

Player: Jörg
Character: Wulf
Race: Mixed Woodman
Profession: Zen Monk
Realm: Mentalism
Level : 17
Exp Points: 407142
Fate Points: 5
Corruption Pts:
Money: 13217
 (+125 bei Kelvor)
 (davon je 1000 in Tharb)



Resistance	
Essence	21
Channeling	0
Mentalism	36
Channeling/Essence	11
Channeling/Mentalism	18
Essence/Mentalism	29
Arcane	19
Poison	21
Disease	21
Fear	27
Heat	0
Cold	0

Stat	Temporary	Potential	Basic	Race	Talent	Flaw	Special	Item	Bonus
Agility	AG	98	98	9	0				9
Constitution	CO	90	90	5	2				7
Memory	ME	90	90	5	0				5
Reasoning	RE	90	90	5	0				5
Self Discipline	SD	94	94	7	2				9
Empathy	EM	90	90	5	2				7
Intuition	IN	62	62	0	0				0
Presence	PR	100	100	10	2				12
Quickness	QU	98	98	9	0	5			14
Strength	ST	94	94	7	2				9

Dev Points 90,6 / 92,4

Appearance	89	Age	28	Skin		Height	6'1
Sex	Male	Hair	Blond	Eyes	Blue	Weight	200
Armor AT	10	Shield Type	Full	Item DB		Special DB	
Armor Enc. AT		Shield Bonus	20	Item DB		Talent DB	
Armor Bonus	30	Helm		Special DB		Flaw DB	
Hit Points	156	DB with Armor	72	Soul Departure	11	Rest ExhP/min	5
Power Points	372	Full DB Melee	117	Recovery Multiplier	0,9	Rest PP/hour	6
PP Multiplier x	3	Full DB Missile	117	Rest hits/hour	4	Sleep PP/3 h	186
Initiative 2d10+	14	Exhaustion Points	61	Sleep hits/3 hour	14	Base MM Rate	92

Talents	Flaws
4.	4.
1. Very quick	1. Slow Healer
2.	5.
3.	6.
	7.

Skill	#R	IB	Bonus	Skill	#R	IB	Bonus
Martial Arts Striking	32	20	151,5	Meditation	15	0	127
Martial Arts Style I	34	20	159	Hiding	34	15	127
Martial Arts Style II	17	20	133	Stalking	17	15	109
Martial Arts Sweeps	10	0	87	First Aid	1	0	26
Longbow	7	20	87				0
Swimming	10	0	75				0
Climbing	34	0	146				0
Alertness	5	0	19				0
Detect Traps	17	0	90				0
Locate Hidden	17	0	90				0
Observation	17	0	90				0
Reading Tracks	1	0	49				0
Tracking	24	0	100				0
Situat. Aware. Combat	1	0	37				0
Heraldry	4	0	43				0
Riding "horse"	3	0	36	Body Renewal	18	0	30
Foraging	10	0	74	Evasions	17	0	29
Survival (Arctic)	5	0	49	Body Control [14/oo]	12	0	24
Attunement	10	0	74	Zen Awareness [5/oo]	5	0	17
Read Runes	1	0	47	Mind's Shadow [5/oo]	5	0	17
Adrenal Speed	17	0	131	Zen Focus [9/oo]	9	0	21
Adrenal Strength	7	0	108	Cloaking	3	0	15

