

	Temp	Stat	Race	Spec	Total		Race	Spec	Total	Hit Point Total
Agility	89	4	0	0	4	Channeling	0	0	18	63
Constitution	78	2	2	0	4	Essence	0	0	6	
Memory	74	1	0	0	1	Mentalism	0	0	9	
Reasoning	76	2	0	0	2	Chan/Ess	0	0	8	Exhaustion Total
Self Discipline	98	9	2	0	11	Chan/Ment	0	0	9	52
Empathy	66	0	2	0	2	Ess/Ment	0	0	5	
Intuition	92	6	0	0	6	Arcane	0	0	11	
Presence	70	1	2	0	3	Poison	0	0	12	Power Point Total
Quickness	86	4	0	0	4	Disease	0	0	12	24
Strength	83	3	2	0	5	Fear	0	0	33	
						Heat	0	0	0	
						Cold	0	0	0	

Base Movement Rate

AT \ Weight	22	44	66	88	110	132	154	176	198	220	242	264
AT1	67	67	66	58	50	42	34	26	18	10	2	-6
AT15	62	54	46	38	30	22	14	6	-2	-10	-18	-26

Moving Maneuver Bonuses

AT \ Weigh	22	66	88	110	132	154	176	198	220	242	264	286
AT1	12	11	3	-5	-13	-21	-29	-37	-45	-53	-61	-69
AT15	-84	-85	-93	-101	-109	-117	-125	-133	-141	-149	-157	-165

	mel	mis	una	mel	mis	una	Recover
Qu	12	12	-	0	0	-	2 hp / hour rest
Adr. Def.	-30	-15	-	-	-	-	8 hp / sleep cycle
Magic	0	0	0	0	0	0	3 pp / hour rest
Spec 1	0	0	0	0	0	0	12 pp / sleep cycle
Spec 2	0	0	0	0	0	0	
Total	<b>-18</b>	<b>-3</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	Missile Penalty 20
Shield	0	0	-	0	0	-	
Spec 1	0	0	0	0	0	0	
Spec 2	0	0	0	0	0	0	
Total	<b>12</b>	<b>12</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	

Penalty / hits remaining

Spell Preparation	Penalty / PP Remaining			-10	-20	-30	KO	Dead
2rd 1rd Instant	-10	-20	-30	Norm	48	32	16	0 -78
1+ - -	18	12	6	Frenz	32	0	-31	-63 -78

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
21	1 Armor Heavy	St+Ag+St	3/3/3	St			
6	0 Plate Mail	St	3/3/3	St			
20	1 Armor Light	Ag+St+Ag	1/1/1	St			
6	0 Rigid Leather	St	1/1/1	St			
5	0 Soft Leather	Ag	1/1/1	St			
21	1 Armor Medium	St+Ag+St	2/2/2	St			
24	1 Chain Mail	St	2/2/2	St			
-6	0 Artistic Active	Pr+Em+Ag	2/5	St			
-14	0 Acting	SD	2/5	St			
-21	0 Dancing	Ag	2/5	St			
-14	0 Mimery	SD	2/5	St			
-24	0 Mimicry	Me	2/5	St			
-21	0 Play Instrument (*)	Ag	2/5	St			
-24	0 Poetic Improvisation	Me	2/5	St			
-24	0 Singing	Me	2/5	St			
-24	0 Tale Telling	Me	2/5	St			
-14	0 Ventriloquism	SD	2/5	St			
-4	0 Artistic Passive	Em+In+Pr	2/5	St			
-19	0 Music	Pr	2/5	St			
-18	0 Painting	Ag	2/5	St			
-20	0 Poetry	Re	2/5	St			
-18	0 Sculpting	Ag	2/5	St			
20	1 Athletic Brawn	St+Co+Ag	3/7	St			
5	0 Athletic Games Brawn (*)	Ag	3/7	St			
5	0 Jumping	Ag	3/7	St			
6	0 Power Striking	St	3/7	St			
6	0 Power Throwing	St	3/7	St			
6	0 Weight Lifting	St	3/7	St			
22	2 Athletic Endurance	Co+Ag+St	2/7	St			
6	0 Athletic Games Endurance (*)	Co	2/7	St			
6	0 Distance Running	Co	2/7	St			
7	0 Rowing	St	2/7	St			
7	0 Scaling	St	2/7	St			
6	0 Sprinting	Qu	2/7	St			
31	1 Swimming	SD	2/7	St			
19	1 Athletic Gymnastics	Ag+Qu+Ag	3/7	St			
4	0 Acrobatics	Ag	3/7	St			
4	0 Athletic Games Gymnastics (*)	Co	3/7	St			
5	0 Climbing	St	3/7	St			
11	0 Contortions	SD	3/7	St			
4	0 Diving	Ag	3/7	St			
6	0 Flying / Gliding	In	3/7	St			
6	0 Juggling	In	3/7	St			
4	0 Pole-vaulting	Ag	3/7	St			
5	0 Rappeling	St	3/7	St			
4	0 Skating	Ag	3/7	St			
4	0 Skiing	Co	3/7	St			
4	0 Stilt Walking	Ag	3/7	St			
4	0 Surfing	Co	3/7	St			
11	0 Tightrope-walking	SD	3/7	St			
4	0 Tumbling	Ag	3/7	St			
28	1 Awareness Perceptions	In+SD+In	5/14	St			
31	3 Alertness	In	5/14	St			
24	0 Sense Ambush	Em	5/14	St			
28	2 Awareness Searching	In+Re+SD	2/6	St			
8	0 Detect Traps	In	2/6	St			
4	0 Lie Perception	Em	2/6	St			
8	0 Locate Hidden	In	2/6	St			
34	2 Observation	SD	2/6	St			

