

|                 | Temp | Stat | Race | Spec | Total |            | Race | Spec | Total | Hit Point Total   |
|-----------------|------|------|------|------|-------|------------|------|------|-------|-------------------|
| Agility         | 83   | 3    | 0    | 0    | 3     | Channeling | 0    | 0    | 18    | 43                |
| Constitution    | 65   | 0    | 2    | 0    | 2     | Essence    | 0    | 0    | 6     |                   |
| Memory          | 63   | 0    | 0    | 0    | 0     | Mentalism  | 0    | 0    | 6     |                   |
| Reasoning       | 64   | 0    | 0    | 0    | 0     | Chan/Ess   | 0    | 0    | 8     | Exhaustion Total  |
| Self Discipline | 91   | 5    | 2    | 0    | 7     | Chan/Ment  | 0    | 0    | 8     | 46                |
|                 |      |      |      |      |       | Ess/Ment   | 0    | 0    | 4     |                   |
| Empathy         | 53   | 0    | 2    | 0    | 2     | Arcane     | 0    | 0    | 10    |                   |
| Intuition       | 92   | 6    | 0    | 0    | 6     | Poison     | 0    | 0    | 6     |                   |
| Presence        | 53   | 0    | 2    | 0    | 2     | Disease    | 0    | 0    | 6     | Power Point Total |
| Quickness       | 85   | 4    | 0    | 0    | 4     | Fear       | 0    | 0    | 21    | 12                |
| Strength        | 83   | 3    | 2    | 0    | 5     | Heat       | 0    | 0    | 0     |                   |
|                 |      |      |      |      |       | Cold       | 0    | 0    | 0     |                   |

Base Movement Rate

|             |    |    |    |     |     |     |     |     |     |     |     |     |
|-------------|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| AT \ Weight | 22 | 66 | 88 | 110 | 132 | 154 | 176 | 198 | 220 | 242 | 264 | 286 |
| AT1         | 67 | 66 | 58 | 50  | 42  | 34  | 26  | 18  | 10  | 2   | -6  | -14 |
|             | 67 | 66 | 58 | 50  | 42  | 34  | 26  | 18  | 10  | 2   | -6  | -14 |

Moving Maneuver Bonuses

|            |    |    |    |     |     |     |     |     |     |     |     |     |
|------------|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| AT \ Weigh | 22 | 66 | 88 | 110 | 132 | 154 | 176 | 198 | 220 | 242 | 264 | 286 |
| AT1        | 9  | 8  | 0  | -8  | -16 | -24 | -32 | -40 | -48 | -56 | -64 | -72 |
|            | 9  | 8  | 0  | -8  | -16 | -24 | -32 | -40 | -48 | -56 | -64 | -72 |

|              | mel        | mis       | una      | mel       | mis       | una      | Recover            |
|--------------|------------|-----------|----------|-----------|-----------|----------|--------------------|
| Qu           | 12         | 12        | -        | 12        | 12        | -        | 1 hp / hour rest   |
| Adr. Def.    | -30        | -15       | -        | -         | -         | -        | 4 hp / sleep cycle |
| Magic        | 0          | 0         | 0        | 0         | 0         | 0        | 3 pp / hour rest   |
| Spec 1       | 0          | 0         | 0        | 0         | 0         | 0        | 6 pp / sleep cycle |
| Spec 2       | 0          | 0         | 0        | 0         | 0         | 0        |                    |
| <b>Total</b> | <b>-18</b> | <b>-3</b> | <b>0</b> | <b>12</b> | <b>12</b> | <b>0</b> | Missile Penalty 0  |
| Shield       | 0          | 0         | -        | 0         | 0         | -        |                    |
| Spec 1       | 0          | 0         | 0        | 0         | 0         | 0        |                    |
| Spec 2       | 0          | 0         | 0        | 0         | 0         | 0        |                    |
| <b>Total</b> | <b>12</b>  | <b>12</b> | <b>0</b> | <b>12</b> | <b>12</b> | <b>0</b> |                    |

