

Player: Jörg		Resistance
Character: <i>Narvonil</i> („Dwarf friend“)		Essence 7
Race: Wood Elf		Channeling 19
Culture:		Mentalism 22
Profession: Healer		Channeling/Essence 13
Realm: Channeling/Mentalism		Channeling/Mentalism 21
Level : 11		Essence/Mentalism 15
Exp Points: 180971		Arcane 16
Fate Points: 5		Poison 25
Corruption Pts:		Disease 115
Money: 194	Fear 0	
	Heat 0	
	Cold 10	

DEAD

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
Agility	AG	101	101	12	4				16
Constitution	CO	91	91	5	0				5
Memory	ME	83	83	3	2				5
Reasoning	RE	88	88	4	0				4
Self Discipline	SD	90	90	5	-5				0
Empathy	EM	76	76	2	2				4
Intuition	IN	96	96	8	0				8
Presence	PR	95	95	7	2				9
Quickness	QU	98	98	9	2	5			16
Strength	ST	79	79	2	0				2

Dev Points	89,7	/	90,6
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Appearance	100	Age		Skin		Height	6'2
Sex	Male	Hair	Blond	Eyes	Blue	Weight	170

Armor AT	10	Shield Type	Target	Item DB	10	Special DB	
Armor Enc. AT		Shield Bonus	20	Item DB		Talent DB	
Armor Bonus	15	Helm		Special DB		Flaw DB	

Hit Points	102	DB with Armor	73	Soul Departure	3	Rest ExhP/min	4
Power Points	252	Full DB Melee	113	Recovery Multiplier	1,5	Rest PP/hour	5
PP Multiplier x	3	Full DB Missile	103	Rest hits/hour	3	Sleep PP/3 h	126
Initiative 2d10+	16	Exhaustion Points	55	Sleep hits/3 hour	10	Base MM Rate	98

Talents	4.	Flaws	4.
1. Very quick	5.	1. Slow Healer	5.
2. Affinity to woodland foliage	6.	2.	6.
3. Converted RM2 character	7.	3.	7.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Broadsword	11	25	98	Hiding	4	0	54
Longbow	10	20	104	Stalking	4	0	54
Shock Bolt	5	0	59	First Aid	14	0	53
Swimming	6	0	51	Play Instrument "Harp"	10	0	61
Climbing	3	0	63				0
Alertness	9	0	30	Blood Ways	10	0	24
Detect Traps	10	0	68	Bone Ways [15]	12	0	26
Locate Hidden	10	0	68	Cleansing [15]	6	0	20
Observation	11	0	70	Muscle Ways [15]	12	0	26
Reading Tracks	1	0	41	Organ Ways	12	0	26
Tracking	1	0	41	Surface Ways	12	0	26
Trading	1	0	26	Anticipations [5]	5	0	19
Heraldry	1	0	27	Cloaking [10]	6	0	20
Herb Lore	10	0	46	Sound's Way [3]	3	0	17
Riding "horse"	3	0	39	Detection Mastery [10]	3	0	17
Caving	2	0	39	Damage Resistance [2]	2	0	16
Foraging	2	0	39	Creations [2]	2	0	16
Survival	2	0	39	Speed [12]	11	0	25
Weather Watching	3	0	42	Movement [6]	4	0	18
Attunement	11	0	79	Sense Mastery [3]	3	0	17
Read Runes	10	0	77	Mind Mastery [10]	0	0	-16
Adrenal Speed	6	0	49	Mind Control [Mentalist]	2	0	16