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
3	0	Poison Perception	Me	2/6	St		
13	0	Reading Tracks	SD	2/6	St		
13	0	Surveillance	SD	2/6	St		
13	0	Tracking	SD	2/6	St		
13	0	Awareness Senses	In+SD+In	3/7	St		
-2	0	Direction Sense	In	3/7	St		
-6	0	Reality Awareness	Em	3/7	Re		
-5	0	Sense Awareness (*)	Pr	3/7	St		
-2	0	Situational Awareness (*)	In	3/7	St		
-5	0	Spacial Location Awareness	Pr	3/7	Re		
-6	0	Time Sense	Em	3/7	St		
29	0	Body Development	Co+SD+Co	4/10	St		
63	4	Body Development	Co	4/10	St	10	
29	0	Combat Maneuvers	Ag+Qu+SD	4/10	St		
45	5	Mounted Combat	Em	4/10	St		
-1	0	Quickdraw	SD	4/10	St		
-9	0	Reverse Stroke (*)	Pr	4/10	St		
-1	0	Subdual	SD	4/10	St		
-9	0	Swashbuckling	Pr	4/10	St		
-8	0	Tumbling Evasion	Ag	4/10	Re		
-1	0	Two-weapon Combat (*)	SD	4/10	St		
11	3	Communications	Re+Me+Em	3/3/3	St		
-4	0	Language Spoken (*)	Em	3/3/3	St		
35	8	Language Spoken (Common-spe	Em	3/3/3	St		
-4	0	Language Written (*)	Em	3/3/3	St		
29	6	Language Written (Common-spe	Em	3/3/3	St		
5	0	Lip Reading	SD	3/3/3	St		
5	0	Magical Languages (*)	SD	3/3/3	Re		
-5	0	Signaling	Me	3/3/3	St		
16	0	Crafts	Ag+Me+SD	4/10	St		
-14	0	Calligraphy	SD	4/10	St		
-19	0	Cooking	In	4/10	St		
-14	0	Drafting	SD	4/10	St		
-19	0	Fletching	In	4/10	St		
-23	0	Horticulture	Em	4/10	St		
-14	0	Leather-crafts (*)	SD	4/10	St		
-19	0	Metal-crafts (*)	In	4/10	St		
-14	0	Paper-making	SD	4/10	St		
-19	0	Rope Mastery	In	4/10	St		
-14	0	Scribing	SD	4/10	St		
-14	0	Service	SD	4/10	St		
-19	0	Sewing/weaving	In	4/10	St		
-19	0	Skinning	In	4/10	St		
-19	0	Stone-crafts (*)	In	4/10	St		
-23	0	Trapping	Em	4/10	St		
-14	0	Valet	SD	4/10	St		
-19	0	Wood-crafts (*)	In	4/10	St		
4	0	Directed Spells	Ag+SD+Ag	20	St		
-11	0	Directed Spell (*)	Ag	20	St		
13	1	Influence	Pr+Em+In	1/5	St		
-2	0	Bribery	In	1/5	St		
-2	0	Diplomacy	In	1/5	St		
-2	0	Duping	In	1/5	St		
3	0	Interrogation	SD	1/5	St		
-5	0	Leadership	Pr	1/5	St		
-6	0	Propaganda	Re	1/5	St		
16	1	Public Speaking	In	1/5	St		
16	1	Seduction	In	1/5	St		
3	0	Trading	SD	1/5	St		