Penalty / hits remaining

| Spell Preparation | Penalty / PP Remaining |     |     | -10   | -20 | -30 | KO  | Dead    |
|-------------------|------------------------|-----|-----|-------|-----|-----|-----|---------|
| 2rd 1rd Instant   | -10                    | -20 | -30 | Norm  | 33  | 22  | 11  | 0 -65   |
| 1+ - -            | 9                      | 6   | 3   | Frenz | 22  | 0   | -21 | -43 -65 |

| Bonus | Name                            | Stats    | Cost  | ST | Item | Spec | Spec |
|-------|---------------------------------|----------|-------|----|------|------|------|
| 20    | 1 Armor Heavy                   | St+Ag+St | 3/3/3 | St |      |      |      |
| 5     | 0 Plate Mail                    | St       | 3/3/3 | St |      |      |      |
| 18    | 1 Armor Light                   | Ag+St+Ag | 1/1/1 | St |      |      |      |
| 5     | 0 Rigid Leather                 | St       | 1/1/1 | St |      |      |      |
| 3     | 0 Soft Leather                  | Ag       | 1/1/1 | St |      |      |      |
| 20    | 1 Armor Medium                  | St+Ag+St | 2/2/2 | St |      |      |      |
| 23    | 1 Chain Mail                    | St       | 2/2/2 | St |      |      |      |
| -8    | 0 Artistic Active               | Pr+Em+Ag | 2/5   | St |      |      |      |
| -19   | 0 Acting                        | SD       | 2/5   | St |      |      |      |
| -23   | 0 Dancing                       | Ag       | 2/5   | St |      |      |      |
| -19   | 0 Mimery                        | SD       | 2/5   | St |      |      |      |
| -26   | 0 Mimicry                       | Me       | 2/5   | St |      |      |      |
| -23   | 0 Play Instrument (*)           | Ag       | 2/5   | St |      |      |      |
| -26   | 0 Poetic Improvisation          | Me       | 2/5   | St |      |      |      |
| -26   | 0 Singing                       | Me       | 2/5   | St |      |      |      |
| -26   | 0 Tale Telling                  | Me       | 2/5   | St |      |      |      |
| -19   | 0 Ventriloquism                 | SD       | 2/5   | St |      |      |      |
| -5    | 0 Artistic Passive              | Em+In+Pr | 2/5   | St |      |      |      |
| -20   | 0 Music                         | Pr       | 2/5   | St |      |      |      |
| -19   | 0 Painting                      | Ag       | 2/5   | St |      |      |      |
| -22   | 0 Poetry                        | Re       | 2/5   | St |      |      |      |
| -19   | 0 Sculpting                     | Ag       | 2/5   | St |      |      |      |
| 17    | 1 Athletic Brawn                | St+Co+Ag | 3/7   | St |      |      |      |
| 2     | 0 Athletic Games Brawn (*)      | Ag       | 3/7   | St |      |      |      |
| 2     | 0 Jumping                       | Ag       | 3/7   | St |      |      |      |
| 4     | 0 Power Striking                | St       | 3/7   | St |      |      |      |
