


Player:	Jörg		Resistance	
Character:	Malbeth		Essence	9
Race:	Mixed Mariner		Channeling	6
Profession:	Magent		Mentalism	24
Realm:	Mentalism		Channeling/Essence	8
Level :	10		Channeling/Mentalism	15
Exp Points:	165410		Essence/Mentalism	17
Fate Points:	5		Arcane	13
Corruption Pts:			Poison	15
Money:	25		Disease	15
		Fear	36	
		Heat	0	
		Cold	0	

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
Agility	AG	96	96	8	0				8
Constitution	CO	80	82	3	2				5
Memory	ME	74	74	1	0				1
Reasoning	RE	98	98	9	0				9
Self Discipline	SD	100	100	10	2				12
Empathy	EM	71	71	1	2				3
Intuition	IN	77	77	2	0				2
Presence	PR	93	93	6	2				8
Quickness	QU	98	98	9	0				9
Strength	ST	94	94	7	2				9

Dev Points	88,1 / 89,6									
Appearance	72	Age	27		Skin				Height	6'4
Sex	Male	Hair	Dark brown		Eyes	Blue			Weight	220
Armor AT	10	Shield Type	Full		Item DB				Special DB	
Armor Enc. AT		Shield Bonus	5		Item DB				Talent DB	20
Armor Bonus	5	Helm			Special DB				Flaw DB	
Hit Points	112	DB with Armor	52		Soul Departure	11			Rest ExhP/min	4
Power Points	78	Full DB Melee	82		Recovery Multiplier	0,9			Rest PP/hour	4
PP Multiplier x	1	Full DB Missile	82		Rest hits/hour	3			Sleep PP/3 h	39
Initiative 2d10+	9	Exhaustion Points	55		Sleep hits/3 hour	10			Base MM Rate	82

Talents	4.	Flaws	4.
1.	5.	1. Secret Identity [-10]	5. Major NPC Rival [-10]
2. Dominance [5]	6. Natural Weapon (Claws) [10]	2. Complete Klutz [-20]	6.
3. Instinctive Defense [15]	7. Dir. Weapon Master [10]	3. Secret (major) [-10]	7.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Broadsword	60	20	156	Sleep Trance	0	0	47
Composite Bow	10	15	95	Stunned Maneuvering	0	0	47
Racial Attacks (Claws)	20	0	109	Disarming Traps	10	0	74
Swimming	10	0	72	Picking Locks	10	5	79
Climbing	10	0	75	Hiding	10	0	77
Alertness	4	0	30	Stalking	10	10	87
Detect Traps	10	0	83	First Aid	1	20	49
Locate Hidden	10	0	83			0	
Observation	10	0	83			0	
Reading Tracks	10	0	83	Assassination Mastery	9	0	17
Tracking	10	0	83	Disguise Mastery	4	0	12
Situat. Aware. Combat	10	0	76	Escapes [7/*]	7	0	15
Trading	10	0	68	Gathering Secrets [4]	0	0	-22
Interrogation	0	0	23	Misdirections	4	0	12
Heraldry	3	0	34	Poison Mastery [0]	0	0	-22
Riding "horse"	1	0	19	Anticipations [5]	2	0	10
Hunting	2	0	35	Cloaking [1]	1	0	9
Weather Watching	0	0	34	Movement [2]	2	0	10
Attunement	10	0	68	Sense Mastery [3]	1	0	9
Read Runes	0	0	23	Weapon Mastery [1]	1	0	9
Adrenal Speed	10	0	92	Dream Lore [1]	1	0	9
Adrenal Strength	0	0	47	Dream Law [1]	1	0	9

