Name: Arya											
Profession Animist :			Defensive Bonus							Spell List	Level Known
Race Wood Elves 🗘		Animal Mastery 🗘								3	
Realm Channeling :		<b>\$</b>	Armor Type AT Qu Bonus Magic Shield Total DB						Natural's Lore 🗘	3	
Lvl 3 XP	30000		DP:-70	Cost	Rank	Rank bonus	Stat bonus	Special	Total	Herb Mastery 🗘	3
Ht Wt	11 Ag	e	Maneuvering in Armor							Plant Mastery 🗘	3
3	Hair		chain	10		-25	8		-17	Nature's Protection   \$	3
* *	Sex Max Pace		plate	11	$\Box$	-25	8		-17		
	Hits/Rank	5	rigid leather	3/*		-25	8		-17	RRs Vs Stat Race	Total
	Recovery PP/Level	1.5	soft leather	2/*	ĭ	-25	8		-17	Essence 10 -5	5
Temp Bon Race Spec		tal	General Skills							Channeling 10 -5 Mentalism 10 -5	5 5
Co 70 0 0	0 0		climbing	4	3	15	15		30	Disease/Poison /10 100/10	
Ag <b>80</b> \$ 5	10 15		disarm traps	8	$\tilde{\Box}$	-25	5		-20	Fear -15	
SD 75 \$ 5 -	20 -15	5	Perception	3	3	15	5		20	Equipment	
Me 90 10 5	5 15		Pick locks	8	$\overline{\Box}$	-25	5		-20	Item Location	Weight
Re 75 \$ 5	5		riding*	1/3	6	30	5		35		
St 70 0 0	0 0		Stalk & Hide	3	3	15	0		15	Total Weight : 0	
Qu <b>80</b> \$ 5	5 10		swimming	3	$\simeq$	15	15		30	Weight Total Encumb Unit Pena	
Pr 75 \$ 5	5 10		Magical Skills							carried	ŭ
In 90 10 0	0 10		Directed Spells*	3		-25	15		-10	11 0 10(-0+10	))
	5 10		Runes	2/6		-25	5		-20		
Langua	nges	WD	Starves & Wands	2/6	$\overline{\cap}$	-25	5		-20		
		Special Skills									
Treasure			Adrenal Defense	20		-25	0		-25		
MP: BP:			Adrenal Moves*	5		-25	-2		-27		
PP: CP:			Ambush	6		-25	0		-25		
GP: TP:			Body development	4	3	15	0		15		
SP: Gems:			Linguistics*	2/*		-25	0		-25		
			Martial Arts	6		-25	0		-25		
			Secondary Skills								
			Acrobatics	3		-25	13		-12		
			Acting	3/6	3	15	10		25		
			Crafting	3		-25	13		-12		
			First Aid	1/5	5	25	-7		18		
			Foraging	1/5	3	15	5		20		
			Frenzy	2/5		-25	-2		-27		
			Lore: General*	1/3	5	25	8		33		
			Lore: Magical	1/4		-25	10		-15		
			Lore: Obscure	3/7		-25	10		-15		
			Meditation	2/4		-25	-2		-27		

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	Music Navigation Singing Streetwise Tracking Trickery	2/0 2/0 2/0 3 1/0 3	6 [	5 -25 -25 5 -25	13 8 10 10 5 10	18 -17 -15 -15 10 -15			
Weapons Skills	Weapon	Cost	Rank Bonu		Stat Bonus	Weapons Bonus	Armor Penalty	Mbc	<u> </u>
One Handed edged	Broadsword \$	6	3	15	5			3	2
Missile  \$	Long Bow ≎	9	3	15	10		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.		2
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