| 4     | 0 Power Throwing                | St       | 3/7   | St |      |      |      |
| 4     | 0 Weight Lifting                | St       | 3/7   | St |      |      |      |
| 19    | 2 Athletic Endurance            | Co+Ag+St | 2/7   | St |      |      |      |
| 1     | 0 Athletic Games Endurance (*)  | Co       | 2/7   | St |      |      |      |
| 1     | 0 Distance Running              | Co       | 2/7   | St |      |      |      |
| 4     | 0 Rowing                        | St       | 2/7   | St |      |      |      |
| 4     | 0 Scaling                       | St       | 2/7   | St |      |      |      |
| 3     | 0 Sprinting                     | Qu       | 2/7   | St |      |      |      |
| 24    | 1 Swimming                      | SD       | 2/7   | St |      |      |      |
| 17    | 1 Athletic Gymnastics           | Ag+Qu+Ag | 3/7   | St |      |      |      |
| 2     | 0 Acrobatics                    | Ag       | 3/7   | St |      |      |      |
| 1     | 0 Athletic Games Gymnastics (*) | Co       | 3/7   | St |      |      |      |
| 4     | 0 Climbing                      | St       | 3/7   | St |      |      |      |
| 6     | 0 Contortions                   | SD       | 3/7   | St |      |      |      |
| 2     | 0 Diving                        | Ag       | 3/7   | St |      |      |      |
| 5     | 0 Flying / Gliding              | In       | 3/7   | St |      |      |      |
| 5     | 0 Juggling                      | In       | 3/7   | St |      |      |      |
| 2     | 0 Pole-vaulting                 | Ag       | 3/7   | St |      |      |      |
| 4     | 0 Rappeling                     | St       | 3/7   | St |      |      |      |
| 2     | 0 Skating                       | Ag       | 3/7   | St |      |      |      |
| 1     | 0 Skiing                        | Co       | 3/7   | St |      |      |      |
| 2     | 0 Stilt Walking                 | Ag       | 3/7   | St |      |      |      |
| 1     | 0 Surfing                       | Co       | 3/7   | St |      |      |      |
| 6     | 0 Tightrope-walking             | SD       | 3/7   | St |      |      |      |
| 2     | 0 Tumbling                      | Ag       | 3/7   | St |      |      |      |
| 24    | 1 Awareness Perceptions         | In+SD+In | 5/14  | St |      |      |      |
| 26    | 2 Alertness                     | In       | 5/14  | St |      |      |      |
| 20    | 0 Sense Ambush                  | Em       | 5/14  | St |      |      |      |
| 22    | 2 Awareness Searching           | In+Re+SD | 2/6   | St |      |      |      |
| 6     | 0 Detect Traps                  | In       | 2/6   | St |      |      |      |
| 2     | 0 Lie Perception                | Em       | 2/6   | St |      |      |      |
| 6     | 0 Locate Hidden                 | In       | 2/6   | St |      |      |      |
| 25    | 1 Observation                   | SD       | 2/6   | St |      |      |      |