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
10	3 Lore General	Me+Re+Me	1/3	St			
-5	0 Culture Lore (*)	Me	1/3	St			
-4	0 Fauna Lore (*)	Em	1/3	St			
-4	0 Flora Lore (*)	Em	1/3	St			
-5	0 Heraldry	Me	1/3	St			
-5	0 History (*)	Me	1/3	St			
19	3 Own Culture Lore	Me	1/3	St			
19	3 Own Region Lore	Me	1/3	St			
0	0 Philosophy	In	1/3	St			
-5	0 Region Lore (*)	Me	1/3	St			
-5	0 Religion	Me	1/3	Oc			
-11	0 Lore Magical	Me+Re+Me	3/6	St			
-26	0 Artifact Lore	Me	3/6	St			
-26	0 Circle Lore	Me	3/6	St			
-21	0 Planar Lore	In	3/6	St			
-26	0 Spell Lore	Me	3/6	St			
-25	0 Symbol Lore	Em	3/6	St			
-26	0 Undead Lore	Me	3/6	St			
-26	0 Warding Lore	Me	3/6	St			
-11	0 Lore Obscure	Me+Re+Me	3/7	St			
-26	0 Demon/Devil Lore	Me	3/7	St			
-26	0 Dragon Lore	Me	3/7	St			
-26	0 Faerie Lore	Me	3/7	St			
-26	0 Xeno-lores (*)	Me	3/7	St			
-11	0 Lore Technical	Me+Re+Me	2/6	St			
-26	0 Herb Lore	Me	2/6	St			
-26	0 Lock Lore	Me	2/6	St			
-26	0 Metal Lore	Me	2/6	St			
-26	0 Poison Lore	Me	2/6	St			
-26	0 Stone Lore	Me	2/6	St			
-26	0 Trading Lore	Me	2/6	St			
-1	0 Martial Arts Strikes	St+Ag+St	6	St			
-16	0 Boxing	St	6	St			
-16	0 Striking Degree 1	St	6	St			
-16	0 Striking Degree 2	St	6	St			
-10	0 Striking Degree 3	SD	6	St			
-10	0 Striking Degree 4	SD	6	St			
-17	0 Tackling	Qu	6	St			
-2	0 Martial Arts Sweeps	Ag+St+Ag	6	St			
-16	0 Blocking	ST	6	St			
-17	0 Sweeps Degree 1	Ag	6	St			
-17	0 Sweeps Degree 2	Ag	6	St			
-10	0 Sweeps Degree 3	SD	6	St			
-10	0 Sweeps Degree 4	SD	6	St			
-10	0 Wrestling	SD	6	St			
10	1 Outdoor Animal	Em+Ag+Em	2/6	St			
-5	0 Animal Handling (*)	Em	2/6	St			
-5	0 Animal Healing (*)	Em	2/6	St			
-4	0 Animal Mastery (*)	Pr	2/6	Re			
4	0 Animal Training (*)	SD	2/6	St			
-1	0 Driving (*)	In	2/6	St			
-5	0 Herding (*)	Em	2/6	St			
25	5 Riding (horse)	Em	2/6	St			
3	0 Outdoor Environmental	SD+In+Me	2/6	St			
-12	0 Caving	Me	2/6	St			
-11	0 Foraging	Em	2/6	St			
-11	0 Hunting	Em	2/6	St			
-12	0 Star-gazing	Me	2/6	St			
-7	0 Survival (*)	In	2/6	St			

