Race

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Level

4

HP/Level

3

Max HP

13

Skill Point

5

Class Point

2

Memory

3 (with 0 bonus included)

Initiative



Focus

Brutality



Vitality

Swiftness





Malice

Spirit





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

2

0

0

0

Adventuring skills

Stealth (Malice)

