□□□□□□□□□□□□□	0	-17
Seduction	□□□□□□□□□□□□□□□□□□□□	0		7	Poison Mastery [0]	□□□□□□□□□□□□□□□□□□	0	-17
Trading	■■□□□□□□□□□□□□□□□□□	2		28	Anticipations [2/5]	■■□□□□□□□□□□□□□□□□	2	15
Fauna Lore	■□□□□□□□□□□□□□□□□□□	1		24	Cloaking [2]	■■□□□□□□□□□□□□□□□□	2	15
Heraldry	■□□□□□□□□□□□□□□□□□□	1		24	Damage Resistance [2]	□□□□□□□□□□□□□□□□□□	0	-17
Religion	■□□□□□□□□□□□□□□□□□□	1		24	Movement [2]	■■□□□□□□□□□□□□□□□□	2	15
Riding "horse"	■■■□□□□□□□□□□□□□□□□	3		20	Sense Enhancement [3]	■■□□□□□□□□□□□□□□□□	2	15
Foraging	■□□□□□□□□□□□□□□□□□□	1		20				

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	25	-	0			-				10
Plate	6/6/6	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Armor - Light	2/2/2	-	AG/ST/AG	-15/2/1/0,5/0	3	6	20	-	0			-				26
Soft Leather	2/2/2	S	-	-15/3/2/1/0,5	2	6	-	26	-							32
Rigid Leather	2/2/2	S	-	-15/3/2/1/0,5	1	3	-	26	-							29
Armor - Medium	4/4/4	-	ST/AG/ST	-15/2/1/0,5/0	2	4	25	-	0			-				29
Chain	4/4/4	S	-	-15/3/2/1/0,5	2	6	-	29	-							35
Artistic - Active	2/4	-	PR/EM/AG	-15/2/1/0,5/0		-15	18	-	0			-				3
Acting	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-				0			-12
Dancing	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Mimery	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Mimicry	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Poetic Improvisation	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Singing	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Tale Telling	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-				0			-12
Ventriloquism	2/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	13	-	0			-				-2
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Athletic - Brawn	3/9	-	ST/CO/AG	-15/2/1/0,5/0	1	2	22	-	0			-				24
Athletic Games (Brawn)	3/9	S	-	-15/3/2/1/0,5		-15	-	24	-			0				9
Jumping	3/9	S	-	-15/3/2/1/0,5		-15	-	24	-			0				9
Power-striking	3/9	S	-	-15/3/2/1/0,5		-15	-	24	-			0				9
Power-throwing	3/9	S	-	-15/3/2/1/0,5		-15	-	24	-			0				9
Weight-lifting	3/9	S	-	-15/3/2/1/0,5		-15	-	24	-			0				9
Athletic - Endurance	2/7	-	CO/AG/ST	-15/2/1/0,5/0	3	6	22	-	0			-				28
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-			0				13
Distance Running	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-			0				13
Rowing	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Scaling	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Sprinting	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-			0				13
Swimming	2/7	S	-	-15/3/2/1/0,5	3	9	-	28	-			0	0			37
Athletic - Gymnastics	2/4	-	AG/QU/AG	-15/2/1/0,5/0	3	6	12	-	0			-				18
Acrobatics	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Athletic Games (Gymn.)	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Climbing	2/4	S	-	-15/3/2/1/0,5	3	9	-	18	-			0	0			27
Contortions	2/4	S	-	-15/3/2/1/0,5	1	3	-	18	-			0				21
Diving	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Flying/Gliding	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Juggling	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Pole-vaulting	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Rappelling	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Skating	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Skiing	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Stilt-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Surfing	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Tightrope-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Tumbling	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Awareness - Percept.	3/10	-	IN/SD/IN	0/0/0/0,0/0	-	0	8	-	10			-				18
Alertness	3/10	S	-	0/1/1/0,5/0	2	2	-	18	-							20
Sense Ambush	3/10	S	-	0/1/1/0,5/0		0	-	18	-							18

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Awareness - Search.	1/5	-	IN/RE/SD	-15/2/1/0,5/0	9	18	15	-	10			-				43
Detect Traps	1/5	S	-	-15/3/2/1/0,5	3	9	-	43	-							52
Lie Perception	1/5	S	-	-15/3/2/1/0,5	1	3	-	43	-							46
Locate Hidden	1/5	S	-	-15/3/2/1/0,5	3	9	-	43	-							52
Observation	1/5	S	-	-15/3/2/1/0,5	6	18	-	43	-							61
Poison Perception	1/5	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Reading Tracks	1/5	S	-	-15/3/2/1/0,5	3	9	-	43	-							52
Surveillance	1/5	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Tracking	1/5	S	-	-15/3/2/1/0,5	3	9	-	43	-							52