| Bonus | Name | Stats                        | Cost     | ST    | Item | Spec | Spec |
|-------|------|------------------------------|----------|-------|------|------|------|
| 0     | 0    | Poison Perception            | Me       | 2/6   | St   |      |      |
| 7     | 0    | Reading Tracks               | SD       | 2/6   | St   |      |      |
| 7     | 0    | Surveillance                 | SD       | 2/6   | St   |      |      |
| 7     | 0    | Tracking                     | SD       | 2/6   | St   |      |      |
| 9     | 0    | Awareness Senses             | In+SD+In | 3/7   | St   |      |      |
| -6    | 0    | Direction Sense              | In       | 3/7   | St   |      |      |
| -10   | 0    | Reality Awareness            | Em       | 3/7   | Re   |      |      |
| -10   | 0    | Sense Awareness (*)          | Pr       | 3/7   | St   |      |      |
| -6    | 0    | Situational Awareness (*)    | In       | 3/7   | St   |      |      |
| -10   | 0    | Spacial Location Awareness   | Pr       | 3/7   | Re   |      |      |
| -10   | 0    | Time Sense                   | Em       | 3/7   | St   |      |      |
| 21    | 0    | Body Development             | Co+SD+Co | 4/10  | St   |      |      |
| 43    | 2    | Body Development             | Co       | 4/10  | St   |      | 10   |
| 24    | 0    | Combat Maneuvers             | Ag+Qu+SD | 4/10  | St   |      |      |
| 29    | 2    | Mounted Combat               | Em       | 4/10  | St   |      |      |
| -6    | 0    | Quickdraw                    | SD       | 4/10  | St   |      |      |
| -11   | 0    | Reverse Stroke (*)           | Pr       | 4/10  | St   |      |      |
| -6    | 0    | Subdual                      | SD       | 4/10  | St   |      |      |
| -11   | 0    | Swashbuckling                | Pr       | 4/10  | St   |      |      |
| -10   | 0    | Tumbling Evasion             | Ag       | 4/10  | Re   |      |      |
| -6    | 0    | Two-weapon Combat (*)        | SD       | 4/10  | St   |      |      |
| 8     | 3    | Communications               | Re+Me+Em | 3/3/3 | St   |      |      |
| -7    | 0    | Language Spoken (*)          | Em       | 3/3/3 | St   |      |      |
| 32    | 8    | Language Spoken (Common-spe  | Em       | 3/3/3 | St   |      |      |
| -7    | 0    | Language Written (*)         | Em       | 3/3/3 | St   |      |      |
| 26    | 6    | Language Written (Common-spe | Em       | 3/3/3 | St   |      |      |
| -2    | 0    | Lip Reading                  | SD       | 3/3/3 | St   |      |      |
| -2    | 0    | Magical Languages (*)        | SD       | 3/3/3 | Re   |      |      |
| -9    | 0    | Signaling                    | Me       | 3/3/3 | St   |      |      |
| 10    | 0    | Crafts                       | Ag+Me+SD | 4/10  | St   |      |      |
| -20   | 0    | Calligraphy                  | SD       | 4/10  | St   |      |      |
| -21   | 0    | Cooking                      | In       | 4/10  | St   |      |      |
| -20   | 0    | Drafting                     | SD       | 4/10  | St   |      |      |
| -21   | 0    | Fletching                    | In       | 4/10  | St   |      |      |
| -25   | 0    | Horticulture                 | Em       | 4/10  | St   |      |      |
| -20   | 0    | Leather-crafts (*)           | SD       | 4/10  | St   |      |      |
| -21   | 0    | Metal-crafts (*)             | In       | 4/10  | St   |      |      |
| -20   | 0    | Paper-making                 | SD       | 4/10  | St   |      |      |
| -21   | 0    | Rope Mastery                 | In       | 4/10  | St   |      |      |
| -20   | 0    | Scribing                     | SD       | 4/10  | St   |      |      |
| -20   | 0    | Service                      | SD       | 4/10  | St   |      |      |
| -21   | 0    | Sewing/weaving               | In       | 4/10  | St   |      |      |
| -21   | 0    | Skinning                     | In       | 4/10  | St   |      |      |
| -21   | 0    | Stone-crafts (*)             | In       | 4/10  | St   |      |      |
| -25   | 0    | Trapping                     | Em       | 4/10  | St   |      |      |
| -20   | 0    | Valet                        | SD       | 4/10  | St   |      |      |
| -21   | 0    | Wood-crafts (*)              | In       | 4/10  | St   |      |      |
| -2    | 0    | Directed Spells              | Ag+SD+Ag | 20    | St   |      |      |
| -17   | 0    | Directed Spell (*)           | Ag       | 20    | St   |      |      |
| 12    | 1    | Influence                    | Pr+Em+In | 1/5   | St   |      |      |
| -3    | 0    | Bribery                      | In       | 1/5   | St   |      |      |
| -3    | 0    | Diplomacy                    | In       | 1/5   | St   |      |      |
| -3    | 0    | Duping                       | In       | 1/5   | St   |      |      |
| -2    | 0    | Interrogation                | SD       | 1/5   | St   |      |      |
| -7    | 0    | Leadership                   | Pr       | 1/5   | St   |      |      |
| -9    | 0    | Propaganda                   | Re       | 1/5   | St   |      |      |
| -3    | 0    | Public Speaking              | In       | 1/5   | St   |      |      |
| 15    | 1    | Seduction                    | In       | 1/5   | St   |      |      |
| -2    | 0    | Trading                      | SD       | 1/5   | St   |      |      |

