

Player:	Jörg		Resistance	
Character:	<i>Isumbras Took</i>		Essence	50
Race:	Halfling		Channeling	30
Profession:	Paladin		Mentalism	25
Realm:	Channeling		Channeling/Essence	40
Level :	16		Channeling/Mentalism	28
Exp Points:	355358		Essence/Mentalism	38
Fate Points:			Arcane	35
Corruption Pts:			Poison	47
Money:	10590		Disease	32
		Fear	13	
		Heat	30	
		Cold	30	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	95	95	9	15				15
Constitution	CO	96	96	9,2	17				17
Memory	ME	86	86	8	8				8
Reasoning	RE	85	85	8	8				8
Self Discipline	SD	93	93	8,8	13				13
Empathy	EM	56	56	-	0				0
Intuition	IN	101	101	-	30				30
Presence	PR	6	6	-	-15				-15
Quickness	QU	104	104	-	45				45
Strength	ST	11	11	-	-10				-10

Total Dev. Points	43	Secondary Skills Dev. Pts.	10,75
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Appearance	69	Age		Skin		Height	3'6
Sex	Male	Hair	Brown	Eyes	Blue	Weight	85

Armor AT	17	Shield Type	Main Gauche	Item DB		Special DB	
Armor Enc. AT	-4	Shield Bonus		Item DB		Talent DB	
Armor Bonus	20	Helm	Leather	Special DB		Flaw DB	

Hit Points	94	DB with Armor	65	Soul Departure	18	Rest ExhP/min	10
Power Points	168	Full DB Melee	65	Recovery Multiplier	0,5	PP / Lvl.	3,5
PP Multiplier x	3	Full DB Missile	65	Rest hits/hour	3,6	Base Spells	16
Initiative 2d10+	18	Exhaustion Points	74	Sleep hits/3 hour	13,6	Base MM Rate	70

Talents	2. Facing Ability	4. Modified Level Bonuses	Flaws
1. Infravision	3. +10 Handaxe Skill	5.	1.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Handaxe	32	30	167	Adrenal Speed	16	0	61
Main Gauche (left)	16	20	108	Stunned Maneuvering	10	0	111
Handaxe (thrown)	16	30	147	Disarm Trap	1	0	28
Short Bow	16	20	137	Pick Locks	1	0	23
Reverse Stroke	10	0	110	Stalk/Hide	16	0	76
Climbing	4	0	51	Diagnostics	10	0	69
Rowing	16	0	80	First Aid	6	0	37
Swimming	4	0	51	Weapon Evaluation	6	0	49
Alertness	16	0	87	Public Speaking	6	0	22
Situational Awareness	8	0	111	Leadership	10	0	62
Detect Traps	16	0	140				0
General Perception	16	0	133				0
Locate Secret Opening	16	0	129				0
Read Tracks	4	0	87				0
Tracking	16	0	129				0
Heraldry	6	0	38	Arms Way	20	0	20
Herb Lore	10	0	58	Holy Warrior	20	0	20
Riding	16	10	80	Shielding Ways	10	0	10
Attunement	6	0	45	Inspirations	10	0	10
Channeling	16	0	92	Spell Breaker	10	0	10
Read Runes	1	0	20	Laying on Hands	10	0	10
Transcend Armor	16	0	92	Detection Mastery	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	8	0							-17
Dragon Lore	0	ME/RE	-25/5/2/1/0,5		-25	8	0							-17
Fauna Lore	0	ME/RE	-25/5/2/1/0,5		-25	8	0							-17
Flora Lore	0	ME/RE	-25/5/2/1/0,5		-25	8	0							-17
Heraldry	1/3	ME/RE	-25/5/2/1/0,5	6	30	8	0							38
Herb Lore	1/4	ME/RE	-25/5/2/1/0,5	10	50	8	0							58
Lock Lore	0	ME/RE	-25/5/2/1/0,5		-25	8	0							-17
Military Organization	1/4	ME/RE	-25/5/2/1/0,5	6	30	8	0							38
Siege Engineering	0	ME/RE	-25/5/2/1/0,5		-25	8	0							-17
Tactics	1/3	ME/RE	-25/5/2/1/0,5	6	30	8	0							38
		ME/RE	-25/5/2/1/0,5		-25	8	0							-17
		ME/RE	-25/5/2/1/0,5		-25	8	0							-17
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	19	95	0	0							95
Chain	2*		-25/5/5/5/5,0	2	10	0	0							10
Plate	3*		-25/5/5/5/5,0	15	75	0	0							75
Athletic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Climbing	6	AG	-25/5/2/1/0,5	4	20	15	16							51
Dance	0	AG/IN	-25/5/2/1/0,5	5	25	23	16							64
Distance Running	0	CO	-25/5/2/1/0,5	2	10	17	16							43
Rowing	2/4	ST/SD	-25/5/2/1/0,5	16	62	2	16							80
Sailing	0	AG/IN	-25/5/2/1/0,5		-25	23	16							14
Sprinting	0	QU	-25/5/2/1/0,5	1	5	45	16							66
Swimming	3	AG	-25/5/2/1/0,5	4	20	15	16							51
Acrobatics	0	AG/QU	-25/5/2/1/0,5		-25	30	16							21
Contortions	0	AG/SD	-25/5/2/1/0,5		-25	14	16							5
Jumping	0	ST/AG	-25/5/2/1/0,5		-25	3	16							-6
Tumbling	0	AG/SD	-25/5/2/1/0,5		-25	14	16							5
		AG	-25/5/2/1/0,5		-25	15	16							6
		AG	-25/5/2/1/0,5		-25	15	16							6
Body Development	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Body Development	2/5		Random	10	60	10	10							80
Concentration	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	20		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	3/9	PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
Adrenal Landing	3/9	PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
Adrenal Leaping	3/9	PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
Adrenal Quick Draw	0	PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
Adrenal Speed	3/9	PR/SD	-25/5/2/1/0,5	16	62	-1	0							61
Adrenal Strength	3/9	PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
Body Damage Stabilization	0	SD/EM	-25/5/2/1/0,5		-25	7	0							-18
Control Lycantrophy	0	SD	-25/5/2/1/0,5		-25	13	0							-12
Frenzy	0	EM/SD	-25/5/2/1/0,5	0	-25	7	0							-18
Meditation	0	PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
		PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
		PR/SD	-25/5/2/1/0,5		-25	-1	0							-26
Deadly	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Ambush	9		-25/5/2/1/0,5		-25	0	0							-25
Silent Kill	0	AG/IN	-25/5/2/1/0,5	0	-25	23	0							-2
Use/Remove Poison	0	AG/IN	-25/5/2/1/0,5		-25	23	0							-2