Awareness - Senses	2/6	-	IN/SD/IN	-15/2/1/0,5/0	2	4	8	-	10			-				22
Direction Sense	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Reality Awareness	2/6	R	-	-15/3/2/1/0,5		-15	-	22	-							7
Sense Aware. Vision	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Sense Aware. Hearing	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Situat. Aware. Combat	2/6	S	-	-15/3/2/1/0,5	2	6	-	22	-							28
Situat. Aware. Camp	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Situat. Aware. Bar	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Spatial Location Aware.	2/6	R	-	-15/3/2/1/0,5		-15	-	22	-							7
Time Sense	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Body Development	6/14	-	CO/SD/CO	0/0/0/0/0	-	0	22	-	5			-				27
Body Development	6/14	S	-	0/7/5/3/1	7	49	-	27	-							76
Combat Maneuvers	6/14	-	AG/QU/SD	0/0/0/0,0/0	-	0	15	-	0			-				15
Blind Fighting	6/14	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Missile Deflecting	6/14	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Mounted Combat	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-				0			-15
Quickdraw	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Reverse Stroke	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Subdual	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Swashbuckling	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Tumbling Evasion	6/14	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Two-Weapon Fighting	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Weapon Style (basic)	6/14	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Weapon Style (advan.)	6/14	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Communication	1/1/1	-	RE/ME/EM	-15/2/1/0,5/0	3	6	8	-	5			-				19
Lip Reading	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Magical Languages	1/1/1	R	-	-15/3/2/1/0,5		-15	-	19	-							4
Signaling	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Writing	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Adunaic (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	19	-							43
Adunaic (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Westron (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	19	-							43
Westron (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Sindarin (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	19	-							43
Sindarin (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Quenya (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Quenya (Written)	1/1/1	S	-	-15/3/2/1/0,5	2	6	-	19	-							25
Dunael (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	4	12	-	19	-							31
Dunael (Written)	1/1/1	S	-	-15/3/2/1/0,5	2	6	-	19	-							25
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4

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	14	-	0							14
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-				0			-16
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	14	-							-16
Directed Spells	10	-	AG/SD/AG	-15/2/1/0,5/0		-15	18	-	0							3
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Influence	1/5	-	PR/EM/IN	-15/2/1/0,5/0	2	4	13	-	5				0			22
Bribery	1/5	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Diplomacy	1/5	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Duping	1/5	S	-	-15/3/2/1/0,5	2	6	-	22	-							28
Interrogation	1/5	S	-	-15/3/2/1/0,5	2	6	-	22	-							28
Leadership	1/5	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Propaganda	1/5	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Public Speaking	1/5	S	-	-15/3/2/1/0,5	0	-15	-	22	-				0			7
Seduction	1/5	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Trading	1/5	S	-	-15/3/2/1/0,5	2	6	-	22	-							28
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	6	12	9	-	0							21
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	21	-							30
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Flora Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	21	-							6
History ""	1/3	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	21	-							30
Region Lore "Pelargir"	1/3	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Religion	1/3	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Lore - Magical	3/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	9	-	0							-6