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
-7	0	Weather Watching	In	2/6	St		
15	2	Power Awareness	Em+In+Pr	6	St		
18	1	Attunement	Pr	6	St		
3	0	Divination	In	6	St		
0	0	Power Perception	Pr	6	Re		
-2	0	Read Runes	Me	6	St		
16	0	Power Manipulation	Em+In+Pr	6/12	St		
-6	0	Channeling	SD	6/12	St		
-6	0	Magic Ritual (*)	SD	6/12	St		
-14	0	Spell Mastery (*)	Pr	6/12	St		
-14	0	Transcend Armor	Pr	6/12	Re		
6	0	Power Point Development	In	8	St		
24	3	Power Point Development	-	8	St		
7	1	Science/Analytic Basic	Re+Me+Re	2/5	St		
-8	0	Basic Math	Re	2/5	St		
1	0	Research	SD	2/5	St		
5	0	Science/Analytic Specialized	Re+Me+Re	8	St		
-25	0	Advanced Math	Re	8	St		
-21	0	Alchemy	In	8	St		
-25	0	Anthropology	Em	8	St		
-24	0	Astronomy	Pr	8	St		
-21	0	Bio-chemistry	In	8	St		
-24	0	Psychology	Pr	8	St		
27	1	Self Control	SD+Pr+SD	2/7	St		
5	0	Adrenal Balance	Ag	2/7	St		
4	0	Adrenal Concentration	Pr	2/7	St		
23	1	Adrenal Landing	Ag	2/7	St		
6	0	Adrenal Leaping	St	2/7	St		
26	2	Adrenal Quickdraw	Ag	2/7	St		
1	0	Adrenal Quickness		2/7	St		
26	2	Adrenal Speed	Qu	2/7	St		
12	0	Adrenal Stabilization	SD	2/7	Re		
30	3	Adrenal Strength	St	2/7	St		
12	0	Cleansing Trance	SD	2/7	Re		
12	0	Control Lycantrophy	SD	2/7	Re		
12	0	Death Trance	SD	2/7	Re		
12	0	Frenzy	SD	2/7	St		
3	0	Healing Trance	Em	2/7	St		
12	0	Meditation	SD	2/7	St		
2	0	Mnemonics	Me	2/7	St		
12	0	Sleep Trance	SD	2/7	St		
28	3	Stunned Maneuvering	Pr	2/7	St		
20	0	Special Attacks	St+Ag+SD	2/8	St		
25	1	Brawling	SD	2/8	St		
28	3	Disarm Foe Armed (morningstar)	Ag	2/8	St		
-17	0	Disarm Foe Unarmed (*)	Ag	2/8	St		
-10	0	Jousting	SD	2/8	Ev		
0	0	Special Defenses		40	St		
-30	0	Adrenal Defense	-	40	St		
-30	0	Adrenal Toughness	-	40	Re		
6	0	Spells Other Realm Base Lists	In	80	St		
-24	0	Spell List TRB (*)	-	80	St		
6	0	Spells Other Realm Closed Lists	In	45	St		
-24	0	Spell List TRC (*)	-	45	St		
6	0	Spells Other Realm Open Lists	In	30	St		
-24	0	Spell List TRO (*)	-	30	St		
6	0	Spells Other Realm Training Packag	In	12/12	St		
-24	0	Spell List TRTP (*)	-	12/12	Re		
6	0	Spells Own Realm Closed Lists	In	10/10	St		

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
-24	0 Spell List ORC (*)	-	10/10	St			
6	0 Spells Own Realm Open Lists	In	8/8	St			
-24	0 Spell List ORO (*)	-	8/8	St			
6	0 Spells Own Realm Other Base Lists	In	25	St			
-24	0 Spell List ORTB (*)	-	25	St			
6	0 Spells Own Realm Own Base Lists	In	6/6/6	St			
-24	0 Communion		6/6/6	St			
9	3 Exorcisms		6/6/6	St			
9	3 Holy Arms		6/6/6	St			
-24	0 Holy Healing		6/6/6	St			
9	3 Holy Shields		6/6/6	St			
-24	0 Inspiring Ways		6/6/6	St			
-24	0 Spell List OROB (*)	-	6/6/6	St			
6	0 Spells Own Realm Training Package	In	6/6/6	St			
-24	0 Spell List ORTP (*)	-	6/6/6	Re			
6	0 Subterfuge Attack	Ag+SD+In	15	St			
-9	0 Ambush	In	15	St			
-9	0 Silent Kill	In	15	St			
-3	0 Subterfuge Mechanics	In+Ag+Re	7	St			
-18	0 Camouflage	Em	7	St			
-18	0 Counterfeiting	Re	7	St			
-9	0 Disarm Traps	SD	7	St			
-17	0 Disguise	Pr	7	St			
-18	0 Forgery	Re	7	St			
-18	0 Hiding Item	Re	7	St			
-18	0 Pick Locks	Re	7	St			
-9	0 Setting Traps	SD	7	St			
-18	0 Trap Building	Re	7	St			
-9	0 Use / Remove Poison	SD	7	St			
6	0 Subterfuge Stealth	Ag+SD+In	5	St			
-9	0 Hiding	In	5	St			
-12	0 Pick Pockets	Pr	5	St			
-4	0 Stalking	SD	5	St			
-12	0 Trickery	Pr	5	St			
16	1 Technical/Trade General	Re+Me+SD	3/7	St			
-7	0 Begging	Pr	3/7	St			
10	1 First Aid	Em	3/7	St			
-7	0 Gambling	Pr	3/7	St			
1	0 Mapping	SD	3/7	St			
-4	0 Operating Equipment	In	3/7	St			
1	0 Orienteering	SD	3/7	St			
1	0 Sailing	SD	3/7	St			
1	0 Tactical Games	SD	3/7	St			
-6	0 Use Prepared Herbs	Ag	3/7	St			
9	0 Technical/Trade Professional	Re+Me+In	8	St			
-21	0 Advertising	In	8	St			
-21	0 Architecture	In	8	St			
-25	0 Diagnostics (*)	Em	8	St			
-21	0 Dowsing	In	8	St			
-21	0 Drowsing	In	8	St			
-21	0 Engineering (*)	In	8	St			
-23	0 Mechanition (*)	Ag	8	St			
-21	0 Military Organization (*)	In	8	St			
-21	0 Mining (*)	In	8	St			
-25	0 Second Aid	Em	8	St			
-25	0 Surgery	Em	8	St			
9	0 Technical/Trade Vocational	Me+In+Re	5/12	St			
-20	0 Administration	Pr	5/12	St			
-21	0 Appraisal	Re	5/12	St			