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	11	-	ST/AG/ST	-15/2/1/0,5/0		-15	27	-	0			-				12
Plate	11	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Armor - Light	9	-	AG/ST/AG	-15/2/1/0,5/0	6	12	27	-	0			-				39
Soft Leather	9	S	-	-15/3/2/1/0,5	0	-15	-	39	-							24
Rigid Leather	9	S	-	-15/3/2/1/0,5	5	15	-	39	-							54
Armor - Medium	10	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	27	-	0			-				12
Chain	10	S	-	-15/3/2/1/0,5	0	-15	-	12	-							-3
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	28	-	0			-				13
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-				0			-2
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-				0			-2
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Artistic - Passive	2/4	-	EM/IN/PR	-15/2/1/0,5/0		-15	19	-	0			-				4
Music	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Painting	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Poetry	2/4	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Sculpting	2/4	O	-	-15/3/2/1/0,5		-15	-	4	-							-11
Athletic - Brawn	3/7	-	ST/CO/AG	-15/2/1/0,5/0	1	2	25	-	0			-				27
Athletic Games (Brawn)	3/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Jumping	3/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Power-striking	3/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Power-throwing	3/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Weight-lifting	3/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Athletic - Endurance	2/7	-	CO/AG/ST	-15/2/1/0,5/0	10	20	25	-	0			-				45
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	45	-			0				30
Distance Running	2/7	S	-	-15/3/2/1/0,5	1	3	-	45	-			0				48
Rowing	2/7	S	-	-15/3/2/1/0,5		-15	-	45	-			0	0			30
Scaling	2/7	S	-	-15/3/2/1/0,5	1	3	-	45	-			0	0			48
Sprinting	2/7	S	-	-15/3/2/1/0,5	1	3	-	45	-			0				48
Swimming	2/7	S	-	-15/3/2/1/0,5	10	30	-	45	-			0				75
Athletic - Gymnastics	1/5	-	AG/QU/AG	-15/2/1/0,5/0	17	27	32	-	5			-				64
Acrobatics	1/5	S	-	-15/3/2/1/0,5	1	3	-	64	-			0	20			87
Athletic Games (Gymn.)	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Climbing	1/5	E	-	-15/3/2/1/0,5	34	62	-	64	-			0	20			146
Contortions	1/5	S	-	-15/3/2/1/0,5	1	3	-	64	-			0				67
Diving	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Flying/Gliding	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Juggling	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Pole-vaulting	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Rappelling	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Skating	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Skiing	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Stilt-walking	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Surfing	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Tightrope-walking	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Tumbling	1/5	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Awareness - Percept.	4/12	-	IN/SD/IN	0/0/0/0/0	-	0	9	-	5			-				14
Alertness	4/12	S	-	0/1/1/0,5/0	5	5	-	14	-							19
Sense Ambush	4/12	S	-	0/1/1/0,5/0		0	-	14	-							14

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	23	-	0			-				23
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0	0			-7
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	23	-			0				-7
Directed Spells	10	-	AG/SD/AG	-15/2/1/0,5/0		-15	27	-	0			-				12
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
	10	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Influence	2/7	-	PR/EM/IN	-15/2/1/0,5/0	1	2	19	-	0			-	0			21
Bribery	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Diplomacy	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Duping	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Interrogation	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Leadership	2/7	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Propaganda	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Public Speaking	2/7	S	-	-15/3/2/1/0,5	1	3	-	21	-				0			24
Seduction	2/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Trading	2/7	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	8	16	15	-	0			-				31
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	31	-							40
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	31	-							34
Flora Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	31	-							34
Heraldry	1/3	S	-	-15/3/2/1/0,5	4	12	-	31	-							43
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	31	-							16
History ""	1/3	S	-	-15/3/2/1/0,5	1	3	-	31	-							34
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	31	-							16
Philosophy	1/3	S	-	-15/3/2/1/0,5	0	-15	-	31	-							16
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	31	-							40
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Religion	1/3	S	-	-15/3/2/1/0,5	1	3	-	31	-							34
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	31	-							16
Lore - Magical	3/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	15	-	0			-				0
Artefact Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Circle Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Planar Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Spell Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Symbol Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	0	-							-15
Undead Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Warding Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15