Artefact Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-6	-							-21
Circle Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-6	-							-21
Planar Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Spell Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-6	-							-21
Symbol Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-6	-							-21
Undead Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Warding Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Lore - Obscure	3/7	-	ME/RE/ME	-15/2/1/0,5/0		-15	9	-	0			-				-6
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Lore - Technical	2/5	-	ME/RE/ME	-15/2/1/0,5/0		-15	9	-	0			-				-6
Herb Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Lock Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Metal Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Poison Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Stone Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Trading Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
MA - Combat Maneuv.	6	-	AG/QU/SD	0/0/0/0/0	-	0	15	-	0			-				15
Adrenal Deflecting	6	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Adrenal Evasion	6	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Blind Fighting	6	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Martial Arts Style (basic)	6	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Martial Arts Style (adva.)	6	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Martial Arts - Striking	3	-	ST/AG/ST	-15/2/1/0,5/0		-15	25	-	0			-				10
Boxing	3	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Martial Arts Striking	3	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Nerve Strikes	3	R	-	-15/3/2/1/0,5		-15	-	10	-							-5
Tackling	3	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Martial Arts - Sweeps	3	-	AG/ST/AG	-15/2/1/0,5/0		-15	20	-	0			-				5
Blocking	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Locking Holds	3	R	-	-15/3/2/1/0,5		-15	-	5	-							-10
Martial Arts Sweeps	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Wrestling	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Outdoor - Animal	2/7	-	EM/AG/EM	-15/2/1/0,5/0	3	6	5	-	0			-				11
Animal Handling "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Animal Handling ""	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Animal Mastery "horse"	2/7	R	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Animal Mastery ""	2/7	R	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Animal Training "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Animal Training ""	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Driving	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Herding	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Riding "horse"	2/7	S	-	-15/3/2/1/0,5	3	9	-	11	-				0			20
Riding ""	2/7	S	-	-15/3/2/1/0,5		-15	-	11	-				0			-4
Outdoor - Enviromen.	2/6	-	SD/IN/ME	-15/2/1/0,5/0	4	8	9	-	0			-				17
Caving	2/6	S	-	-15/3/2/1/0,5		-15	-	17	-				0			2
Foraging	2/6	S	-	-15/3/2/1/0,5	1	3	-	17	-				0			20
Hunting	2/6	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Star-gazing	2/6	S	-	-15/3/2/1/0,5		-15	-	17	-				0			2
Survival	2/6	S	-	-15/3/2/1/0,5	1	3	-	17	-							20
Weather Watching	2/6	S	-	-15/3/2/1/0,5	1	3	-	17	-				0			20
Power Awareness	3/7	-	EM/IN/PR	-15/2/1/0,5/0	3	6	13	-	5			-				24
Attunement	3/7	S	-	-15/3/2/1/0,5	2	6	-	24	-				0			30
Divination	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Power Perception	3/7	R	-	-15/3/2/1/0,5		-15	-	24	-							9
Read Runes	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	6/12	-	EM/IN/PR	0/0/0/0	-	0	13	-	0							13
Channeling	6/12	R	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Transcend Armor	6/12	R	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	13	-	0							13
Power Points	8	S	-	0/7/6/5/4	3	21	-	13	-							34
Science - Basic	2/5	-	RE/ME/RE	-15/2/1/0,5/0		-15	15	-	0							0
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Science - Specialized	8	-	RE/ME/RE	0/0/0/0/0	-	0	15	-	0							15
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Self Control	2/6	-	SD/PR/SD	-15/2/1/0,5/0	2	4	29	-	10							43