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	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
General	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Cooking	2/6	RE/AG	-25/5/2/1/0,5	1	5	12	0							17
Crafting	0	AG/SD	-25/5/2/1/0,5		-25	14	0							-11
Fletching	2/5	AG/SD	-25/5/2/1/0,5	1	5	14	0							19
Leather-Working	0	AG/RE	-25/5/2/1/0,5		-25	12	0							-13
Painting	0	IN/AG	-25/5/2/1/0,5		-25	23	0							-2
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	12	0							-13
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	12	0							-13
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	12	0							-13
Rope Mastery	0	ME/AG	-25/5/2/1/0,5		-25	12	0							-13
Sculpting	0	IN/AG	-25/5/2/1/0,5		-25	23	0							-2
Skinning	0	AG/IN	-25/5/2/1/0,5		-25	23	0							-2
Smithing	0	ST/AG	-25/5/2/1/0,5		-25	3	0							-22
Wood-crafts	0	AG/EM	-25/5/2/1/0,5		-25	8	0							-17
Appraisal	0	ME/RE	-25/5/2/1/0,5		-25	8	0							-17
Armor Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	19	0							-6
Metal Evaluation	0	IN/RE	-25/5/2/1/0,5		-25	19	0							-6
Weapon Evaluation	1/3	IN/RE	-25/5/2/1/0,5	6	30	19	0							49
		AG	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
Linguistic	-	-	-	-	-	-	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	19	0							-6
Music	0	AG/EM	-25/5/2/1/0,5		-25	8	0							-17
Public Speaking	1/4	EM/PR	-25/5/2/1/0,5	6	30	-8	0							22
Signaling	0	ME/SD	-25/5/2/1/0,5		-25	11	0							-14
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	-4	0							-29
Trading	0	RE/EM	-25/5/2/1/0,5		-25	4	0							-21
		RE	-25/5/2/1/0,5		-25	8	0							-17
		RE	-25/5/2/1/0,5		-25	8	0							-17
Magical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Attunement	9	EM/IN	-25/5/2/1/0,5	6	30	15	0							45
Channeling	3	IN	-25/5/2/1/0,5	16	62	30	0							92
Magic Ritual	0	RE/ME	-25/5/2/1/0,5	4	20	8	0							28
Power Perception	0	EM	-25/5/2/1/0,5	1	5	0	0							5
Read Runes	7	EM/IN	-25/5/2/1/0,5	1	5	15	0							20
Spell Mastery	0	EM/IN/PR	-25/5/2/1/0,5		-25	5	0							-20
Transcend Armor	2/6	IN	-25/5/2/1/0,5	16	62	30	0							92
		EM/IN	-25/5/2/1/0,5		-25	15	0							-10