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	15	-	0			-				0
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0		-15	15	-	0			-				0
Herb Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
MA - Combat Maneuv.	4/9	-	AG/QU/SD	0/0/0/0/0	-	0	32	-	10			-				42
Adrenal Deflecting	4/9	S	-	-30/5/3/1,5/0,5		-30	-	42	-							12
Adrenal Evasion	4/9	S	-	-30/5/3/1,5/0,5		-30	-	42	-							12
Blind Fighting	4/9	R	-	-30/5/3/1,5/0,5		-30	-	42	-							12
Chi Powers: ""	4/9	S	-	-30/5/3/1,5/0,5		-30	-	42	-							12
Chi Powers: ""	4/9	S	-	-30/5/3/1,5/0,5		-30	-	42	-							12
Martial Arts Style I	4/9	E	-	-30/5/3/1,5/0,5	34	97	-	42	-						20	159
Martial Arts Style II	4/9	S	-	-30/5/3/1,5/0,5	17	71	-	42	-						20	133
Martial Arts - Striking	2/5	-	ST/AG/ST	-15/2/1/0,5/0	27	33,5	27	-	10			-				70,5
Boxing	2/5	S	-	-15/3/2/1/0,5		-15	-	70,5	-							55,5
Martial Arts Striking	2/5	S	-	-15/3/2/1/0,5	32	61	-	70,5	-						20	151,5
Nerve Strikes	2/5	R	-	-15/3/2/1/0,5		-15	-	70,5	-							55,5
Tackling	2/5	S	-	-15/3/2/1/0,5		-15	-	70,5	-							55,5
Martial Arts - Sweeps	2/5	-	AG/ST/AG	-15/2/1/0,5/0	10	20	27	-	10			-				57
Blocking	2/5	S	-	-15/3/2/1/0,5		-15	-	57	-							42
Locking Holds	2/5	R	-	-15/3/2/1/0,5		-15	-	57	-							42
Martial Arts Sweeps	2/5	S	-	-15/3/2/1/0,5	10	30	-	57	-							87
Wrestling	2/5	S	-	-15/3/2/1/0,5		-15	-	57	-							42
Outdoor - Animal	2/7	-	EM/AG/EM	-15/2/1/0,5/0	2	4	23	-	0			-				27
Animal Handling "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Animal Handling ""	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Animal Mastery "horse"	2/7	R	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Animal Mastery ""	2/7	R	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Animal Training "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Animal Training ""	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Driving	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Herding	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Riding "horse"	2/7	S	-	-15/3/2/1/0,5	3	9	-	27	-			0	0			36
Riding ""	2/7	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Outdoor - Enviromen.	2/7	-	SD/IN/ME	-15/2/1/0,5/0	10	20	14	-	0			-				34
Caving	2/7	S	-	-15/3/2/1/0,5	1	3	-	34	-							37
Foraging	2/7	E	-	-15/3/2/1/0,5	10	30	-	34	-				10			74
Hunting	2/7	E	-	-15/3/2/1/0,5	2	6	-	34	-							40
Star-gazing	2/7	S	-	-15/3/2/1/0,5		-15	-	34	-				0			19
Survival (Arctic)	2/7	S	-	-15/3/2/1/0,5	5	15	-	34	-							49
Weather Watching	2/7	S	-	-15/3/2/1/0,5		-15	-	34	-				0			19
Power Awareness	3/7	-	EM/IN/PR	-15/2/1/0,5/0	10	20	19	-	5			-				44
Attunement	3/7	S	-	-15/3/2/1/0,5	10	30	-	44	-				0			74
Divination	3/7	S	-	-15/3/2/1/0,5		-15	-	44	-							29
Power Perception	3/7	R	-	-15/3/2/1/0,5		-15	-	44	-							29
Read Runes	3/7	S	-	-15/3/2/1/0,5	1	3	-	44	-							47

