

<b>Player:</b>	Jörg		<b>Resistance</b>	
<b>Character:</b>	<i>Ingold</i>		Essence	3
<b>Race:</b>	Common Man		Channeling	6
<b>Profession:</b>	Burglar		Mentalism	0
<b>Realm:</b>	Channeling		Channeling/Essence	5
<b>Level :</b>	5		Channeling/Mentalism	3
<b>Exp Points:</b>	50067		Essence/Mentalism	2
<b>Fate Points:</b>			Arcane	3
<b>Corruption Pts:</b>			Poison	10
<b>Money:</b>	0		Disease	10
		Fear	17	
		Heat	0	
		Cold	0	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
<b>Agility</b>	AG	90	90	8,4	10				10
<b>Constitution</b>	CO	90	90	8,4	10				10
<b>Memory</b>	ME	87	87	8,2	9				9
<b>Reasoning</b>	RE	87	87	8,2	9				9
<b>Self Discipline</b>	SD	96	96	9,2	17				17
<b>Empathy</b>	EM	69	76	-	3				3
<b>Intuition</b>	IN	80	83	-	6				6
<b>Presence</b>	PR	58	71	-	0				0
<b>Quickness</b>	QU	101	101	-	30				30
<b>Strength</b>	ST	93	93	-	13				13

Total Dev. Points: 42,4      Secondary Skills Dev. Pts.: 10,6

Appearance	100	Age		Skin		Height	6'0
Sex	Male	Hair	Brown	Eyes	Brown	Weight	180
Armor AT	2	Shield Type		Item DB		Special DB	
Armor Enc. AT		Shield Bonus		Item DB		Talent DB	
Armor Bonus	20	Helm		Special DB	35	Flaw DB	
Hit Points	54	DB with Armor	85	Soul Departure	12	Rest ExhP/min	6
Power Points	5,5	Full DB Melee	85	Recovery Multiplier	1	PP / Lvl.	1,1
PP Multiplier x	1	Full DB Missile	85	Rest hits/hour	2	Base Spells	0
Initiative 2d10+	12	Exhaustion Points	60	Sleep hits/3 hour	8	Base MM Rate	80

<b>Talents</b>	2. +10 Warhammer Skill	<b>Flaws</b>	2.
1. Judge Angles	3. +10 Composite Bow Skill	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Warhammer	11	10	94	Adrenal Strength	5	0	34
Composite Bow	5	15	61	Disarm Trap	5	0	48
Warhammer (thrown)	2	10	41	Pick Locks	10	20	93
Climbing	6	0	75	Stalk/Hide	5	0	54
Swimming	5	0	50	First Aid	5	0	35
Alertness	6	0	18				0
Situational Awareness	3	0	27				0
Detect Traps	5	0	36				0
General Perception	6	0	42				0
Locate Secret Opening	5	0	38				0
Read Tracks	0	0	-12				0
Tracking	5	0	38				0
Trading	0	0	-19				0
Fauna Lore	0	0	-16				0
Flora Lore	0	0	-16				0
Heraldry	0	0	-16				0
Herb Lore	0	0	-16				0
Riding	5	15	52				0
Foraging	0	0	-12				0
Attunement	0	0	-20				0
Read Runes	0	0	-20				0
Adrenal Speed	5	0	34				0