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	26	-	0			-				11
Plate	6/6/6	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Armor - Light	2/2/2	-	AG/ST/AG	-15/2/1/0,5/0	6	12	25	-	0			-				37
Soft Leather	2/2/2	S	-	-15/3/2/1/0,5	0	-15	-	37	-							22
Rigid Leather	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	37	-							55
Armor - Medium	4/4/4	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	26	-	0			-				11
Chain	4/4/4	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
Artistic - Active	2/4	-	PR/EM/AG	-15/2/1/0,5/0		-15	19	-	0			-				4
Acting	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-				0			-11
Dancing	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Mimery	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Mimicry	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Poetic Improvisation	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Singing	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Tale Telling	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-				0			-11
Ventriloquism	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
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	10	20	22	-	0			-				42
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	42	-			0				27
Distance Running	2/7	S	-	-15/3/2/1/0,5	0	-15	-	42	-			0				27
Rowing	2/7	E	-	-15/3/2/1/0,5	2	6	-	42	-			0	20			68
Scaling	2/7	S	-	-15/3/2/1/0,5		-15	-	42	-			0	0			27
Sprinting	2/7	S	-	-15/3/2/1/0,5		-15	-	42	-			0				27
Swimming	2/7	S	-	-15/3/2/1/0,5	10	30	-	42	-			0				72
Athletic - Gymnastics	2/4	-	AG/QU/AG	-15/2/1/0,5/0	10	20	25	-	0			-				45
Acrobatics	2/4	S	-	-15/3/2/1/0,5	1	3	-	45	-			0	0			48
Athletic Games (Gymn.)	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Climbing	2/4	S	-	-15/3/2/1/0,5	10	30	-	45	-			0	0		[25]	75
Contortions	2/4	S	-	-15/3/2/1/0,5	0	-15	-	45	-			0				30
Diving	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Flying/Gliding	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Juggling	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Pole-vaulting	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Rappelling	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Skating	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Skiing	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Stilt-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Surfing	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Tightrope-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Tumbling	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Awareness - Percept.	3/10	-	IN/SD/IN	0/0/0/0/0	-	0	16	-	10			-				26
Alertness	3/10	S	-	0/1/1/0,5/0	4	4	-	26	-							30
Sense Ambush	3/10	S	-	0/1/1/0,5/0		0	-	26	-							26

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	10	20	23	-	10			-				53
Detect Traps	1/5	S	-	-15/3/2/1/0,5	10	30	-	53	-							83
Lie Perception	1/5	S	-	-15/3/2/1/0,5	0	-15	-	53	-							38
Locate Hidden	1/5	S	-	-15/3/2/1/0,5	10	30	-	53	-							83
Observation	1/5	S	-	-15/3/2/1/0,5	10	30	-	53	-							83
Poison Perception	1/5	S	-	-15/3/2/1/0,5	0	-15	-	53	-							38
Reading Tracks	1/5	S	-	-15/3/2/1/0,5	10	30	-	53	-							83
Surveillance	1/5	S	-	-15/3/2/1/0,5		-15	-	53	-							38
Tracking	1/5	S	-	-15/3/2/1/0,5	10	30	-	53	-							83
Awareness - Senses	2/6	-	IN/SD/IN	-15/2/1/0,5/0	10	20	16	-	10			-				46
Direction Sense	2/6	S	-	-15/3/2/1/0,5		-15	-	46	-							31
Reality Awareness	2/6	R	-	-15/3/2/1/0,5		-15	-	46	-							31
Sense Aware. Vision	2/6	S	-	-15/3/2/1/0,5		-15	-	46	-							31
Sense Aware. Hearing	2/6	S	-	-15/3/2/1/0,5		-15	-	46	-							31
Situat. Aware. Combat	2/6	S	-	-15/3/2/1/0,5	10	30	-	46	-							76
Situat. Aware. Camp	2/6	S	-	-15/3/2/1/0,5		-15	-	46	-							31
Situat. Aware. Bar	2/6	S	-	-15/3/2/1/0,5		-15	-	46	-							31
Spatial Location Aware.	2/6	R	-	-15/3/2/1/0,5		-15	-	46	-							31
Time Sense	2/6	S	-	-15/3/2/1/0,5		-15	-	46	-							31
Body Development	6/14	-	CO/SD/CO	0/0/0/0/0	-	0	22	-	5			-				27
Body Development	6/14	S	-	0/6/5/2/1	13	75	-	27	-							102
Combat Maneuvers	6/14	-	AG/QU/SD	0/0/0/0,0/0	-	0	29	-	0			-				29
Blind Fighting	6/14	R	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Missile Deflecting	6/14	R	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Mounted Combat	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0	0			-1
Quickdraw	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Reverse Stroke	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Subdual	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Swashbuckling	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Tumbling Evasion	6/14	R	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Two-Weapon Fighting	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Weapon Style (basic)	6/14	S	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Weapon Style (advan.)	6/14	R	-	-30/5/3/1,5/0,5		-30	-	29	-			0				-1
Communication	1/1/1	-	RE/ME/EM	-15/2/1/0,5/0	3	6	13	-	5			-				24
Lip Reading	1/1/1	S	-	-15/3/2/1/0,5	1	3	-	24	-							27
Magical Languages	1/1/1	R	-	-15/3/2/1/0,5		-15	-	24	-							9
Signaling	1/1/1	S	-	-15/3/2/1/0,5	1	3	-	24	-							27
Writing	1/1/1	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Adunaic (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	24	-							48
Adunair (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	24	-							42
Westron (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	24	-							48
Westron (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	24	-							42
Haradaic (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	24	-							48
Haradaic (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	24	-							42
Sindarin (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	24	-							42
Sindarin (Written)	1/1/1	S	-	-15/3/2/1/0,5	4	12	-	24	-							36
Nahaiduk (Spoken)	1/1/1	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Nahaiduk (Written)	1/1/1	S	-	-15/3/2/1/0,5		-15	-	24	-							9
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	24	-							9
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	24	-							9
	1/1/1	S	-	-15/3/2/1/0,5		-15	-	24	-							9
	1/1/1	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
Crafts	4/10	-	AG/ME/SD	0/0/0/0	-	0	21	-	0			-				21
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0	20			11
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Directed Spells	10	-	AG/SD/AG	-15/2/1/0,5/0		-15	28	-	0			-				13
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
	10	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Influence	1/5	-	PR/EM/IN	-15/2/1/0,5/0	10	20	13	-	5			-	0			38
Bribery	1/5	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Diplomacy	1/5	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Duping	1/5	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Interrogation	1/5	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Leadership	1/5	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Propaganda	1/5	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Public Speaking	1/5	S	-	-15/3/2/1/0,5		-15	-	38	-				0			23
Seduction	1/5	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Trading	1/5	S	-	-15/3/2/1/0,5	10	30	-	38	-							68
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	7	14	11	-	0			-				25
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	25	-							34
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Fauna Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Flora Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Heraldry	1/3	S	-	-15/3/2/1/0,5	3	9	-	25	-							34
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
History ""	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	25	-							34
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Religion	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Lore - Magical	3/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	11	-	0			-				-4
Artefact Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Circle Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Planar Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Spell Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Symbol Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Undead Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Warding Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19