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	19	-	0			-				19
Channeling	6/12	R	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Transcend Armor	6/12	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	12	-	0			-				12
Power Points	8	S	-	0/7/6/5/4	17	112	-	12	-							124
Science - Basic	2/5	-	RE/ME/RE	-15/2/1/0,5/0		-15	15	-	0			-				0
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Science - Specialized	8	-	RE/ME/RE	0/0/0/0/0	-	0	15	-	0			-				15
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Self Control	2/4	-	SD/PR/SD	-15/2/1/0,5/0	17	27	30	-	10	20		-				87
Adrenal Balance	2/4	S	-	-15/3/2/1/0,5	1	3	-	87	-							90
Adrenal Concentration	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Adrenal Landing	2/4	S	-	-15/3/2/1/0,5	1	3	-	87	-							90
Adrenal Leaping	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Adrenal Quickdraw	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Adrenal Speed	2/4	S	-	-15/3/2/1/0,5	17	44	-	87	-							131
Adrenal Stabilization	2/4	R	-	-15/3/2/1/0,5		-15	-	87	-							72
Adrenal Strength	2/4	S	-	-15/3/2/1/0,5	7	21	-	87	-							108
Chi Powers: ""	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Chi Powers: ""	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Cleansing Trance	2/4	R	-	-15/3/2/1/0,5		-15	-	87	-							72
Control Lycanthropy	2/4	R	-	-15/3/2/1/0,5		-15	-	87	-							72
Death Trance	2/4	R	-	-15/3/2/1/0,5		-15	-	87	-							72
Frenzy	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Healing Trance	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Meditation	2/4	S	-	-15/3/2/1/0,5	15	40	-	87	-							127
Mnemonics	2/4	S	-	-15/3/2/1/0,5		-15	-	87	-							72
Sleep Trance	2/4	S	-	-15/3/2/1/0,5	1	3	-	87	-							90
Stunned Maneuvering	2/4	S	-	-15/3/2/1/0,5	1	3	-	87	-							90
Special Attacks	5	-	ST/AG/SD	0/0/0/0/0	-	0	27	-	0			-				27
Brawling	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Chi Powers: ""	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Chi Powers: ""	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Disarm Foe (armed)	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Disarm Foe (unarmed)	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Fent (armed)	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Fent (unarmed)	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Jousting (Lancing)	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Racial Attacks	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Racial Attacks	5	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Special Defenses	6	-	-	0/0/0/0/0	-	0	0	-	0			-				0
Adrenal Defense	6	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	6	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	6	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	6	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	12	-	0			-				12
Body Renewal	6/6/6	S	-	-30/1/1/0,5/0	18	18	-	12	-							30
Evasions	6/6/6	S	-	-30/1/1/0,5/0	17	17	-	12	-							29
Body Control [14/oo]	6/6/6	S	-	-30/1/1/0,5/0	12	12	-	12	-							24
Zen Awareness [5/oo]	6/6/6	S	-	-30/1/1/0,5/0	5	5	-	12	-							17
Mind's Shadow [5/oo]	6/6/6	S	-	-30/1/1/0,5/0	5	5	-	12	-							17
Zen Focus [9/oo]	6/6/6	S	-	-30/1/1/0,5/0	9	9	-	12	-							21
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
Spells Own Open	8/8	-	Realm Stat	0/0/0/0/0	-	0	12	-	0			-				12
Cloaking	8/8	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	8/8	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0/0	-	0	12	-	0			-				12
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	10/10	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
Spells Other	-	-	Realm Stat	0/0/0/0/0	-	0	12	-	0			-				12
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
Subterfuge - Attack	8	-	AG/SD/IN	-15/2/1/0,5/0		-15	18	-	0			-				3
Ambush	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Silent Attack	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Subterfuge - Mechan.	4	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	14	-	0			-				-1
Camouflage	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Disarming Traps	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Disguise	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Counterfeiting	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Forgery	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Hiding Items	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Picking Locks	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Setting Traps	4	S	-	-15/3/2/1/0,5	0	-15	-	-1	-							-16
Trap Building	4	S	-	-15/3/2/1/0,5	0	-15	-	-1	-							-16
Using/Removing Poison	4	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Subterfuge - Stealth	2/7	-	AG/SD/IN	-15/2/1/0,5/0	17	27	18	-	5			-				50
Hiding	2/7	E	-	-15/3/2/1/0,5	34	62	-	50	-			0	0		15	127
Pick Pockets	2/7	S	-	-15/3/2/1/0,5		-15	-	50	-			0				35
Stalking	2/7	S	-	-15/3/2/1/0,5	17	44	-	50	-			0	0		15	109
Trickery	2/7	S	-	-15/3/2/1/0,5		-15	-	50	-			0	0			35

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	19	-	0							23
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
First Aid	3/7	O	-	-15/3/2/1/0,5	1	3	-	23	-							26
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-				0			8
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Using Prepared Herbs	3/7	E	-	-15/3/2/1/0,5		-15	-	23	-							8
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	10	-	0							10
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Military Organization	8	S	-	-30/5/3/1,5/0,5	1	5	-	10	-							15
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Second Aid	8	E	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Surgery	8	E	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	10	-	0							10
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-				0			-20
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-				0			-20
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Urban	3/7	-	IN/PR/RE	-15/2/1/0,5/0	0	-15	17	-	0							2
Contacting	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Mingling	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Scrouging	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Streetwise	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
			//	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 - Missile	6	-	AG/ST/AG	-15/2/1/0,5/0	7	14	27	-	5		-				46
Longbow	6	S	-	-15/3/2/1/0,5	7	21	-	46	-					20	87
	6	S	-	-15/3/2/1/0,5		-15	-	46	-						31
	6	S	-	-15/3/2/1/0,5		-15	-	46	-						31
	6	S	-	-15/3/2/1/0,5		-15	-	46	-						31
Weapon - 1-H Edged	8	-	ST/AG/ST	-15/2/1/0,5/0	1	2	27	-	5		-				34
Dagger	8	S	-	-15/3/2/1/0,5	1	3	-	34	-						37
	8	S	-	-15/3/2/1/0,5		-15	-	34	-						19
	8	S	-	-15/3/2/1/0,5		-15	-	34	-						19
	8	S	-	-15/3/2/1/0,5		-15	-	34	-						19
Weapon - 1-H Concus.	8	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	27	-	5		-				17
	8	S	-	-15/3/2/1/0,5	0	-15	-	17	-						2
	8	S	-	-15/3/2/1/0,5		-15	-	17	-						2
	8	S	-	-15/3/2/1/0,5		-15	-	17	-						2
Weapon - Thrown	8	-	ST/AG/ST	-15/2/1/0,5/0	1	2	27	-	5		-				34
Dagger (thrown)	8	S	-	-15/3/2/1/0,5	1	3	-	34	-						37
	8	S	-	-15/3/2/1/0,5		-15	-	34	-						19
	8	S	-	-15/3/2/1/0,5		-15	-	34	-						19
Weapon - 2-Handed	15	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	27	-	5		-				17
	15	S	-	-15/3/2/1/0,5	0	-15	-	17	-						2
	15	S	-	-15/3/2/1/0,5		-15	-	17	-						2
Weapon - Pole Arms	15	-	AG/ST/AG	-15/2/1/0,5/0	1	2	27	-	5		-				34
Spear	15	S	-	-15/3/2/1/0,5	1	3	-	34	-						37
	15	S	-	-15/3/2/1/0,5		-15	-	34	-						19
Weapon - Missile Artill.	15	-	IN/AG/RE	-15/2/1/0,5/0		-15	14	-	5		-				4
	15	S	-	-15/3/2/1/0,5		-15	-	4	-						-11
	15	S	-	-15/3/2/1/0,5		-15	-	4	-						-11