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Academic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Demon/Devil Lore	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Dragon Lore	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Fauna Lore	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Flora Lore	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Heraldry	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Herb Lore	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Lock Lore	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Military Organization	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Siege Engineering	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Tactics	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
		ME/RE	-25/5/2/1/0,5		-25	9	0							-16
		ME/RE	-25/5/2/1/0,5		-25	9	0							-16
<b>Armor</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	9		-25/5/5/5/5,0		-25	0	0							-25
Rigid Leather	9		-25/5/5/5/5,0	1	5	0	0							5
Chain	10		-25/5/5/5/5,0		-25	0	0							-25
Plate	10		-25/5/5/5/5,0	0	-25	0	0							-25
<b>Athletic</b>	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Climbing	1/3	AG	-25/5/2/1/0,5	6	30	10	15				20			75
Dance	0	AG/IN	-25/5/2/1/0,5	4	20	8	15							43
Distance Running	0	CO	-25/5/2/1/0,5	2	10	10	15							35
Rowing	0	ST/SD	-25/5/2/1/0,5	1	5	15	15							35
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	8	15							-2
Sprinting	0	QU	-25/5/2/1/0,5	1	5	30	15							50
Swimming	2/6	AG	-25/5/2/1/0,5	5	25	10	15							50
Acrobatics	1/3	AG/QU	-25/5/2/1/0,5	5	25	20	15				20			80
Contortions	0	AG/SD	-25/5/2/1/0,5		-25	14	15							4
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	12	15							2
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	14	15							4
		AG	-25/5/2/1/0,5		-25	10	15							0
		AG	-25/5/2/1/0,5		-25	10	15							0
<b>Body Development</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	3/7		Random	8	40	9	0							49
<b>Concentration</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	7		-25/5/2/1/0,5	7	35	0	0							35
Adrenal Balance	1/3	PR/SD	-25/5/2/1/0,5	5	25	9	0							34
Adrenal Landing	1/3	PR/SD	-25/5/2/1/0,5	5	25	9	0							34
Adrenal Leaping	1/3	PR/SD	-25/5/2/1/0,5	5	25	9	0							34
Adrenal Quick Draw	0	PR/SD	-25/5/2/1/0,5		-25	9	0							-16
Adrenal Speed	1/3	PR/SD	-25/5/2/1/0,5	5	25	9	0							34
Adrenal Strength	1/3	PR/SD	-25/5/2/1/0,5	5	25	9	0							34
Body Damage Stabilization	0	SD/EM	-25/5/2/1/0,5		-25	10	0							-15
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	17	0							-8
Frenzy	0	EM/SD	-25/5/2/1/0,5	1	5	10	0							15
Meditation	0	PR/SD	-25/5/2/1/0,5		-25	9	0							-16
		PR/SD	-25/5/2/1/0,5		-25	9	0							-16
		PR/SD	-25/5/2/1/0,5		-25	9	0							-16
<b>Deadly</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	1/3		-25/5/2/1/0,5	5	25	0	0							25
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
<b>Directed Spells</b>	-	-	-	-	-	-	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
<b>General</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Cooking	0	RE/AG	-25/5/2/1/0,5		-25	10	0							-15
Crafting	0	AG/SD	-25/5/2/1/0,5		-25	14	0							-11
Fletching	0	AG/SD	-25/5/2/1/0,5		-25	14	0							-11
Leather-Working	0	AG/RE	-25/5/2/1/0,5		-25	10	0							-15
Painting	0	IN/AG	-25/5/2/1/0,5		-25	8	0							-17
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	10	0							-15
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	10	0							-15
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	10	0							-15
Rope Mastery	0	ME/AG	-25/5/2/1/0,5		-25	10	0							-15
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	12	0							-13
Wood-crafts	0	AG/EM	-25/5/2/1/0,5		-25	7	0							-18
Appraisal	0	ME/RE	-25/5/2/1/0,5		-25	9	0							-16
Armor Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Metal Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Weapon Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
		AG	-25/5/2/1/0,5		-25	10	0							-15
		AG	-25/5/2/1/0,5		-25	10	0							-15
<b>Linguistic</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Language	3/*		-25/5/2/1/0,5		-25	0	0							-25
Lip Reading	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Music	0	AG/EM	-25/5/2/1/0,5		-25	7	0							-18
Public Speaking	0	EM/PR	-25/5/2/1/0,5		-25	2	0							-23
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	3	0							-22
Tale Telling	0	PR/ME	-25/5/2/1/0,5		-25	5	0							-20
Trading	0	RE/EM	-25/5/2/1/0,5		-25	6	0							-19
		RE	-25/5/2/1/0,5		-25	9	0							-16
		RE	-25/5/2/1/0,5		-25	9	0							-16
<b>Magical</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Attunement	7	EM/IN	-25/5/2/1/0,5		-25	5	0							-20
Channeling	20	IN	-25/5/2/1/0,5		-25	6	0							-19
Magic Ritual	0	RE/ME	-25/5/2/1/0,5	0	-25	9	0							-16
Power Perception	0	EM	-25/5/2/1/0,5	0	-25	3	0							-22
Read Runes	6	EM/IN	-25/5/2/1/0,5	0	-25	5	0							-20
Spell Mastery	0	EM/IN/PR	-25/5/2/1/0,5		-25	3	0							-22
Transcend Armor	0	EM/IN/PR	-25/5/2/1/0,5		-25	3	0							-22
		EM/IN	-25/5/2/1/0,5		-25	5	0							-20

