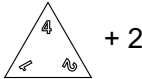
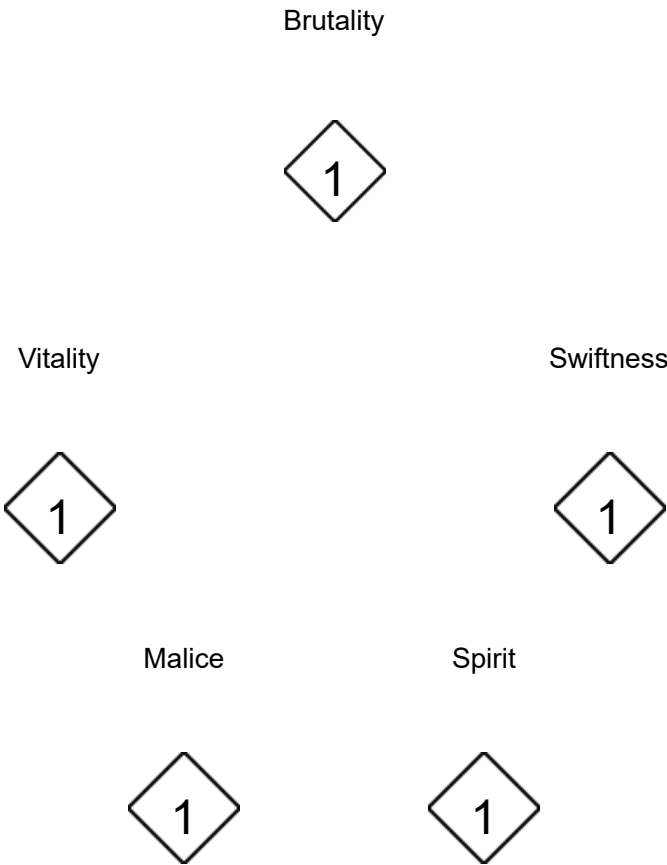


Race	Skill Point
	5
Level	Class Point
1	2
HP/Level	Memory
3	3 (with 0 bonus included)
Max HP	Initiative
13	

Focus



		Adventuring skills
		Stealth (Malice)
		0
		Survival (Swiftiness)
		0
		Perception (Spirit)
		0
		Speechcraft (Malice)
		0
		History (Spirit)
		0
		Medic (Spirit)
		0
		Empath (Swiftiness)
		0
		Athletism (Brutality)
		0
		Acrobatics (Vitality)
		0
		Craft (Brutality)
		0
		Craft (Swiftness)
		0
		Craft (Spirit)
		0
		Craft (Malice)
		0
		Intimidation (Brutality)
		0
War skills	Magic skills	
One Hand (Swiftness)	Elemental Magic (Spirit)	
0	0	
Light One Hand (Malice)	Occult Magic (Malice)	
0	0	
Two Hand (Brutality)	Primordial Magic (Brutality)	
0	0	
Throwing (Malice)	Metamagic (Swiftness)	
0	0	
Archery (Brutality)	Infusion (Spirit)	
0	0	
Bodybuilding (Vitality)	Resistance (Vitality)	
0	0	
Parry (Vitality)	Magic Identification (Swiftness)	
0	0	

Passive

Stuff

Technic and Spell