

Player:	Jörg		Resistance	
Character:	<i>Tobold Boffin</i>		Essence	53
Race:	Stout Halfling		Channeling	30
Profession:	Ranger		Mentalism	44
Realm:	Channeling		Channeling/Essence	42
Level :	9		Channeling/Mentalism	37
Exp Points:	140700		Essence/Mentalism	49
Fate Points:	3		Arcane	42
Corruption Pts:			Poison	75
Money:	3706		Disease	95
		Fear	15	
		Heat	30	
		Cold	30	

Stat	Temporary	Potential	Dev. Pts.	Basic	Race	Backgr.	Special	Item	Bonus
Agility	AG	101	101	10	30	10			40
Constitution	CO	95	95	9	15	20			35
Memory	ME	91	91	8,6	11	0			11
Reasoning	RE	90	90	8,4	10	0			10
Self Discipline	SD	95	95	9	15	0			15
Empathy	EM	93	93	-	13	-10			3
Intuition	IN	101	101	-	30	0			30
Presence	PR	94	94	-	14	-10			4
Quickness	QU	101	101	-	30	5			35
Strength	ST	97	97	-	19	-5			14

Total Dev. Points	45	Secondary Skills Dev. Pts.	11,25
-------------------	----	----------------------------	-------

Appearance	63	Age		Skin		Height	3'6
Sex	Male	Hair	Brown	Eyes	Green	Weight	85

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

Hit Points	120	DB with Armor	50	Soul Departure	18	Rest ExhP/min	19
Power Points	63	Full DB Melee	95	Recovery Multiplier	0,5	PP / Lvl.	3,5
PP Multiplier x	2	Full DB Missile	95	Rest hits/hour	7,2	Base Spells	0
Initiative 2d10+	14	Exhaustion Points	110	Sleep hits/3 hour	28	Base MM Rate	60

Talents	2. +10 Short Bow Skill	Flaws	2.
1. Extra Spell List Pick	3.	1.	3.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Short Bow	19	25	143	Disarm Trap	9	0	89
Handaxe	9	20	97	Pick Locks	9	5	86
Handaxe (thrown)	9	20	105	Stalk/Hide	9	0	82
Climbing	9	0	94	First Aid	9	0	54
Swimming	9	0	94	Wood-crafts	9	0	85
Alertness	9	0	41			0	
Situational Awareness	4	0	52			0	
Detect Traps	9	0	84			0	
General Perception	9	0	77			0	
Locate Secret Opening	9	0	74			0	
Read Tracks	9	0	74			0	
Tracking	9	0	74			0	
Fauna Lore	1	0	16			0	
Flora Lore	2	0	21			0	
Herb Lore	9	0	56			0	
Riding	9	5	99			0	
Foraging	9	0	93	Path Mastery	10	0	10
Attunement	1	0	22	Moving Ways	10	0	10
Transcend Armor	0	0	5	Nature's Guises	10	0	10
Adrenal Speed	9	0	55	Inner Walls	10	0	10
Adrenal Strength	1	0	15	Nature's Way	0	0	0
Stunned Maneuvering	9	0	69	Concussion's Ways	5	0	5