Adrenal Balance	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Adrenal Concentration	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Adrenal Landing	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Adrenal Leaping	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Adrenal Quickdraw	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Adrenal Speed	2/6	S	-	-15/3/2/1/0,5	2	6	-	43	-							49
Adrenal Stabilization	2/6	R	-	-15/3/2/1/0,5		-15	-	43	-							28
Adrenal Strength	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Chi Powers: ""	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Chi Powers: ""	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Cleansing Trance	2/6	R	-	-15/3/2/1/0,5		-15	-	43	-							28
Control Lycanthropy	2/6	R	-	-15/3/2/1/0,5		-15	-	43	-							28
Death Trance	2/6	R	-	-15/3/2/1/0,5		-15	-	43	-							28
Frenzy	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Healing Trance	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Meditation	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Mnemonics	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Sleep Trance	2/6	S	-	-15/3/2/1/0,5		-15	-	43	-							28
Stunned Maneuvering	2/6	S	-	-15/3/2/1/0,5	2	6	-	43	-							49
Special Attacks	4	-	ST/AG/SD	0/0/0/0/0	-	0	23	-	0							23
Brawling	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Chi Powers: ""	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Chi Powers: ""	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Disarm Foe (armed)	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Disarm Foe (unarmed)	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Fent (armed)	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Fent (unarmed)	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Jousting (Lancing)	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Racial Attacks	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Racial Attacks	4	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Special Defenses	15	-	-	0/0/0/0/0	-	0	0	-	0							0
Adrenal Defense	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	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	6/6/6	-	Realm Stat	0/0/0/0	-	0	13	-	0			-				13
Assassination Mastery	6/6/6	S	-	-30/1/1/0,5/0	0	-30	-	13	-							-17
Disguise Mastery	6/6/6	S	-	-30/1/1/0,5/0	0	-30	-	13	-							-17
Escapes	6/6/6	S	-	-30/1/1/0,5/0	1	1	-	13	-							14
Gathering Secrets [0]	6/6/6	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Misdirections	6/6/6	S	-	-30/1/1/0,5/0	0	-30	-	13	-							-17
Poison Mastery [0]	6/6/6	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Spells Own Open	8/8	-	Realm Stat	0/0/0/0	-	0	13	-	0			-				13
Anticipations [2/5]	8/8	S	-	-30/1/1/0,5/0	2	2	-	13	-							15
Cloaking [2]	8/8	S	-	-30/1/1/0,5/0	2	2	-	13	-							15
Damage Resistance [2]	8/8	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	8/8	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	8/8	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	8/8	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	8/8	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	8/8	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0	-	0	13	-	0			-				13
Movement [2]	10/10	S	-	-30/1/1/0,5/0	2	2	-	13	-							15
Sense Enhancement [3]	10/10	S	-	-30/1/1/0,5/0	2	2	-	13	-							15
	10/10	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	10/10	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	10/10	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	10/10	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	10/10	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	10/10	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Spells Other	-	-	Realm Stat	0/0/0/0	-	0	13	-	0			-				13
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Subterfuge - Attack	5/10	-	AG/SD/IN	-15/2/1/0,5/0		-15	13	-	5			-				3
Ambush	5/10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Silent Attack	5/10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Subterfuge - Mechan.	2/7	-	IN/AG/RE	-15/2/1/0,5/0	2	4	12	-	5			-				21
Camouflage	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Disarming Traps	2/7	S	-	-15/3/2/1/0,5	2	6	-	21	-							27