| Bonus | Name                    | Stats    | Cost | ST | Item | Spec | Spec |
|-------|-------------------------|----------|------|----|------|------|------|
| 6     | 3 Lore General          | Me+Re+Me | 1/3  | St |      |      |      |
| -9    | 0 Culture Lore (*)      | Me       | 1/3  | St |      |      |      |
| -7    | 0 Fauna Lore (*)        | Em       | 1/3  | St |      |      |      |
| -7    | 0 Flora Lore (*)        | Em       | 1/3  | St |      |      |      |
| -9    | 0 Heraldry              | Me       | 1/3  | St |      |      |      |
| -9    | 0 History (*)           | Me       | 1/3  | St |      |      |      |
| 15    | 3 Own Culture Lore      | Me       | 1/3  | St |      |      |      |
| 15    | 3 Own Region Lore       | Me       | 1/3  | St |      |      |      |
| -3    | 0 Philosophy            | In       | 1/3  | St |      |      |      |
| -9    | 0 Region Lore (*)       | Me       | 1/3  | St |      |      |      |
| -9    | 0 Religion              | Me       | 1/3  | Oc |      |      |      |
| -15   | 0 Lore Magical          | Me+Re+Me | 3/6  | St |      |      |      |
| -30   | 0 Artifact Lore         | Me       | 3/6  | St |      |      |      |
| -30   | 0 Circle Lore           | Me       | 3/6  | St |      |      |      |
| -24   | 0 Planar Lore           | In       | 3/6  | St |      |      |      |
| -30   | 0 Spell Lore            | Me       | 3/6  | St |      |      |      |
| -28   | 0 Symbol Lore           | Em       | 3/6  | St |      |      |      |
| -30   | 0 Undead Lore           | Me       | 3/6  | St |      |      |      |
| -30   | 0 Warding Lore          | Me       | 3/6  | St |      |      |      |
| -15   | 0 Lore Obscure          | Me+Re+Me | 3/7  | St |      |      |      |
| -30   | 0 Demon/Devil Lore      | Me       | 3/7  | St |      |      |      |
| -30   | 0 Dragon Lore           | Me       | 3/7  | St |      |      |      |
| -30   | 0 Faerie Lore           | Me       | 3/7  | St |      |      |      |
| -30   | 0 Xeno-lores (*)        | Me       | 3/7  | St |      |      |      |
| -15   | 0 Lore Technical        | Me+Re+Me | 2/6  | St |      |      |      |
| -30   | 0 Herb Lore             | Me       | 2/6  | St |      |      |      |
| -30   | 0 Lock Lore             | Me       | 2/6  | St |      |      |      |
| -30   | 0 Metal Lore            | Me       | 2/6  | St |      |      |      |
| -30   | 0 Poison Lore           | Me       | 2/6  | St |      |      |      |
| -30   | 0 Stone Lore            | Me       | 2/6  | St |      |      |      |
| -30   | 0 Trading Lore          | Me       | 2/6  | St |      |      |      |
| -2    | 0 Martial Arts Strikes  | St+Ag+St | 6    | St |      |      |      |
| -17   | 0 Boxing                | St       | 6    | St |      |      |      |
| -17   | 0 Striking Degree 1     | St       | 6    | St |      |      |      |
| -17   | 0 Striking Degree 2     | St       | 6    | St |      |      |      |
| -15   | 0 Striking Degree 3     | SD       | 6    | St |      |      |      |
| -15   | 0 Striking Degree 4     | SD       | 6    | St |      |      |      |
| -18   | 0 Tackling              | Qu       | 6    | St |      |      |      |
| -4    | 0 Martial Arts Sweeps   | Ag+St+Ag | 6    | St |      |      |      |
| -17   | 0 Blocking              | ST       | 6    | St |      |      |      |
| -19   | 0 Sweeps Degree 1       | Ag       | 6    | St |      |      |      |
| -19   | 0 Sweeps Degree 2       | Ag       | 6    | St |      |      |      |
| -15   | 0 Sweeps Degree 3       | SD       | 6    | St |      |      |      |
| -15   | 0 Sweeps Degree 4       | SD       | 6    | St |      |      |      |
| -15   | 0 Wrestling             | SD       | 6    | St |      |      |      |
| 9     | 1 Outdoor Animal        | Em+Ag+Em | 2/6  | St |      |      |      |
| -6    | 0 Animal Handling (*)   | Em       | 2/6  | St |      |      |      |
| -6    | 0 Animal Healing (*)    | Em       | 2/6  | St |      |      |      |
| -6    | 0 Animal Mastery (*)    | Pr       | 2/6  | Re |      |      |      |
| -1    | 0 Animal Training (*)   | SD       | 2/6  | St |      |      |      |
| -2    | 0 Driving (*)           | In       | 2/6  | St |      |      |      |
| -6    | 0 Herding (*)           | Em       | 2/6  | St |      |      |      |
| 15    | 2 Riding (horse)        | Em       | 2/6  | St |      |      |      |
| -2    | 0 Outdoor Environmental | SD+In+Me | 2/6  | St |      |      |      |
| -17   | 0 Caving                | Me       | 2/6  | St |      |      |      |
| -15   | 0 Foraging              | Em       | 2/6  | St |      |      |      |
| -15   | 0 Hunting               | Em       | 2/6  | St |      |      |      |
| -17   | 0 Star-gazing           | Me       | 2/6  | St |      |      |      |
| -11   | 0 Survival (*)          | In       | 2/6  | St |      |      |      |