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	11	-	0			-				-4
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Lore - Technical	2/5	-	ME/RE/ME	-15/2/1/0,5/0	2	4	11	-	0			-				15
Herb Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Lock Lore	2/5	S	-	-15/3/2/1/0,5	2	6	-	15	-							21
Metal Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Poison Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Stone Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Trading Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
MA - Combat Maneuv.	6	-	AG/QU/SD	0/0/0/0/0	-	0	29	-	0			-				29
Adrenal Deflecting	6	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Adrenal Evasion	6	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Blind Fighting	6	R	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Martial Arts Style (basic)	6	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Martial Arts Style (adva.)	6	R	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Martial Arts - Striking	3	-	ST/AG/ST	-15/2/1/0,5/0		-15	26	-	0		-20	-				-9
Boxing	3	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Martial Arts Striking	3	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Nerve Strikes	3	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Tackling	3	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Martial Arts - Sweeps	3	-	AG/ST/AG	-15/2/1/0,5/0		-15	25	-	0		-20	-				-10
Blocking	3	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Locking Holds	3	R	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Martial Arts Sweeps	3	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Wrestling	3	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Outdoor - Animal	2/7	-	EM/AG/EM	-15/2/1/0,5/0	1	2	14	-	0			-				16
Animal Handling "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Handling ""	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Mastery "horse"	2/7	R	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Mastery ""	2/7	R	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Training "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Training ""	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Driving	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Herding	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Riding "horse"	2/7	S	-	-15/3/2/1/0,5	1	3	-	16	-			0	0			19
Riding ""	2/7	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Outdoor - Enviromen.	2/6	-	SD/IN/ME	-15/2/1/0,5/0	7	14	15	-	0			-				29
Caving	2/6	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Foraging	2/6	S	-	-15/3/2/1/0,5	2	6	-	29	-				0			35
Hunting	2/6	S	-	-15/3/2/1/0,5	2	6	-	29	-							35
Star-gazing	2/6	E	-	-15/3/2/1/0,5	0	-15	-	29	-				20			34
Survival (Waste)	2/6	S	-	-15/3/2/1/0,5	2	6	-	29	-							35
Weather Watching	2/6	S	-	-15/3/2/1/0,5	0	-15	-	29	-				20			34
Power Awareness	3/7	-	EM/IN/PR	-15/2/1/0,5/0	10	20	13	-	5			-				38
Attunement	3/7	S	-	-15/3/2/1/0,5	10	30	-	38	-				0			68
Divination	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Power Perception	3/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Read Runes	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23