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	7/7/7	-	ST/AG/ST	-15/2/1/0,5/0		-15	20	-	0			-				5
Plate	7/7/7	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Armor - Light	4/4/4	-	AG/ST/AG	-15/2/1/0,5/0	2	4	34	-	0			-				38
Soft Leather	4/4/4	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Rigid Leather	4/4/4	S	-	-15/3/2/1/0,5	5	15	-	38	-							53
Armor - Medium	6/6/6	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	20	-	0			-				5
Chain	6/6/6	S	-	-15/3/2/1/0,5	0	-15	-	5	-							-10
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0	1	2	29	-	0			-				31
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-				0			16
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Play Instrument "Harp"	2/5	E	-	-15/3/2/1/0,5	10	30	-	31	-							61
Play Instrument ""	2/5	E	-	-15/3/2/1/0,5		-15	-	31	-							16
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-				0			16
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	21	-	0			-				6
Music	2/5	E	-	-15/3/2/1/0,5		-15	-	6	-							-9
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Athletic - Brawn	6	-	ST/CO/AG	-15/2/1/0,5/0	1	2	23	-	0			-				25
Athletic Games (Brawn)	6	S	-	-15/3/2/1/0,5		-15	-	25	-			0				10
Jumping	6	S	-	-15/3/2/1/0,5		-15	-	25	-			0				10
Power-striking	6	S	-	-15/3/2/1/0,5		-15	-	25	-			0				10
Power-throwing	6	S	-	-15/3/2/1/0,5		-15	-	25	-			0				10
Weight-lifting	6	S	-	-15/3/2/1/0,5		-15	-	25	-			0				10
Athletic - Endurance	3	-	CO/AG/ST	-15/2/1/0,5/0	5	10	23	-	0			-				33
Athletic Games (Endu.)	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Distance Running	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Rowing	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0	0			18
Scaling	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0	0			18
Sprinting	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Swimming	3	S	-	-15/3/2/1/0,5	6	18	-	33	-			0				51
Athletic - Gymnastics	3	-	AG/QU/AG	-15/2/1/0,5/0	3	6	48	-	0			-				54
Acrobatics	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0	0			39
Athletic Games (Gymn.)	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Climbing	3	S	-	-15/3/2/1/0,5	3	9	-	54	-			0	0			63
Contortions	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Diving	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Flying/Gliding	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Juggling	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Pole-vaulting	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Rappelling	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Skating	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Skiing	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Stilt-walking	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Surfing	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Tightrope-walking	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Tumbling	3	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Awareness - Percept.	6	-	IN/SD/IN	0/0/0/0/0	-	0	16	-	5			-				21
Alertness	6	S	-	0/1/1/0,5/0	9	9	-	21	-							30
Sense Ambush	6	S	-	0/1/1/0,5/0		0	-	21	-							21

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Awareness - Search.	3	-	IN/RE/SD	-15/2/1/0,5/0	11	21	12	-	5			-				38
Detect Traps	3	S	-	-15/3/2/1/0,5	10	30	-	38	-							68
Lie Perception	3	S	-	-15/3/2/1/0,5		-15	-	38	-						100	123
Locate Hidden	3	S	-	-15/3/2/1/0,5	10	30	-	38	-							68
Observation	3	S	-	-15/3/2/1/0,5	11	32	-	38	-							70
Poison Perception	3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Reading Tracks	3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Surveillance	3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Tracking	3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Awareness - Senses	3/7	-	IN/SD/IN	-15/2/1/0,5/0	1	2	16	-	5			-				23
Direction Sense	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Reality Awareness	3/7	R	-	-15/3/2/1/0,5		-15	-	23	-							8
Sense Aware. Vision	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Sense Aware. Hearing	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Situat. Aware. Combat	3/7	S	-	-15/3/2/1/0,5	1	3	-	23	-							26
Situat. Aware. Camp	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Situat. Aware. Bar	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Spatial Location Aware.	3/7	R	-	-15/3/2/1/0,5		-15	-	23	-							8
Time Sense	3/7	E	-	-15/3/2/1/0,5		-15	-	23	-							8
Body Development	2/6	-	CO/SD/CO	0/0/0/0/0	-	0	10	-	10			-				20
Body Development	2/6	S	-	0/6/3/1/1	14	72	-	20	-							92
Combat Maneuvers	18	-	AG/QU/SD	0/0/0/0,0/0	-	0	32	-	0			-				32
Blind Fighting	18	R	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Missile Deflecting	18	R	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Mounted Combat	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0	0			2
Quickdraw	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Reverse Stroke	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Subdual	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Swashbuckling	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Tumbling Evasion	18	R	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Two-Weapon Fighting	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Weapon Style (basic)	18	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Weapon Style (advan.)	18	R	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Communication	2/2/2	-	RE/ME/EM	-15/2/1/0,5/0	2	4	13	-	0			-				17
Lip Reading	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Magical Languages	2/2/2	R	-	-15/3/2/1/0,5		-15	-	17	-							2
Signaling	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Writing	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Silvan (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	17	-							47
Silvan (Written)	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	17	-							47
Sindarin (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	17	-							41
Sindarin (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	17	-							35
Westron (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	17	-							41
Westron (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	17	-							35
Quenya (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	17	-							35
Quenya (Written)	2/2/2	S	-	-15/3/2/1/0,5	4	12	-	17	-							29
Adunaic (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	17	-							35
Adunaic (Written)	2/2/2	S	-	-15/3/2/1/0,5	4	12	-	17	-							29
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	17	-							2