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Academic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Demon/Devil Lore	2/5	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Dragon Lore	1/3	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Fauna Lore	1/4	ME/RE	-25/5/2/1/0,5	1	5	11	0							16
Flora Lore	1/2	ME/RE	-25/5/2/1/0,5	2	10	11	0							21
Heraldry	1/4	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Herb Lore	1/3	ME/RE	-25/5/2/1/0,5	9	45	11	0							56
Lock Lore	1/4	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Military Organization	2/5	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Siege Engineering	1/4	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Tactics	1/4	ME/RE	-25/5/2/1/0,5		-25	11	0							-14
Racial History (Hobbits)	2/4	ME/RE	-25/5/2/1/0,5	1	5	11	0							16
Religion	1/3	ME/RE	-25/5/2/1/0,5	0	-25	11	0							-14
Armor	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Soft Leather	1*		-25/5/5/5/5,0	4	20	0	0							20
Rigid Leather	2*		-25/5/5/5/5,0	18	90	0	0							90
Chain	3*		-25/5/5/5/5,0	2	10	0	0							10
Plate	4*		-25/5/5/5/5,0	11	55	0	0							55
Athletic	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Climbing	3/9	AG	-25/5/2/1/0,5	9	45	40	9							94
Dance	2/5	AG/IN	-25/5/2/1/0,5		-25	35	9							19
Distance Running	2/6	CO	-25/5/2/1/0,5		-25	35	9							19
Rowing	2/4	ST/SD	-25/5/2/1/0,5		-25	15	9							-1
Sailing	2/5	AG/IN	-25/5/2/1/0,5		-25	35	9							19
Sprinting	2/6	QU	-25/5/2/1/0,5		-25	35	9							19
Swimming	2/6	AG	-25/5/2/1/0,5	9	45	40	9							94
Acrobatics	2/6	AG/QU	-25/5/2/1/0,5		-25	38	9							22
Contortions	2/6	AG/SD	-25/5/2/1/0,5		-25	28	9							12
Jumping	3/6	ST/AG	-25/5/2/1/0,5		-25	27	9							11
Tumbling	2/4	AG/SD	-25/5/2/1/0,5		-25	28	9							12
		AG	-25/5/2/1/0,5		-25	40	9							24
		AG	-25/5/2/1/0,5		-25	40	9							24
Body Development	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Body Development	2/7		Random	12	79	10	0							89
Concentration	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Adrenal Defense	20		-25/5/2/1/0,5		-25	0	0							-25
Adrenal Balance	2/7	PR/SD	-25/5/2/1/0,5	1	5	10	0							15
Adrenal Landing	2/7	PR/SD	-25/5/2/1/0,5		-25	10	0							-15
Adrenal Leaping	2/7	PR/SD	-25/5/2/1/0,5	1	5	10	0							15
Adrenal Quick Draw	2/4	PR/SD	-25/5/2/1/0,5		-25	10	0							-15
Adrenal Speed	2/7	PR/SD	-25/5/2/1/0,5	9	45	10	0							55
Adrenal Strength	2/7	PR/SD	-25/5/2/1/0,5	1	5	10	0							15
Body Damage Stabilization	1/4	SD/EM	-25/5/2/1/0,5		-25	9	0							-16
Control Lycantrophy	2/6	SD	-25/5/2/1/0,5		-25	15	0							-10
Frenzy	2/4	EM/SD	-25/5/2/1/0,5		-25	9	0							-16
Meditation (Cleanse)	0	PR/SD	-25/5/2/1/0,5	1	5	10	0							15
		PR/SD	-25/5/2/1/0,5		-25	10	0							-15
		PR/SD	-25/5/2/1/0,5		-25	10	0							-15
Deadly	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Ambush	3		-25/5/2/1/0,5		-25	0	9							-16
Silent Kill	4	AG/IN	-25/5/2/1/0,5		-25	35	9							19
Use/Remove Poison	2/5	AG/IN	-25/5/2/1/0,5		-25	35	9							19