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	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
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	8	-	0			-				8
Power Points	8	S	-	0/7/6/5/4	10	70	-	8	-							78
Science - Basic	2/5	-	RE/ME/RE	-15/2/1/0,5/0		-15	19	-	0			-				4
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Science - Specialized	8	-	RE/ME/RE	0/0/0/0/0	-	0	19	-	0			-				19
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Self Control	2/6	-	SD/PR/SD	-15/2/1/0,5/0	10	20	32	-	10			-				62
Adrenal Balance	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Adrenal Concentration	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Adrenal Landing	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Adrenal Leaping	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Adrenal Quickdraw	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Adrenal Speed	2/6	S	-	-15/3/2/1/0,5	10	30	-	62	-							92
Adrenal Stabilization	2/6	R	-	-15/3/2/1/0,5		-15	-	62	-							47
Adrenal Strength	2/6	S	-	-15/3/2/1/0,5	0	-15	-	62	-							47
Chi Powers: ""	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Chi Powers: ""	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Cleansing Trance	2/6	R	-	-15/3/2/1/0,5		-15	-	62	-							47
Control Lycanthropy	2/6	R	-	-15/3/2/1/0,5		-15	-	62	-							47
Death Trance	2/6	R	-	-15/3/2/1/0,5		-15	-	62	-							47
Frenzy	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Healing Trance	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Meditation	2/6	S	-	-15/3/2/1/0,5	0	-15	-	62	-							47
Mnemonics	2/6	S	-	-15/3/2/1/0,5		-15	-	62	-							47
Sleep Trance	2/6	S	-	-15/3/2/1/0,5	0	-15	-	62	-							47
Stunned Maneuvering	2/6	S	-	-15/3/2/1/0,5	0	-15	-	62	-							47
Special Attacks	4	-	ST/AG/SD	0/0/0/0/0	-	0	29	-	0			-				29
Brawling	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Chi Powers: ""	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Chi Powers: ""	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Disarm Foe (armed)	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Disarm Foe (unarmed)	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Fent (armed)	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Fent (unarmed)	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Jousting (Lancing)	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Racial Attacks	4	S	-	-30/5/3/1,5/0,5		-30	-	29	-							-1
Racial Attacks (Claws)	4	E	-	-30/5/3/1,5/0,5	20	80	-	29	-							109
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	-	0	8	-	0			-				8
Assassination Mastery	6/6/6	S	-	-30/1/1/0,5/0	9	9	-	8	-							17
Disguise Mastery	6/6/6	S	-	-30/1/1/0,5/0	4	4	-	8	-							12
Escapes [7*]	6/6/6	S	-	-30/1/1/0,5/0	7	7	-	8	-							15
Gathering Secrets [4]	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
Misdirections	6/6/6	S	-	-30/1/1/0,5/0	4	4	-	8	-							12
Poison Mastery [0]	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
Spells Own Open	8/8	-	Realm Stat	0/0/0/0/0	-	0	8	-	0			-				8
Anticipations [5]	8/8	S	-	-30/1/1/0,5/0	2	2	-	8	-							10
Cloaking [1]	8/8	S	-	-30/1/1/0,5/0	1	1	-	8	-							9
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0/0	-	0	8	-	0			-				8
Movement [2]	10/10	S	-	-30/1/1/0,5/0	2	2	-	8	-							10
Sense Mastery [3]	10/10	S	-	-30/1/1/0,5/0	1	1	-	8	-							9
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
Spells Other	-	-	Realm Stat	0/0/0/0/0	-	0	8	-	0			-				8
Weapon Mastery [1]	-	S	-	-30/1/1/0,5/0	1	1	-	8	-							9
Dream Lore [1]	-	S	-	-30/1/1/0,5/0	1	1	-	8	-							9
Dream Law [1]	-	S	-	-30/1/1/0,5/0	1	1	-	8	-							9
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
Subterfuge - Attack	5/10	-	AG/SD/IN	-15/2/1/0,5/0		-15	22	-	5			-				12
Ambush	5/10	S	-	-15/3/2/1/0,5	3	9	-	12	-							21
Silent Attack	5/10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Subterfuge - Mechan.	2/7	-	IN/AG/RE	-15/2/1/0,5/0	10	20	19	-	5			-				44
Camouflage	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-							29
Disarming Traps	2/7	S	-	-15/3/2/1/0,5	10	30	-	44	-							74
Disguise	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-							29
Counterfeiting	2/7	S	-	-15/3/2/1/0,5	0	-15	-	44	-							29
Forgery	2/7	S	-	-15/3/2/1/0,5	0	-15	-	44	-							29
Hiding Items	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-							29
Picking Locks	2/7	S	-	-15/3/2/1/0,5	10	30	-	44	-						5	79
Setting Traps	2/7	S	-	-15/3/2/1/0,5	0	-15	-	44	-							29
Trap Building	2/7	S	-	-15/3/2/1/0,5	0	-15	-	44	-							29
Using/Removing Poison	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-							29
Subterfuge - Stealth	1/4	-	AG/SD/IN	-15/2/1/0,5/0	10	20	22	-	5			-				47
Hiding	1/4	S	-	-15/3/2/1/0,5	10	30	-	47	-		0	0				77
Pick Pockets	1/4	S	-	-15/3/2/1/0,5	0	-15	-	47	-		0					32
Stalking	1/4	S	-	-15/3/2/1/0,5	10	30	-	47	-		0	0		10		87
Trickery	1/4	S	-	-15/3/2/1/0,5		-15	-	47	-		0	0				32