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	0			-9
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	E	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Directed Spells	3	-	AG/SD/AG	-15/2/1/0,5/0	6	12	32	-	0			-				44
Shock Bolt	3	S	-	-15/3/2/1/0,5	5	15	-	44	-							59
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
	3	S	-	-15/3/2/1/0,5		-15	-	44	-							29
Influence	2/6	-	PR/EM/IN	-15/2/1/0,5/0	1	2	21	-	0			-	0			23
Bribery	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Diplomacy	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Duping	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Interrogation	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Leadership	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Propaganda	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Public Speaking	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-				0			8
Seduction	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Trading	2/6	S	-	-15/3/2/1/0,5	1	3	-	23	-							26
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	5	10	14	-	0			-				24
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	24	-							33
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Fauna Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Flora Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	24	-							27
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
History ""	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	24	-							33
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Religion	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Lore - Magical	2/5	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	14	-	5			-				4
Artefact Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	4	-							-11
Circle Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	4	-							-11
Planar Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Spell Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	4	-							-11
Symbol Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	4	-							-11
Undead Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Warding Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11

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	14	-	0			-				-1
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0	1	2	14	-	0			-				16
Herb Lore	2/6	E	-	-15/3/2/1/0,5	10	30	-	16	-							46
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
MA - Combat Maneuv.	12	-	AG/QU/SD	0/0/0/0/0	-	0	32	-	0			-				32
Adrenal Deflecting	12	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Adrenal Evasion	12	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Blind Fighting	12	R	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Martial Arts Style (basic)	12	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Martial Arts Style (adva.)	12	R	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Martial Arts - Striking	6	-	ST/AG/ST	-15/2/1/0,5/0		-15	20	-	0			-				5
Boxing	6	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Martial Arts Striking	6	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Nerve Strikes	6	R	-	-15/3/2/1/0,5		-15	-	5	-							-10
Tackling	6	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Martial Arts - Sweeps	6	-	AG/ST/AG	-15/2/1/0,5/0		-15	34	-	0			-				19
Blocking	6	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Locking Holds	6	R	-	-15/3/2/1/0,5		-15	-	19	-							4
Martial Arts Sweeps	6	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Wrestling	6	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Outdoor - Animal	3	-	EM/AG/EM	-15/2/1/0,5/0	3	6	24	-	0			-				30
Animal Handling "horse"	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Animal Handling ""	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Animal Mastery "horse"	3	R	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Animal Mastery ""	3	R	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Animal Training "horse"	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Animal Training ""	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Driving	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Herding	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Riding "horse"	3	S	-	-15/3/2/1/0,5	3	9	-	30	-			0	0			39
Riding ""	3	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15
Outdoor - Enviromen.	3	-	SD/IN/ME	-15/2/1/0,5/0	10	20	13	-	0			-				33
Caving	3	S	-	-15/3/2/1/0,5	2	6	-	33	-							39
Foraging	3	E	-	-15/3/2/1/0,5	2	6	-	33	-				0			39
Hunting	3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Star-gazing	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Survival	3	S	-	-15/3/2/1/0,5	2	6	-	33	-							39
Weather Watching	3	S	-	-15/3/2/1/0,5	3	9	-	33	-				0			42
Power Awareness	2/6	-	EM/IN/PR	-15/2/1/0,5/0	11	21	21	-	5			-				47
Attunement	2/6	S	-	-15/3/2/1/0,5	11	32	-	47	-				0			79
Divination	2/6	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Power Perception	2/6	R	-	-15/3/2/1/0,5		-15	-	47	-							32
Read Runes	2/6	S	-	-15/3/2/1/0,5	10	30	-	47	-							77

