Name: Charles

Profession	Ranger
Race	Humain
Realm	Channeling
Lvl	3 XP 30000
Ht	Wt 12 Age

Eyes   Hair
Appearance   Sex
BMR   Max Pace
Base Hits 24   Hits/Rank   5
Max Hits   120 Recovery   1.0
Base PP   11   PP/Level

	Temp	Bon	Race	Spec	Total
Co	90	10	0		10
Ag	80	5	0		5
SD	75	5	5		10
Me	70	0	0		0
Re	75	5	0		5
St	75	5	5		10
Qu	80	5	0		5
Pr	70	0	0		0
In	90	10	0		10
Em	75	5	0		5

Languages   **WD**

Treasure

MP: ☐   BP: ☐
PP: ☐   CP: ☐
GP: ☐   TP: ☐
SP: ☐   Gems: ☐

Defensive Bonus

Armor Type AT Qu Bonus Magic Shield Total DB

DP:-70	Cost	Rank	Rank bonus	Stat bonus	Special	Total
Maneuvering in Armor						
chain	3/*		-25	8		-17
plate	4/*		-25	8		-17
rigid leather	2/*		-25	8		-17
soft leather	1/*	5	25	8		33
General Skills						
climbing	3/9	2	10	5		15
disarm traps	4		-25	5		-20
Perception	2/7	4	20	5		25
Pick locks	4		-25	5		-20
riding*	2/6	2	10	3		13
Stalk & Hide	1/5	4	20	0		20
swimming	2/6	2	10	5		15
Magical Skills						
Directed Spells*	15		-25	5		-20
Runes	5		-25	3		-22
Starves & Wands	6		-25	3		-22
Special Skills						
Adrenal Defense	20		-25	0		-25
Adrenal Moves*	2/7		-25	5		-20
Ambush	3		-25	0		-25
Body development	2/7	3	15	10		25
Linguistics*	3/*		-25	0		-25
Martial Arts	4		-25	0		-25
Secondary Skills						
Acrobatics	2/6		-25	5		-20
Acting	2/6		-25	3		-22
Crafting	2/6	4	20	5		25
First Aid	2/4	2	10	5		15
Foraging	1/3	3	15	5		20
Frenzy	3		-25	8		-17
Lore: General*	1/3	3	15	0		15
Lore: Magical	3/6	1	5	3		8
Lore: Obscure	3/7		-25	3		-22
Meditation	1/3		-25	5		-20

Spell List	Level Known
Inner Walls	3
Moving Ways	3
Nature's Ways	3
Nature's Guises	3

RRs Vs	Stat	Race	Total
Essence	5	0	5
Channeling	10	0	10
Mentalism	0	0	0
Disease/Poison	/0	0/0	0/0
Fear	10		

Equipment

Item	Location	Weight
Boots	☑	3 lb
Cloak	☑	2 lb
Pants	☑	1 lb
Shirt	☑	1 lb
Soft Leather	☐	12 lb
Arrows (20)	☐	3 lb
Backpack	☐	2 lb
	☐	

Total Weight : 17

Weight Unit	Total Unit carried	Encumbrance Penalty
12	1	-5(-10+5)

Music	2/6	2	10	5	15
Navigation	1/4	4	20	8	28
Singing	2/6		-25	5	-20
Streetwise	3/6		-25	5	-20
Tracking	2/5	4	20	5	25
Trickery	2/5		-25	3	-22

Weapons Skills	Weapon	Cost	Rank	Rank Bonus	Stat Bonus	Weapons Bonus	Armor Penalty	Mbc	
One Handed edged	Short Sword	3/7	4	20	9		-10 OB (vs. chain/plate), + 10 OB (vs. other)	6	3
Missile	Long Bow	6	3	15	7		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.	6	2

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