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	2	4	22	-	0							26
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
First Aid	3/7	S	-	-15/3/2/1/0,5	1	3	-	26	-					20		49
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Sailing	3/7	E	-	-15/3/2/1/0,5		-15	-	26	-				20			31
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	12	-	0							12
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Military Organization	8	S	-	-30/5/3/1,5/0,5	1	5	-	12	-							17
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	12	-	0							12
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-				20			2
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-				20			2
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-							-18
Urban	1/4	-	IN/PR/RE	-15/2/1/0,5/0	2	4	19	-	0							23
Contacting	1/4	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Mingling	1/4	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Scrouging	1/4	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Streetwise	1/4	S	-	-15/3/2/1/0,5	1	3	-	23	-							26
			//	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

Guardian, Soldier, City Guard, Assassin, Burglar, Spy

Equipment	Weight	Weight
High Steel Broadsword (Personal Weapon)	4	
Composite Bow	2,5	
Quiver + Bow Quiver	0,5	
20 White Alloy Arrows	3	
Superior 85% light Buffalo Hide AT 10	Wear	
Steel Full Shield	20	
Gauntlets of Healing (TC, p.103)	Wear	
Standardpack 1	27,5	
Lock Pick Kit	0,5	
Trail Rations	14	
3 Flaschen (rosa, violett, blau)	0,5	
		Medium Horse
		2 Saddle Bags
	Total weight (lbs)	72,5

Herbs

ID#	Name	Effect	Cost	AF	#
600	Argsbargies	Level 4 antidote for Muscle Poisons	38 gp	7	
601	Eldaana	Level 9 antidote for Reduction Poisons. Reverses the effect of the cure "Ugliness of Orn"	99 gp	2	
602	Menelar	Level 7 antidote for Circulatory Poisons	65 gp	4	
610	Arfandas	doubles rate of healing for factures	2 sp	1	
611	Baalak	Shatter repairs	160 gp	12	
612	Bursthelas	Shatter repairs	110 gp	22	
614	Gursamel	Mends bone	30 gp	5	
630	Anserke	Stops any bleeding by clotting and sealing the wound. Takes 3rds to take effect. Patient cannot move (appreciably) without wound reopening	75 gp	7	
631	Fek	Stops any Bleeding. Takes d10 rds to take effect. Patient cannot move (appreciably) without wound reopening	50 gp	5	
632	Harfy	Immediately stops any form of bleeding	175 gp	9	
633	Hugburtun	Immediately stops any form of bleeding	180 gp	6	
640	Akbutege	Heals d10 hits	3 sp	1	
641	Arlan	Heals 3+d6 hits (wild d6 hits)	13 sp	1	
642	Cursamar	Heals 10+5d10 hits	30 gp	3	
644	Draaf	Heals 2d10 hits in 2 rds	7 sp	1	3
646	Gariig	Heals 30 hits	55 gp	3	
647	Gefnul	Heals 100 hits	90 gp	10	
649	Reglen	Heals 50 hits	75 gp	7	
650	Rewk	Heals 2d10 hits	9 sp	1	
652	Winclamit	Heals 3d100 hits	100 gp	12	
660	Arkasu	Doubles rate of healing for major wounds. Heals 2d6 hits	12 gp	2	
681	Arpsusar	Mends muscle damage	30 gp	15	
685	Hegheg	Heals cartilage damage	25 gp	5	
692	Wifurwif	Nerve repairs	55 gp	15	
708	Wek-wek	Repairs organ damage	220 gp	50	
716	Gylvir	Breathe under water (only) for 4 hours	45 gp	20	
	Carefree Mustard	Heals all hits within 1 hour			
	Dextros	+7 AG bonus for d10 hours			