| Bonus | Name                                 | Stats    | Cost  | ST | Item | Spec | Spec |
|-------|--------------------------------------|----------|-------|----|------|------|------|
| -11   | 0 Weather Watching                   | In       | 2/6   | St |      |      |      |
| 14    | 2 Power Awareness                    | Em+In+Pr | 6     | St |      |      |      |
| -1    | 0 Attunement                         | Pr       | 6     | St |      |      |      |
| 3     | 0 Divination                         | In       | 6     | St |      |      |      |
| -1    | 0 Power Perception                   | Pr       | 6     | Re |      |      |      |
| -3    | 0 Read Runes                         | Me       | 6     | St |      |      |      |
| 15    | 0 Power Manipulation                 | Em+In+Pr | 6/12  | St |      |      |      |
| -10   | 0 Channeling                         | SD       | 6/12  | St |      |      |      |
| -10   | 0 Magic Ritual (*)                   | SD       | 6/12  | St |      |      |      |
| -15   | 0 Spell Mastery (*)                  | Pr       | 6/12  | St |      |      |      |
| -15   | 0 Transcend Armor                    | Pr       | 6/12  | Re |      |      |      |
| 6     | 0 Power Point Development            | In       | 8     | St |      |      |      |
| 12    | 1 Power Point Development            | -        | 8     | St |      |      |      |
| 2     | 1 Science/Analytic Basic             | Re+Me+Re | 2/5   | St |      |      |      |
| -13   | 0 Basic Math                         | Re       | 2/5   | St |      |      |      |
| -6    | 0 Research                           | SD       | 2/5   | St |      |      |      |
| 0     | 0 Science/Analytic Specialized       | Re+Me+Re | 8     | St |      |      |      |
| -30   | 0 Advanced Math                      | Re       | 8     | St |      |      |      |
| -24   | 0 Alchemy                            | In       | 8     | St |      |      |      |
| -28   | 0 Anthropology                       | Em       | 8     | St |      |      |      |
| -28   | 0 Astronomy                          | Pr       | 8     | St |      |      |      |
| -24   | 0 Bio-chemistry                      | In       | 8     | St |      |      |      |
| -28   | 0 Psychology                         | Pr       | 8     | St |      |      |      |
| 18    | 1 Self Control                       | SD+Pr+SD | 2/7   | St |      |      |      |
| -1    | 0 Adrenal Balance                    | Ag       | 2/7   | St |      |      |      |
| -2    | 0 Adrenal Concentration              | Pr       | 2/7   | St |      |      |      |
| 17    | 1 Adrenal Landing                    | Ag       | 2/7   | St |      |      |      |
| 1     | 0 Adrenal Leaping                    | St       | 2/7   | St |      |      |      |
| -1    | 0 Adrenal Quickdraw                  | Ag       | 2/7   | St |      |      |      |
| -4    | 0 Adrenal Quickness                  |          | 2/7   | St |      |      |      |
| 0     | 0 Adrenal Speed                      | Qu       | 2/7   | St |      |      |      |
| 3     | 0 Adrenal Stabilization              | SD       | 2/7   | Re |      |      |      |
| 19    | 1 Adrenal Strength                   | St       | 2/7   | St |      |      |      |
| 3     | 0 Cleansing Trance                   | SD       | 2/7   | Re |      |      |      |
| 3     | 0 Control Lycantrophy                | SD       | 2/7   | Re |      |      |      |
| 3     | 0 Death Trance                       | SD       | 2/7   | Re |      |      |      |
| 3     | 0 Frenzy                             | SD       | 2/7   | St |      |      |      |
| -2    | 0 Healing Trance                     | Em       | 2/7   | St |      |      |      |
| 3     | 0 Meditation                         | SD       | 2/7   | St |      |      |      |
| -4    | 0 Mnemonics                          | Me       | 2/7   | St |      |      |      |
| 3     | 0 Sleep Trance                       | SD       | 2/7   | St |      |      |      |
| 16    | 1 Stunned Maneuvering                | Pr       | 2/7   | St |      |      |      |
| 15    | 0 Special Attacks                    | St+Ag+SD | 2/8   | St |      |      |      |
| -15   | 0 Brawling                           | SD       | 2/8   | St |      |      |      |
| 21    | 2 Disarm Foe Armed (morningstar)     | Ag       | 2/8   | St |      |      |      |
| -19   | 0 Disarm Foe Unarmed (*)             | Ag       | 2/8   | St |      |      |      |