Bonus		Name	Stats	Cost	ST	Item	Spec	Spec
-19	0	Boat Pilot (*)	Ag	5/12	St			
-21	0	Cartography	Re	5/12	St			
-21	0	Evaluate Armor	Re	5/12	St			
-21	0	Evaluate Metal	Re	5/12	St			
-21	0	Evaluate Stone	Re	5/12	St			
-21	0	Evaluate Weapon	Re	5/12	St			
-21	0	Gimmickry	Re	5/12	St			
-21	0	Hypnosis	Em	5/12	St			
-21	0	Midwifery	Em	5/12	St			
-21	0	Navigation	Re	5/12	St			
-19	0	Preparing Herbs	Ag	5/12	St			
-12	0	Preparing Poisons	SD	5/12	St			
-17	0	Siege Engineering	In	5/12	St			
29	4	Tactics (skirmish)	Re	5/12	St			
21	5	Urban	In+Pr+Re	4	St			
6	0	Contacting	Re	4	Ev			
8	0	Mingling	Ag	4	Ev			
6	0	Scrounging	Re	4	Ev			
6	0	Streetwise	Em	4	Ev			
28	2	Weapon 1-H Concussion	St+Ag+St	2/5	St			
43	5	1-H Concussion (morningstar)	St	2/5	St			
26	1	Weapon 1-H Edged	St+Ag+St	4	St			
35	3	1-H Edged (long sword)	St	4	St			
9	0	Weapon 2-Handed	St+Ag+St	4	St			
-6	0	2-Handed (*)	St	4	St			
31	4	Weapon Missile	Ag+St+Ag	6	St			
7	0	Weapon Missile Artillery	In+Ag+Re	6	St			
12	1	Missile (*)	Ag	6	St			
-8	0	Missile Artillery (*)	Re	6	St			
9	0	Weapon Pole Arms	St+Ag+St	6	St			
-6	0	Pole Arms (*)	St	6	St			
8	0	Weapon Thrown	Ag+St+Ag	6	St			
-7	0	Thrown (*)	Ag	6	St			

Character Name Gentrick  
Player Name Bob

Level 3  
Experience 33951

2008-03-22

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Personality

Motivations conflict solves problems

Training Packages

Soul Departure	11	Race	Men , Mixed , Urba	Appearance	100	Sex	Male
Recovery Mult	0.9	Class	Paladin	Age	24	Apparent Age	
Race Type	2	Realm	Channeling	Cm	194	Lbs	220
Body dev	0/6/5/2/1/0	Prime Stat	In/SD	Hair	blond	Eyes	blue
Spell dev	0/6/5/4/3/0	Realm Stat	In/SD	Skin	fair		
		Alignment	good	Fate Points			
		Nationality		Patron			
		Hometown	maccassar	Parents			
		Deity	Path of Weight	Spouse			
		Children		Other		Brother (Finegrund	

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Unassigned: Spells own realm open lists,skill in one spell list,2 ranks

Unassigned: 10 Language skills

Unassigned: 12 Hobby Ranks

Magic Morningstar--Grunmar, made of Javenite, breaks bones at +5% per rank (current ranks 2)

Morningstar does puncture crits if I subtract 30 from OB



## **Exorcisms**

- 1 Repel Undead I
- 2 Detect Undead
- 3 Repel Undead III

## **2.5.2 Paladin Base List**

## **Holy Arms**

- 1 Holy Attack I \*
- 2 Righteous Blow I
- 3 Holy Strength I

## **2.5.3 Paladin Base List**

## **Holy Shields**

- 1 Protection Prayer I
- 2 Aura
- 3 Shield \*

## **2.5.5 Paladin Base List**