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	4/10	-	EM/IN/PR	0/0/0/0	-	0	21	-	5			-				26
Channeling	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Hide Magic	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Magical Ritual	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Transcend Armor	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Power Point Develop.	6	-	Realm Stat	0/0/0/0	-	0	9	-	5			-				14
Power Points	6	S	-	0/6/5/4/3	12	70	-	14	-							84
Science - Basic	1/4	-	RE/ME/RE	-15/2/1/0,5/0		-15	13	-	0			-				-2
Math	1/4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Research	1/4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Science - Specialized	6/14	-	RE/ME/RE	0/0/0/0/0	-	0	13	-	0			-				13
Advanced Math	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Anthropology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Alchemy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Astronomy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Biochemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Chemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Physics	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Psychology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	13	-							-17
Self Control	2/7	-	SD/PR/SD	-15/2/1/0,5/0	6	12	9	-	10			-				31
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	6	18	-	31	-							49
Adrenal Stabilization	2/7	E	-	-15/3/2/1/0,5		-15	-	31	-							16
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	31	-							16
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	31	-							16
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	31	-							16
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Meditation	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Sleep Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Special Attacks	15	-	ST/AG/SD	0/0/0/0/0	-	0	18	-	0			-				18
Brawling	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Disarm Foe (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Disarm Foe (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Fent (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Fent (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Jousting (Lancing)	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Special Defenses	18	-	-	0/0/0/0/0	-	0	0	-	0			-				0
Adrenal Defense	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	18	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	3/3/3	-	Realm Stat	0/0/0/0/0	-	0	9	-	5			-				14
Blood Ways	3/3/3	S	-	-30/1/1/0,5/0	10	10	-	14	-							24
Bone Ways [15]	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	14	-							26
Cleansing [15]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	14	-							20
Muscle Ways [15]	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	14	-							26
Organ Ways	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	14	-							26
Surface Ways	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	14	-							26
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Own Open	4/4/4	-	Realm Stat	0/0/0/0/0	-	0	9	-	5			-				14
Light's Ways [9]	4/4/4	S	-	-30/1/1/0,5/0	9	9	-	14	-							23
Anticipations [5]	4/4/4	S	-	-30/1/1/0,5/0	5	5	-	14	-							19
Cloaking [10]	4/4/4	S	-	-30/1/1/0,5/0	6	6	-	14	-							20
Sound's Way [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	14	-							17
Detection Mastery [10]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	14	-							17
Damage Resistance [2]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Own Closed	4/4/4	-	Realm Stat	0/0/0/0/0	-	0	9	-	5			-				14
Creations [2]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
Speed [12]	4/4/4	S	-	-30/1/1/0,5/0	11	11	-	14	-							25
Movement [6]	4/4/4	S	-	-30/1/1/0,5/0	4	4	-	14	-							18
Sense Mastery [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	14	-							17
Mind Mastery [10]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Other	-	-	Realm Stat	0/0/0/0/0	-	0	9	-	5			-				14
Mind Control [Mentalist]	-	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Subterfuge - Attack	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	24	-	0			-				9
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Subterfuge - Mechan.	8	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	28	-	0			-				13
Camouflage	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Disarming Traps	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Disguise	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Counterfeiting	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Forgery	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Hiding Items	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Picking Locks	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Setting Traps	8	S	-	-15/3/2/1/0,5	0	-15	-	13	-							-2
Trap Building	8	S	-	-15/3/2/1/0,5	0	-15	-	13	-							-2
Using/Removing Poison	8	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Subterfuge - Stealth	6	-	AG/SD/IN	-15/2/1/0,5/0	4	8	24	-	0			-				32
Hiding	6	S	-	-15/3/2/1/0,5	4	12	-	32	-			0	10			54
Pick Pockets	6	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Stalking	6	S	-	-15/3/2/1/0,5	4	12	-	32	-			0	10			54
Trickery	6	E	-	-15/3/2/1/0,5		-15	-	32	-			0	10			27

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	3	6	9	-	0							15
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
First Aid	3/7	O	-	-15/3/2/1/0,5	14	38	-	15	-							53
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-				0			0
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Using Prepared Herbs	3/7	E	-	-15/3/2/1/0,5		-15	-	15	-							0
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	17	-	0							17
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Military Organization	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Second Aid	8	E	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Surgery	8	E	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	17	-	0							17
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-				0			-13
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-				0			-13
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Urban	3	-	IN/PR/RE	-15/2/1/0,5/0	1	2	21	-	0							23
Contacting	3	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Mingling	3	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Scrouging	3	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Streetwise	3	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