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	4	0							-21
Diagnostics	1/4	IN/RE	-25/5/2/1/0,5	10	50	19	0							69
Drug Tolerance	0	CO/SD	-25/5/2/1/0,5		-25	15	0							-10
First Aid	1/5	SD/EM	-25/5/2/1/0,5	6	30	7	0							37
Second Aid	0	SD/EM/IN	-25/5/2/1/0,5		-25	14	0							-11
Surgery	0	SD/EM/IN	-25/5/2/1/0,5		-25	14	0							-11
		EM	-25/5/2/1/0,5		-25	0	0							-25
Outdoor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Handling	0	EM/PR	-25/5/2/1/0,5	4	20	-8	0							12
Animal Training	0	EM/PR	-25/5/2/1/0,5		-25	-8	0							-33
Beast Mastery	0	EM/PR	-25/5/2/1/0,5	4	20	-8	0							12
Driving	0	SD/AG	-25/5/2/1/0,5	8	40	14	0							54
Riding (Mule)	2/5	EM/AG	-25/5/2/1/0,5	16	62	8	0						10	80
Caving	0	SD/RE	-25/5/2/1/0,5		-25	11	0							-14
Foraging	0	IN/ME	-25/5/2/1/0,5		-25	19	0							-6
Region Lore	0	RE/ME	-25/5/2/1/0,5		-25	8	0							-17
Streetwise	0	PR/IN	-25/5/2/1/0,5		-25	8	0							-17
		EM	-25/5/2/1/0,5		-25	0	0							-25
		EM	-25/5/2/1/0,5		-25	0	0							-25
Perception	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Detect Traps	3/8	IN	-25/5/2/1/0,5	16	62	30	48							140
Direction Sense	0	IN/RE	-25/5/2/1/0,5		-25	19	48							42
General Perception	3/7	IN/IN/RE	-25/5/2/1/0,5	16	62	23	48							133
Lie Perception	0	IN/RE	-25/5/2/1/0,5		-25	19	48							42
Locate Secret Opening	3/8	IN/RE	-25/5/2/1/0,5	16	62	19	48							129
Poison Perception	0	IN/RE	-25/5/2/1/0,5	2	10	19	48							77
Read Tracks	2/4	IN/RE	-25/5/2/1/0,5	4	20	19	48							87
Sense Ambush/Assassination	0	IN/RE	-25/5/2/1/0,5		-25	19	48							42
Tracking	2/6	IN/RE	-25/5/2/1/0,5	16	62	19	48							129
<i>Alertness</i>	-	IN/IN/RE	-25/1/1/1/0,0	16	16	23	48							87
<i>Situational Awareness</i>	-	IN/IN/RE	-25/5/2/1/0,5	8	40	23	48							111
		IN/RE	-25/5/2/1/0,5		-25	19	48							42
		IN/RE	-25/5/2/1/0,5		-25	19	48							42
Social	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Diplomacy	0	PR/IN	-25/5/2/1/0,5		-25	8	16							-1
Duping	0	PR	-25/5/2/1/0,5		-25	-15	16							-24
Gambling	0	ME/PR	-25/5/2/1/0,5		-25	-4	16							-13
Interrogation	0	RE/AG	-25/5/2/1/0,5		-25	12	16							3
Leadership	1/3	PR/RE	-25/5/2/1/0,5	10	50	-4	16							62
Seduction	0	EM/PR	-25/5/2/1/0,5		-25	-8	16							-17
Subterfuge	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Acting	0	PR/EM	-25/5/2/1/0,5		-25	-8	0							-33
Disarm Trap	7	IN/AG	-25/5/2/1/0,5	1	5	23	0							28
Falsification	0	SD/RE	-25/5/2/1/0,5		-25	11	0							-14
Pick Locks	7	IN/RE/AG	-25/5/2/1/0,5	1	5	18	0							23
Pick Pockets	0	AG/IN	-25/5/2/1/0,5		-25	23	0							-2
Set Traps	0	RE/AG	-25/5/2/1/0,5	0	-25	12	0							-13
Stalk/Hide	5	AG/SD	-25/5/2/1/0,5	16	62	14	0							76
Trap Building	0	RE/EM	-25/5/2/1/0,5	0	-25	4	0							-21
Trickery	0	PR/QU	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10
		AG	-25/5/2/1/0,5		-25	15	0							-10

Specials

Killed					
Giant Crab		Demon			
Wolfman		Specter			
Slime Sneaker		Shadow			
Giant Lizard		Standard Unde	2		
Crocodile		Barrow Wight			
Orc	2				
Troll	2				
Lizardman					
Hobgoblin					
Doppelganger					
Cyclops					
Black Lion					
Man	2				
Chaos Warrior	2				
Skeleton Lord	2				

Training Packages

Equipment	Weight	Weight
Eog Returning Handaxe	4	
Black Allow Main Gauche	1,5	
Magic Wood Short Bow	2	
Black Allow Superior 85% light AT 17	Wear	
20 Black Allow Arrows	3	
Quiver	0,5	
Leather Helmet	Wear	
*3 Multiplier Amulet	0	
Standardpack 2	7,75	
Scabbard	1	
Waybread	4	
Crucifix of Warding	1	
10 Chalk Pieces	0,25	
Potion of Preservation (day/lvl)	0	
Kräuterpack 2		
Intelligent Mule		
Saddle		
2 Saddlebags		
Total weight (lbs)		25