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	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
		AG	-25/5/2/1/0,5		-25	40	0							15
General	-	-	-	-	-	-	2	-	-	-	-	-	-	-
Cooking	2/4	RE/AG	-25/5/2/1/0,5	0	-25	25	18							18
Crafting	2/4	AG/SD	-25/5/2/1/0,5		-25	28	18							21
Fletching	2/5	AG/SD	-25/5/2/1/0,5	3	15	28	18							61
Leather-Working	2/5	AG/RE	-25/5/2/1/0,5		-25	25	18							18
Painting	1/4	IN/AG	-25/5/2/1/0,5		-25	35	18							28
Play Instrument #1	2/6	AG/ME	-25/5/2/1/0,5		-25	26	18							19
Play Instrument #2	3/7	AG/ME	-25/5/2/1/0,5		-25	26	18							19
Play Instrument #3	3	AG/ME	-25/5/2/1/0,5		-25	26	18							19
Rope Mastery	2/5	ME/AG	-25/5/2/1/0,5		-25	26	18							19
Sculpting	2/5	IN/AG	-25/5/2/1/0,5		-25	35	18							28
Skinning	1/3	AG/IN	-25/5/2/1/0,5		-25	35	18							28
Smithing	2/7	ST/AG	-25/5/2/1/0,5		-25	27	18							20
Wood-crafts (Bow maker)	2/4	AG/EM	-25/5/2/1/0,5	9	45	22	18							85
Appraisal	1/4	ME/RE	-25/5/2/1/0,5		-25	11	18							4
Armor Evaluation	1/4	IN/RE	-25/5/2/1/0,5		-25	20	18							13
Metal Evaluation	2/5	IN/RE	-25/5/2/1/0,5		-25	20	18							13
Weapon Evaluation	1/4	IN/RE	-25/5/2/1/0,5		-25	20	18							13
		AG	-25/5/2/1/0,5		-25	40	18							33
		AG	-25/5/2/1/0,5		-25	40	18							33
Linguistic	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Kuduk (Spoken)	3/*		-25/5/2/1/0,5	8	40	0	0							40
Kuduk (Written)	3/*		-25/5/2/1/0,5	6	30	0	0							30
Westron (Spoken)	3/*		-25/5/2/1/0,5	8	40	0	0							40
Westron (Written)	3/*		-25/5/2/1/0,5	6	30	0	0							30
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	2/6	IN/RE	-25/5/2/1/0,5		-25	20	0							-5
Music	2/6	AG/EM	-25/5/2/1/0,5		-25	22	0							-3
Public Speaking	2/6	EM/PR	-25/5/2/1/0,5		-25	4	0							-21
Signaling	1/5	ME/SD	-25/5/2/1/0,5		-25	13	0							-12
Singing	2/6	PR/IN	-25/5/2/1/0,5		-25	17	0							-8
Tale Telling	2/6	PR/ME	-25/5/2/1/0,5		-25	8	0							-17
Trading	3/5	RE/EM	-25/5/2/1/0,5		-25	7	0							-18
		RE	-25/5/2/1/0,5		-25	10	0							-15
		RE	-25/5/2/1/0,5		-25	10	0							-15
Magical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Attunement	6	EM/IN	-25/5/2/1/0,5	1	5	17	0							22
Channeling	3	IN	-25/5/2/1/0,5		-25	30	0							5
Magic Ritual	4	RE/ME	-25/5/2/1/0,5		-25	11	0							-14
Power Perception	2/5	EM	-25/5/2/1/0,5		-25	3	0							-22
Read Runes	5	EM/IN	-25/5/2/1/0,5		-25	17	0							-8
Spell Mastery	3/5	IN	-25/5/2/1/0,5		-25	30	0							5
Transcend Armor	3/7	IN	-25/5/2/1/0,5	0	-25	30	0							5
		EM/IN	-25/5/2/1/0,5		-25	17	0							-8

