

Name: Arya									
Profession <input type="text" value="Animist"/>			<h2 style="text-align: center;">Defensive Bonus</h2>				Spell List		
Race <input type="text" value="Wood Elves"/>							Level Known		
Realm <input type="text" value="Channeling"/>			Armor Type AT Qu Bonus Magic Shield Total DB			Animal Mastery <input type="text" value="3"/>			
Lvl	3	XP	<input type="text" value="30000"/>		DP:-70	Cost Rank	Rank bonus	Stat bonus	Special Total
Ht	Wt	<input type="text" value="11"/>		Age					
Eyes	Hair								
Appearance	Sex								
BMR	Max Pace								
Base Hits	20	Hits/Rank	5						
Max Hits	100	Recovery	1.5						
Base PP	11	PP/Level							
Temp Bon Race Spec Total				General Skills					
Co	<input type="text" value="70"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	climbing	4	<input type="text" value="3"/>	15	15
Ag	<input type="text" value="80"/>	<input type="text" value="5"/>	<input type="text" value="10"/>	<input type="text" value="15"/>	disarm traps	8	<input type="text" value=""/>	-25	5
SD	<input type="text" value="75"/>	<input type="text" value="5"/>	<input type="text" value="-20"/>	<input type="text" value="-15"/>	Perception	3	<input type="text" value="3"/>	15	5
Me	90	10	5	15	Pick locks	8	<input type="text" value=""/>	-25	5
Re	<input type="text" value="75"/>	<input type="text" value="5"/>	<input type="text" value="0"/>	<input type="text" value="5"/>	riding*	1/3	<input type="text" value="6"/>	30	5
St	<input type="text" value="70"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	Stalk & Hide	3	<input type="text" value="3"/>	15	0
Qu	<input type="text" value="80"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="10"/>	swimming	3	<input type="text" value="3"/>	15	15
Pr	<input type="text" value="75"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="10"/>	Magical Skills				
In	90	10	0	10	Directed Spells*	3	<input type="text" value=""/>	-25	15
Em	<input type="text" value="75"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="10"/>	Runes	2/6	<input type="text" value=""/>	-25	5
Languages				WD S					
<input type="text"/>				<input type="text"/>					
Treasure				Special Skills					
MP:	<input type="text"/>	BP:	<input type="text"/>	Adrenal Defense					
PP:	<input type="text"/>	CP:	<input type="text"/>	Adrenal Moves*					
GP:	<input type="text"/>	TP:	<input type="text"/>	Ambush					
SP:	<input type="text"/>	Gems:	<input type="text"/>	Body development					
				Linguistics*					
				Martial Arts					
				Secondary Skills					
				Acrobatics					
				Acting					
				Crafting					
				First Aid					
				Foraging					
				Frenzy					
				Lore: General*					
				Lore: Magical					
				Lore: Obscure					
				Meditation					

	Music	2/6	<input type="text" value="1"/>	5	13	18	
	Navigation	2/6	<input type="text"/>	-25	8	-17	
	Singing	2/6	<input type="text"/>	-25	10	-15	
	Streetwise	3	<input type="text"/>	-25	10	-15	
	Tracking	1/4	<input type="text" value="1"/>	5	5	10	
	Trickery	3	<input type="text"/>	-25	10	-15	

Weapons Skills	Weapon	Cost	Rank	Rank Bonus	Stat Bonus	Weapons Bonus	Armor Penalty	Mbc
One Handed edged	Broadsword	6	<input type="text" value="3"/>	15	5			3
							May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies),RLF(90%) at -25 OB.	3
Missile	Long Bow	9	<input type="text" value="3"/>	15	10			3

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