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
<b>Medical</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Healing	0	EM/RE	-25/5/2/1/0,5		-25	6	0							-19
Diagnostics	0	IN/RE	-25/5/2/1/0,5		-25	8	0							-17
Drug Tolerance	0	CO/SD	-25/5/2/1/0,5		-25	14	0							-11
First Aid	2/6	SD/EM	-25/5/2/1/0,5	5	25	10	0							35
Second Aid	0	SD/EM/IN	-25/5/2/1/0,5		-25	9	0							-16
Surgery	0	SD/EM/IN	-25/5/2/1/0,5		-25	9	0							-16
		EM	-25/5/2/1/0,5		-25	3	0							-22
<b>Outdoor</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	1	5	2	5							12
Animal Training	0	EM/PR	-25/5/2/1/0,5		-25	2	5							-18
Beast Mastery	0	EM/PR	-25/5/2/1/0,5	1	5	2	5							12
Driving	0	SD/AG	-25/5/2/1/0,5	2	10	14	5							29
Riding	3	EM/AG	-25/5/2/1/0,5	5	25	7	5						15	52
Caving	0	SD/RE	-25/5/2/1/0,5		-25	13	5							-7
Foraging	0	IN/ME	-25/5/2/1/0,5		-25	8	5							-12
Region Lore	0	RE/ME	-25/5/2/1/0,5		-25	9	5							-11
Streetwise	0	PR/IN	-25/5/2/1/0,5		-25	3	5							-17
Scrounge	1/4	EM	-25/5/2/1/0,5	5	25	3	5							33
		EM	-25/5/2/1/0,5		-25	3	5							-17
<b>Perception</b>	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Detect Traps	1/2	IN	-25/5/2/1/0,5	5	25	6	5							36
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	8	5							-12
General Perception	1/3	IN/IN/RE	-25/5/2/1/0,5	6	30	7	5							42
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	8	5							-12
Locate Secret Opening	1/2	IN/RE	-25/5/2/1/0,5	5	25	8	5							38
Poison Perception	0	IN/RE	-25/5/2/1/0,5	0	-25	8	5							-12
Read Tracks	0	IN/RE	-25/5/2/1/0,5		-25	8	5							-12
Sense Ambush/Assassination	1/3	IN/RE	-25/5/2/1/0,5	5	25	8	5							38
Tracking	1/3	IN/RE	-25/5/2/1/0,5	5	25	8	5							38
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	6	6	7	5							18
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	3	15	7	5							27
		IN/RE	-25/5/2/1/0,5		-25	8	5							-12
		IN/RE	-25/5/2/1/0,5		-25	8	5							-12
<b>Social</b>	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	0	PR/IN	-25/5/2/1/0,5		-25	3	0							-22
Duping	0	PR	-25/5/2/1/0,5		-25	0	0							-25
Gambling	0	ME/PR	-25/5/2/1/0,5		-25	5	0							-20
Interrogation	0	RE/AG	-25/5/2/1/0,5		-25	10	0							-15
Leadership	0	PR/RE	-25/5/2/1/0,5		-25	5	0							-20
Seduction	0	EM/PR	-25/5/2/1/0,5		-25	2	0							-23
<b>Subterfuge</b>	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Acting	2/5	PR/EM	-25/5/2/1/0,5		-25	2	15						20	12
Disarm Trap	1/3	IN/AG	-25/5/2/1/0,5	5	25	8	15							48
Falsification	0	SD/RE	-25/5/2/1/0,5		-25	13	15							3
Pick Locks	1/3	IN/RE/AG	-25/5/2/1/0,5	10	50	8	15						20	93
Pick Pockets	1/3	AG/IN	-25/5/2/1/0,5	5	25	8	15							48
Set Traps	1/3	RE/AG	-25/5/2/1/0,5	5	25	10	15							50
Stalk/Hide	1/3	AG/SD	-25/5/2/1/0,5	5	25	14	15							54
Trap Building	1/3	RE/EM	-25/5/2/1/0,5	5	25	6	15							46
Trickery	0	PR/QU	-25/5/2/1/0,5		-25	15	15							5
		AG	-25/5/2/1/0,5		-25	10	15							0
		AG	-25/5/2/1/0,5		-25	10	15							0



**Specials**

<b>Killed</b>					
Man Idiyza	2				

**Training Packages**

<b>Equipment</b>	<b>Weight</b>	<b>Weight</b>
High Steel Warhammer	5	
High Steel Mace	4	
+15 Lock Pick Kit	0,5	
20 Magic High Steel Arrows	3	
Quiver	0,5	
Standardpack 1	25,5	
+20 Robe	Wear	
Potion of Preservation (hr/lvl)	0	
Leather Helmet + Aventail	Wear	
Kräuterpack 1		
Lesser Warhorse		
Plate Chanfron		
Saddle + 2 Saddlebags		
<b>Total weight (lbs)</b>		<b>38,5</b>