Disguise	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Counterfeiting	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Forgery	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Hiding Items	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Picking Locks	2/7	S	-	-15/3/2/1/0,5	2	6	-	21	-							27
Setting Traps	2/7	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
Trap Building	2/7	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
Using/Removing Poison	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Subterfuge - Stealth	1/4	-	AG/SD/IN	-15/2/1/0,5/0	3	6	13	-	5			-				24
Hiding	1/4	S	-	-15/3/2/1/0,5	3	9	-	24	-				0			33
Pick Pockets	1/4	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Stalking	1/4	S	-	-15/3/2/1/0,5	3	9	-	24	-				0			33
Trickery	1/4	S	-	-15/3/2/1/0,5		-15	-	24	-				0			9

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	1	2	16	-	0							18
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
First Aid	3/7	S	-	-15/3/2/1/0,5	0	-15	-	18	-							3
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-				0			3
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	8	-	0							8
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Military Organization	8	S	-	-30/5/3/1,5/0,5	1	5	-	8	-							13
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	8	-	0							8
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-				0			-22
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-				0			-22
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	8	-							-22
Urban	1/4	-	IN/PR/RE	-15/2/1/0,5/0	1	2	20	-	0							22
Contacting	1/4	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Mingling	1/4	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Scrouging	1/4	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Streetwise	1/4	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
			//	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

Explorer, Scout, Soldier [1-2]

Equipment	Weight	Weight
High Steel Broadsword	5	
Composite Bow	2,5	
20 High Steel Arrows	3	
Quiver	0,5	
Standardpack 1	25,5	
Full Shield	15	
AT 14	wear	
Map of the known world	0	
Broadsword	5	
Steel Main Gauche	2,5	
Total weight (lbs)		59

Herbs	Type	Name	Effect	Cost	Code	#
Bone		Arfandas	Doubles healing rate for fractures	2 sp	c-F-6	
Bone		Bursthelas	Shatter repairs	110 gp	t-S-8	
Bone		Gursamel	Mends bone	30 gp	t-S-7	
Burn relief		Culkas	Heals 10 sq' of burns (any)	35 gp	a-Z-4	
Circulatory		Fek	Stops any bleeding in D10 rounds, patient cannot move	50 gp	h-O-6	
Circulatory		Harfy	Immediately stops any form of bleeding	175 gp	s-S-6	
Concussion		Akbutege	Heals 1-10	3 sp	s-O-2	
Concussion		Draaf	Heals 1-10 for each of 2 consecutive rounds	7 sp	a-O-2	
Concussion		Cusamar	Heals 10 + 5D10	30 gp	c-H-7	
Concussion		Gefnul	Heals 100	90 gp	e-V-5	
Concussion		Winclamit	Heals 3-300	100 gp	c-C-7	
Life preserve		Nur-Oiolosse+S.N.	Lifegiving 1 day	200 gp	f-F-8	
Life preserve		Tyr-fira	Lifegiving 56 days	1200 gp	f-A-9	
Muscle etc.		Arnuminas	Doubles healing rate for sprains, torn ligaments and cartilage	6 bp	m-S-2	
Muscle etc.		Arpsusar	Mends muscle damage	30 gp	t-F-5	
Muscle etc.		Dagmather	Heals cartilage damage	28 gp	s-S-5	
Muscle etc.		Ebur	Repairs sprains	22 gp	m-O-4	
Nerve		Terbas	Doubles healing rate for nerve repairs	2 gp	m-D-3	
Nerve		Wifurwif	Nerve repairs	55 gp	t-M-7	
Organ		Wek-wek	Repairs organ damage	220 gp	h-J-8	
Organ		Pasamar	Preserves organic material	75 gp	h-S-8	
Alteration		Breldiar	+50 to spells and missile, -30 to melee and maneuver, lasts 1 hr	25 gp	m-V-4	
Alteration		Blue Eyes	+25 visual perception & 50' infravision for 3 hrs, only 1x per day	15 gp	m-S-7	
Alteration		Elben's Basket	Haste 1 rnd, using it more than once per hour is lethal	10 gp	t-S-7	
Alteration		Gylvir	Underwater breathing for 4 hours	45 gp	m-O-6	
Alteration		Kathkusa	+10 St bonus, 2x concussion hits for D10 rnds	50 gp	f-W-3	
Alteration		Marku	Darkvision 30' for 6 hrs	30 gp	s-H-6	
Alteration		Megillos	+25 to visual perception for 10 min.	12 sp	c-M-3	
Alteration		Splayfoot	+25 to all actions for D4 hrs	23 gp	m-F-4	
Alteration		Zulsendura	Haste 3 rnds	70 gp	a-U-4	
Stun relief		Suranie	Stun relief 1 rnd	2 gp	t-F-3	
Stun relief		Welwal	Stun relief 3 rnds	12 gp	j-J-7	
Ench. Bread		Hesguratu	+10 St bonus, 2x concussion hits for 6 rnds, keeps 2D10 weeks	45 gp	c-M-3	