Skill	Costs	Stats	Progress.	#R	RB	SB	LB	TB	FB	MM	RA	IB	IB	Total
Medical	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Animal Healing	2/5	EM/RE	-25/5/2/1/0,5		-25	7	0							-18
Diagnostics	1/4	IN/RE	-25/5/2/1/0,5	1	5	20	0							25
Drug Tolerance	3/6	CO/SD	-25/5/2/1/0,5		-25	25	0							0
First Aid	2/4	SD/EM	-25/5/2/1/0,5	9	45	9	0							54
Second Aid	2/5	SD/EM/IN	-25/5/2/1/0,5		-25	16	0							-9
Surgery	3/6	SD/EM/IN	-25/5/2/1/0,5		-25	16	0							-9
		EM	-25/5/2/1/0,5		-25	3	0							-22
Outdoor	-	-	-	-	-	-	3	-	-	-	-	-	-	-
Animal Handling	1/3	EM/PR	-25/5/2/1/0,5		-25	4	27							6
Animal Training	3/7	EM/PR	-25/5/2/1/0,5		-25	4	27							6
Beast Mastery	4	EM/PR	-25/5/2/1/0,5		-25	4	27							6
Driving	2/7	SD/AG	-25/5/2/1/0,5		-25	28	27							30
Riding	2/6	EM/AG	-25/5/2/1/0,5	9	45	22	27						5	99
Caving	2/7	SD/RE	-25/5/2/1/0,5		-25	13	27							15
Foraging	1/3	IN/ME	-25/5/2/1/0,5	9	45	21	27							93
Region Lore (Shire)	1/3	RE/ME	-25/5/2/1/0,5	1	5	11	27							43
Streetwise	3/8	PR/IN	-25/5/2/1/0,5		-25	17	27							19
		EM	-25/5/2/1/0,5		-25	3	27							5
		EM	-25/5/2/1/0,5		-25	3	27							5
Perception	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Detect Traps	1/3	IN	-25/5/2/1/0,5	9	45	30	9							84
Direction Sense	1/2	IN/RE	-25/5/2/1/0,5	1	5	20	9							34
General Perception	2/7	IN/IN/RE	-25/5/2/1/0,5	9	45	23	9							77
Lie Perception	3/5	IN/RE	-25/5/2/1/0,5		-25	20	9							4
Locate Secret Opening	1/4	IN/RE	-25/5/2/1/0,5	9	45	20	9							74
Poison Perception	3	IN/RE	-25/5/2/1/0,5		-25	20	9							4
Read Tracks	1/3	IN/RE	-25/5/2/1/0,5	9	45	20	9							74
Sense Ambush/Assassination	1/3	IN/RE	-25/5/2/1/0,5	9	45	20	9							74
Tracking	2/5	IN/RE	-25/5/2/1/0,5	9	45	20	9							74
Alertness	-	IN/IN/RE	-25/1/1/1/0,0	9	9	23	9							41
Situational Awareness	-	IN/IN/RE	-25/5/2/1/0,5	4	20	23	9							52
		IN/RE	-25/5/2/1/0,5		-25	20	9							4
		IN/RE	-25/5/2/1/0,5		-25	20	9							4
Social	-	-	-	-	-	-	0	-	-	-	-	-	-	-
Diplomacy	2/6	PR/IN	-25/5/2/1/0,5		-25	17	0							-8
Duping	2/6	PR	-25/5/2/1/0,5		-25	4	0							-21
Gambling	2/6	ME/PR	-25/5/2/1/0,5		-25	8	0							-17
Interrogation	2/6	RE/AG	-25/5/2/1/0,5		-25	25	0							0
Leadership	2/6	PR/RE	-25/5/2/1/0,5		-25	7	0							-18
Seduction	2/6	EM/PR	-25/5/2/1/0,5		-25	4	0							-21
Subterfuge	-	-	-	-	-	-	1	-	-	-	-	-	-	-
Acting	2/6	PR/EM	-25/5/2/1/0,5		-25	4	9							-12
Disarm Trap	4	IN/AG	-25/5/2/1/0,5	9	45	35	9							89
Falsification	3	SD/RE	-25/5/2/1/0,5		-25	13	9							-3
Pick Locks	4	IN/RE/AG	-25/5/2/1/0,5	9	45	27	9						5	86
Pick Pockets	2/5	AG/IN	-25/5/2/1/0,5		-25	35	9							19
Set Traps	4	RE/AG	-25/5/2/1/0,5		-25	25	9							9
Stalk/Hide	1/5	AG/SD	-25/5/2/1/0,5	9	45	28	9							82
Trap Building	2/5	RE/EM	-25/5/2/1/0,5		-25	7	9							-9
Trickery	2/5	PR/QU	-25/5/2/1/0,5		-25	20	9							4
		AG	-25/5/2/1/0,5		-25	40	9							24
		AG	-25/5/2/1/0,5		-25	40	9							24

Specials

Killed

Orc	2				
Troll					
Man	2				
Giant					
Wolf	2				
Demon					

Training Packages

Equipment	Weight	Weight
Black Alloy Handaxe	5	34 Akbutege
Magic Iron Handaxe	5	3 Zulsendura
Superior Iron Wood Short Bow (Masterwork)	2,5	2 Rewk
2 Mithril Returning Arrows	0,3	5 Edram
Quiver + Bow quiver	0,5	3 Baldakur
Superior 85% light Fell Beast Hide AT 10	Wear	1 Ebur
Leather Helmet + Aventail	Wear	4 Brel diar
Black Allow Buckler		6 2 Elben's Basket
Standardpack 1	25,5	5 Vinuk
Lock Pick Kit	0,5	1 Olvar
2 Trail Rations	28	1 Curfalaka
*2 Multiplier Ring		0 2 Harfy
Ring of Invisibility (1 Use)		0 1 Anserke + 2 Thera
[Superior 85% light Black Allow AT 18]	[wear]	1 Wifurwif
2 Ponies		
6 Saddlebags		
Total weight (lbs)		73,3