| -15   | 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   |      |      |
| 7     | 1    | Exorcisms                         |          | 6/6/6 | St   |      |      |
| 7     | 1    | Holy Arms                         |          | 6/6/6 | St   |      |      |
| -24   | 0    | Holy Healing                      |          | 6/6/6 | St   |      |      |
| 7     | 1    | 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   |      |      |
| 1     | 0    | Subterfuge Attack                 | Ag+SD+In | 15    | St   |      |      |
| -14   | 0    | Ambush                            | In       | 15    | St   |      |      |
| -14   | 0    | Silent Kill                       | In       | 15    | St   |      |      |
| -6    | 0    | Subterfuge Mechanics              | In+Ag+Re | 7     | St   |      |      |
| -19   | 0    | Camouflage                        | Em       | 7     | St   |      |      |
| -21   | 0    | Counterfeiting                    | Re       | 7     | St   |      |      |
| -14   | 0    | Disarm Traps                      | SD       | 7     | St   |      |      |
| -19   | 0    | Disguise                          | Pr       | 7     | St   |      |      |
| -21   | 0    | Forgery                           | Re       | 7     | St   |      |      |
| -21   | 0    | Hiding Item                       | Re       | 7     | St   |      |      |
| -21   | 0    | Pick Locks                        | Re       | 7     | St   |      |      |
| -14   | 0    | Setting Traps                     | SD       | 7     | St   |      |      |
| -21   | 0    | Trap Building                     | Re       | 7     | St   |      |      |
| -14   | 0    | Use / Remove Poison               | SD       | 7     | St   |      |      |
| 1     | 0    | Subterfuge Stealth                | Ag+SD+In | 5     | St   |      |      |
| -14   | 0    | Hiding                            | In       | 5     | St   |      |      |
| -18   | 0    | Pick Pockets                      | Pr       | 5     | St   |      |      |
| -13   | 0    | Stalking                          | SD       | 5     | St   |      |      |
| -18   | 0    | Trickery                          | Pr       | 5     | St   |      |      |
| 9     | 1    | Technical/Trade General           | Re+Me+SD | 3/7   | St   |      |      |
| -11   | 0    | Begging                           | Pr       | 3/7   | St   |      |      |
| 7     | 1    | First Aid                         | Em       | 3/7   | St   |      |      |
| -11   | 0    | Gambling                          | Pr       | 3/7   | St   |      |      |
| -6    | 0    | Mapping                           | SD       | 3/7   | St   |      |      |
| -7    | 0    | Operating Equipment               | In       | 3/7   | St   |      |      |
| -6    | 0    | Orienteering                      | SD       | 3/7   | St   |      |      |
| -6    | 0    | Sailing                           | SD       | 3/7   | St   |      |      |
| -6    | 0    | Tactical Games                    | SD       | 3/7   | St   |      |      |
| -10   | 0    | Use Prepared Herbs                | Ag       | 3/7   | St   |      |      |
| 6     | 0    | Technical/Trade Professional      | Re+Me+In | 8     | St   |      |      |
| -24   | 0    | Advertising                       | In       | 8     | St   |      |      |
| -24   | 0    | Architecture                      | In       | 8     | St   |      |      |
| -28   | 0    | Diagnostics (*)                   | Em       | 8     | St   |      |      |
| -24   | 0    | Dowsing                           | In       | 8     | St   |      |      |
| -24   | 0    | Drowsing                          | In       | 8     | St   |      |      |
| -24   | 0    | Engineering (*)                   | In       | 8     | St   |      |      |
| -27   | 0    | Mechanition (*)                   | Ag       | 8     | St   |      |      |
| -24   | 0    | Military Organization (*)         | In       | 8     | St   |      |      |
| -24   | 0    | Mining (*)                        | In       | 8     | St   |      |      |
| -28   | 0    | Second Aid                        | Em       | 8     | St   |      |      |
| -28   | 0    | Surgery                           | Em       | 8     | St   |      |      |
| 6     | 0    | Technical/Trade Vocational        | Me+In+Re | 5/12  | St   |      |      |
| -22   | 0    | Administration                    | Pr       | 5/12  | St   |      |      |
| -24   | 0    | Appraisal                         | Re       | 5/12  | St   |      |      |

