

Name: Elisabeth																																																																																																																																																																																																																																																																																																									
Profession		Fighter		<b>Defensive Bonus</b> <table border="1"> <thead> <tr> <th>Armor Type</th> <th>AT</th> <th>Qu</th> <th>Bonus</th> <th>Magic</th> <th>Shield</th> <th>Total</th> <th>DB</th> </tr> </thead> <tbody> <tr> <td colspan="8"><b>Maneuvering in Armor</b></td> </tr> <tr> <td>chain</td> <td>2/*</td> <td>18</td> <td>66</td> <td>8</td> <td></td> <td>74</td> <td></td> </tr> <tr> <td>plate</td> <td>2/*</td> <td></td> <td>-25</td> <td>8</td> <td></td> <td>-17</td> <td></td> </tr> <tr> <td>rigid leather</td> <td>1/*</td> <td>8</td> <td>40</td> <td>8</td> <td></td> <td>48</td> <td></td> </tr> <tr> <td>soft leather</td> <td>1/*</td> <td></td> <td>-25</td> <td>8</td> <td></td> <td>-17</td> <td></td> </tr> <tr> <td colspan="8"><b>General Skills</b></td> </tr> <tr> <td>climbing</td> <td>3/7</td> <td>3</td> <td>15</td> <td>0</td> <td></td> <td>15</td> <td></td> </tr> <tr> <td>disarm traps</td> <td>3/8</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td>Perception</td> <td>2/5</td> <td>4</td> <td>20</td> <td>3</td> <td></td> <td>23</td> <td></td> </tr> <tr> <td>Pick locks</td> <td>3/9</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td>riding*</td> <td>2/6</td> <td>4</td> <td>20</td> <td>3</td> <td></td> <td>23</td> <td></td> </tr> <tr> <td>Stalk &amp; Hide</td> <td>2/5</td> <td></td> <td>-25</td> <td>0</td> <td></td> <td>-25</td> <td></td> </tr> <tr> <td>swimming</td> <td>2/6</td> <td>3</td> <td>15</td> <td>0</td> <td></td> <td>15</td> <td></td> </tr> <tr> <td colspan="8"><b>Magical Skills</b></td> </tr> <tr> <td>Directed Spells*</td> <td>20</td> <td></td> <td>-25</td> <td>0</td> <td></td> <td>-25</td> <td></td> </tr> <tr> <td>Runes</td> <td>7</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td>Starves &amp; Wands</td> <td>9</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td colspan="8"><b>Special Skills</b></td> </tr> <tr> <td>Adrenal Defense</td> <td>20</td> <td></td> <td>-25</td> <td>0</td> <td></td> <td>-25</td> <td></td> </tr> <tr> <td>Adrenal Moves*</td> <td>2/6</td> <td></td> <td>-25</td> <td>5</td> <td></td> <td>-20</td> <td></td> </tr> <tr> <td>Ambush</td> <td>3/8</td> <td></td> <td>-25</td> <td>0</td> <td></td> <td>-25</td> <td></td> </tr> <tr> <td>Body development</td> <td>1/5</td> <td>8</td> <td>40</td> <td>10</td> <td></td> <td>50</td> <td></td> </tr> <tr> <td>Linguistics*</td> <td>3/*</td> <td></td> <td>-25</td> <td>0</td> <td></td> <td>-25</td> <td></td> </tr> <tr> <td>Martial Arts</td> <td>3/7</td> <td></td> <td>-25</td> <td>0</td> <td></td> <td>-25</td> <td></td> </tr> <tr> <td colspan="8"><b>Secondary Skills</b></td> </tr> <tr> <td>Acrobatics</td> <td>2/5</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td>Acting</td> <td>2/6</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td>Crafting</td> <td>2/6</td> <td>3</td> <td>15</td> <td>3</td> <td></td> <td>18</td> <td></td> </tr> <tr> <td>First Aid</td> <td>2/6</td> <td>3</td> <td>15</td> <td>5</td> <td></td> <td>20</td> <td></td> </tr> <tr> <td>Foraging</td> <td>2/6</td> <td></td> <td>-25</td> <td>3</td> <td></td> <td>-22</td> <td></td> </tr> <tr> <td>Frenzy</td> <td>2/6</td> <td></td> <td>-25</td> <td>8</td> <td></td> <td>-17</td> <td></td> </tr> <tr> <td>Lore: General*</td> <td>1/3</td> <td>5</td> <td>25</td> <td>3</td> <td></td> <td>28</td> <td></td> </tr> <tr> <td>Lore: Magical</td> <td>6</td> <td></td> <td>-25</td> <td>5</td> <td></td> <td>-20</td> <td></td> </tr> <tr> <td>Lore: Obscure</td> <td>3/7</td> <td></td> <td>-25</td> <td>5</td> <td></td> <td>-20</td> <td></td> </tr> <tr> <td>Meditation</td> <td>3/7</td> <td></td> <td>-25</td> <td>5</td> <td></td> <td>-20</td> <td></td> </tr> </tbody> </table>						Armor Type	AT	Qu	Bonus	Magic	Shield	Total	DB	<b>Maneuvering in Armor</b>								chain	2/*	18	66	8		74		plate	2/*		-25	8		-17		rigid leather	1/*	8	40	8		48		soft leather	1/*		-25	8		-17		<b>General Skills</b>								climbing	3/7	3	15	0		15		disarm traps	3/8		-25	3		-22		Perception	2/5	4	20	3		23		Pick locks	3/9		-25	3		-22		riding*	2/6	4	20	3		23		Stalk & Hide	2/5		-25	0		-25		swimming	2/6	3	15	0		15		<b>Magical Skills</b>								Directed Spells*	20		-25	0		-25		Runes	7		-25	3		-22		Starves & Wands	9		-25	3		-22		<b>Special Skills</b>								Adrenal Defense	20		-25	0		-25		Adrenal Moves*	2/6		-25	5		-20		Ambush	3/8		-25	0		-25		Body development	1/5	8	40	10		50		Linguistics*	3/*		-25	0		-25		Martial Arts	3/7		-25	0		-25		<b>Secondary Skills</b>								Acrobatics	2/5		-25	3		-22		Acting	2/6		-25	3		-22		Crafting	2/6	3	15	3		18		First Aid	2/6	3	15	5		20		Foraging	2/6		-25	3		-22		Frenzy	2/6		-25	8		-17		Lore: General*	1/3	5	25	3		28		Lore: Magical	6		-25	5		-20		Lore: Obscure	3/7		-25	5		-20		Meditation	3/7		-25	5		-20	
Armor Type	AT	Qu	Bonus							Magic	Shield	Total	DB																																																																																																																																																																																																																																																																																												
<b>Maneuvering in Armor</b>																																																																																																																																																																																																																																																																																																									
chain	2/*	18	66	8		74																																																																																																																																																																																																																																																																																																			
plate	2/*		-25	8		-17																																																																																																																																																																																																																																																																																																			
rigid leather	1/*	8	40	8		48																																																																																																																																																																																																																																																																																																			
soft leather	1/*		-25	8		-17																																																																																																																																																																																																																																																																																																			
<b>General Skills</b>																																																																																																																																																																																																																																																																																																									
climbing	3/7	3	15	0		15																																																																																																																																																																																																																																																																																																			
disarm traps	3/8		-25	3		-22																																																																																																																																																																																																																																																																																																			