Category/Skill	Costs	Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Weapon - 1-H Edged	9	-	ST/AG/ST	-15/2/1/0,5/0	11	21	20	-	0		-				41
Broadsword	9	S	-	-15/3/2/1/0,5	11	32	-	41	-					25	98
	9	S	-	-15/3/2/1/0,5		-15	-	41	-						26
	9	S	-	-15/3/2/1/0,5		-15	-	41	-						26
	9	S	-	-15/3/2/1/0,5		-15	-	41	-						26
Weapon - Missile	20	-	AG/ST/AG	-15/2/1/0,5/0	10	20	34	-	0		-				54
Longbow	20	S	-	-15/3/2/1/0,5	10	30	-	54	-					20	104
	20	S	-	-15/3/2/1/0,5		-15	-	54	-						39
	20	S	-	-15/3/2/1/0,5		-15	-	54	-						39
	20	S	-	-15/3/2/1/0,5		-15	-	54	-						39
Weapon - Thrown	20	-	AG/ST/AG	-15/2/1/0,5/0	0	-15	34	-	0		-				19
	20	S	-	-15/3/2/1/0,5	0	-15	-	19	-						4
	20	S	-	-15/3/2/1/0,5		-15	-	19	-						4
	20	S	-	-15/3/2/1/0,5		-15	-	19	-						4
Weapon - 2-Handed	20	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	20	-	0		-				5
	20	S	-	-15/3/2/1/0,5	0	-15	-	5	-						-10
	20	S	-	-15/3/2/1/0,5		-15	-	5	-						-10
	20	S	-	-15/3/2/1/0,5		-15	-	5	-						-10
Weapon - Pole Arms	20	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	20	-	0		-				5
	20	S	-	-15/3/2/1/0,5	0	-15	-	5	-						-10
	20	S	-	-15/3/2/1/0,5		-15	-	5	-						-10
Weapon - 1-H Concus.	20	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	20	-	0		-				5
	20	S	-	-15/3/2/1/0,5	0	-15	-	5	-						-10
	20	S	-	-15/3/2/1/0,5		-15	-	5	-						-10
Weapon - Missile Artill.	20	-	IN/AG/RE	-15/2/1/0,5/0		-15	28	-	0		-				13
	20	S	-	-15/3/2/1/0,5		-15	-	13	-						-2
	20	S	-	-15/3/2/1/0,5		-15	-	13	-						-2

Specials
Band of Purity: +3 Spell Adder, Daily III 'Poison Purification', +100 Lie Perception, -100 Lying, +25 RR vs. Mind Control Spells, +10 to DB

Killed					
Wolf	2				
Man	2				
Bear	2				
Ghoul					
Skeleton	2				
Orc	2				
Ghost					
Troll	2				
Dog	2				
Jackal					
Giant Spider	2				
Wraith	2				
Construct	2				

Training Packages

Guardian, City Guard, Scout [4], Adventurer [8]

Equipment	Weight	Weight
Mithril Broadsword	4	
+10 magic Longbow with Lesser Reloading	2,5	
Quiver	0,5	
60 Black Allow Arrows	9	
Black Allow Target Shield	6	
Superior 85% light Fell Beast Hide AT 10	Wear	
Standardpack 1	25,5	
Band of Purity	0	
*3 Multiplier Ring	0	
Rod of Dispel Essence I	2	
Medium Horse		
Magic Saddle, +1 to Horses speed rating, +25 mounted combat		
Total weight (lbs)		49,5

Herbs

ID#	Name	Effect	Cost	AF	#
	Aloe				3
	Aldacer				1
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	
646	Gariig	Heals 30 hits	55 gp	3	1
647	Gefnul	Heals 100 hits	90 gp	10	
649	Reglen	Heals 50 hits	75 gp	7	
650	Rewk	Heals 2d10 hits	9 sp	1	8
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	
	Dugmuthur				1
	Zulsendura				2
	Breldiar				4
	Kathkusa				1