Specials

Martial Arts Style I: Degree 4 Striking, Degree 3 Sweeps, Additional Degree 3 Strike, Longsword Weapon Kata

Martial Arts Style II: Degree 4 Striking, Degree 3 Sweeps, Additional Degree 2 Strike, All-around attack, Longsword Weapon Kata

Hadryllis: +30 Mithril Longsword, intelligent, speaks Westron, Nahaiduk, Sindarin, Khuzdul, Orcish, +50 vs. Demons, Demonslaying, Daily I Detect Magic 10', Daily I Detect Invisible 10', Daily I Combat III

Killed

Man	2	Undead Magi		Chaos Warrior	2				
Zombie	2	Spider	2						
Skeleton	2	Self							
Orc	2	Werewolf							
Wight		Black Stalker							
Wraith		Bat	2						
Demon Troll		Ghost							
Troll	2	Schläger	2						
Dwarf		Shadow							
Vampire	2	Stone Golem							
Wolf	2	Pale V Demon							
Warg	2	Elemental Ser	2						
Manticore		Chaos Demon							
Specter		Sterblicher Dä	2						
Eber		Standard Und	2						

Training Packages

Equipment	Weight	Weight
Hadryllis		4
+15 magic Camouflage Cloak & Boots of Stalking	Wear	
Black Alloy Full Shield		20
Superior 85% light +30 Dragonskin AT 10	Wear	
+10 magic Longbow of lesser reloading		6
20 Black Alloy Arrows		3
Quiver + Bow quiver		1
Standardpack 1		25,5
Lembas		4
*3 Multiplier Ring		0
+20 magic Gloves of striking	Wear	
Weather resistant clothing	Wear	
Ring of Daily V Landing		0
Ring of Daily I Silence I		0
Ring of Daily III Tracking		0
Ring of Daily I Herb Mastery II		0
Ring of Daily I Sustain Self		0
Ring of Daily V Resistance I		0
Ring of Daily V Leaping		0
	Potion of Invisibility	0
	Potion of Preservation	0
Total weight (lbs)		63,5

Herbs					
ID#	Name	Effect	Cost	AF	#
600	Welwal	Stun relief III	12 gp		2*6
601	Feueratem + I. Vra	Stops any bleeding	25 gp		2*2
	Annuminas				2*3
610	Arfandas	doubles rate of healing for factures	2 sp	1	
611	Baalak	Shatter repairs	160 gp	12	2*1
612	Bursthelas	Shatter repairs	110 gp	22	
614	Gursamel	Mends bone	30 gp	5	2*1
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	2*5
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	
647	Gefnul	Heals 100 hits	90 gp	10	
649	Reglen	Heals 50 hits	75 gp	7	
650	Rewk	Heals 2d10 hits	9 sp	1	2*6
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	2*1
685	Hegheg	Heals cartilage damage	25 gp	5	
692	Wifurwif	Nerve repairs	55 gp	15	2*1
708	Wek-wek	Repairs organ damage	220 gp	50	
	Breldiar	+50 missile & spells, -30 melee & manouver			2*4
	Carefree Mustard	Heals all hits within 1 hour			
	Hesgarathu	*2 Strength 6 rds			7
	Dextros	+7 AG bonus for d10 hours			