| Bonus |   | Name                         | Stats    | Cost | ST | Item | Spec | Spec |
|-------|---|------------------------------|----------|------|----|------|------|------|
| -21   | 0 | Boat Pilot (*)               | Ag       | 5/12 | St |      |      |      |
| -24   | 0 | Cartography                  | Re       | 5/12 | St |      |      |      |
| -24   | 0 | Evaluate Armor               | Re       | 5/12 | St |      |      |      |
| -24   | 0 | Evaluate Metal               | Re       | 5/12 | St |      |      |      |
| -24   | 0 | Evaluate Stone               | Re       | 5/12 | St |      |      |      |
| -24   | 0 | Evaluate Weapon              | Re       | 5/12 | St |      |      |      |
| -24   | 0 | Gimmickry                    | Re       | 5/12 | St |      |      |      |
| -22   | 0 | Hypnosis                     | Em       | 5/12 | St |      |      |      |
| -22   | 0 | Midwifery                    | Em       | 5/12 | St |      |      |      |
| -24   | 0 | Navigation                   | Re       | 5/12 | St |      |      |      |
| -21   | 0 | Preparing Herbs              | Ag       | 5/12 | St |      |      |      |
| -17   | 0 | Preparing Poisons            | SD       | 5/12 | St |      |      |      |
| -18   | 0 | Siege Engineering            | In       | 5/12 | St |      |      |      |
| 16    | 2 | Tactics (skirmish)           | Re       | 5/12 | St |      |      |      |
| 18    | 5 | Urban                        | In+Pr+Re | 4    | St |      |      |      |
| 3     | 0 | Contacting                   | Re       | 4    | Ev |      |      |      |
| 6     | 0 | Mingling                     | Ag       | 4    | Ev |      |      |      |
| 3     | 0 | Scrounging                   | Re       | 4    | Ev |      |      |      |
| 5     | 0 | Streetwise                   | Em       | 4    | Ev |      |      |      |
| 27    | 2 | Weapon 1-H Concussion        | St+Ag+St | 2/5  | St |      |      |      |
| 33    | 2 | 1-H Concussion (morningstar) | St       | 2/5  | St |      |      |      |
| 25    | 1 | Weapon 1-H Edged             | St+Ag+St | 4    | St |      |      |      |
| 28    | 1 | 1-H Edged (*)                | St       | 4    | St |      |      |      |
| 8     | 0 | Weapon 2-Handed              | St+Ag+St | 4    | St |      |      |      |
| -7    | 0 | 2-Handed (*)                 | St       | 4    | St |      |      |      |
| 25    | 2 | Weapon Missile               | Ag+St+Ag | 6    | St |      |      |      |
| 4     | 0 | Weapon Missile Artillery     | In+Ag+Re | 6    | St |      |      |      |
| 10    | 1 | Missile (*)                  | Ag       | 6    | St |      |      |      |
| -11   | 0 | Missile Artillery (*)        | Re       | 6    | St |      |      |      |
| 8     | 0 | Weapon Pole Arms             | St+Ag+St | 6    | St |      |      |      |
| -7    | 0 | Pole Arms (*)                | St       | 6    | St |      |      |      |
| 6     | 0 | Weapon Thrown                | Ag+St+Ag | 6    | St |      |      |      |
| -9    | 0 | Thrown (*)                   | Ag       | 6    | St |      |      |      |

Character Name Gentrick  
Player Name Bob

Level 1  
Experience 10000

2007-11-09

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Personality

Motivations conflict solves problems

Training Packages

|                |             |             |                    |             |       |                    |      |
|----------------|-------------|-------------|--------------------|-------------|-------|--------------------|------|
| Soul Departure | 11          | Race        | Men , Mixed , Urba | Appearance  | 99    | 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