Perception	2/5	4	20	3		23																																																																																																																																																																																																																																																																																																			
Pick locks	3/9		-25	3		-22																																																																																																																																																																																																																																																																																																			
riding*	2/6	4	20	3		23																																																																																																																																																																																																																																																																																																			
Stalk & Hide	2/5		-25	0		-25																																																																																																																																																																																																																																																																																																			
swimming	2/6	3	15	0		15																																																																																																																																																																																																																																																																																																			
<b>Magical Skills</b>																																																																																																																																																																																																																																																																																																									
Directed Spells*	20		-25	0		-25																																																																																																																																																																																																																																																																																																			
Runes	7		-25	3		-22																																																																																																																																																																																																																																																																																																			
Starves & Wands	9		-25	3		-22																																																																																																																																																																																																																																																																																																			
<b>Special Skills</b>																																																																																																																																																																																																																																																																																																									
Adrenal Defense	20		-25	0		-25																																																																																																																																																																																																																																																																																																			
Adrenal Moves*	2/6		-25	5		-20																																																																																																																																																																																																																																																																																																			
Ambush	3/8		-25	0		-25																																																																																																																																																																																																																																																																																																			
Body development	1/5	8	40	10		50																																																																																																																																																																																																																																																																																																			
Linguistics*	3/*		-25	0		-25																																																																																																																																																																																																																																																																																																			
Martial Arts	3/7		-25	0		-25																																																																																																																																																																																																																																																																																																			
<b>Secondary Skills</b>																																																																																																																																																																																																																																																																																																									
Acrobatics	2/5		-25	3		-22																																																																																																																																																																																																																																																																																																			
Acting	2/6		-25	3		-22																																																																																																																																																																																																																																																																																																			
Crafting	2/6	3	15	3		18																																																																																																																																																																																																																																																																																																			
First Aid	2/6	3	15	5		20																																																																																																																																																																																																																																																																																																			
Foraging	2/6		-25	3		-22																																																																																																																																																																																																																																																																																																			
Frenzy	2/6		-25	8		-17																																																																																																																																																																																																																																																																																																			
Lore: General*	1/3	5	25	3		28																																																																																																																																																																																																																																																																																																			
Lore: Magical	6		-25	5		-20																																																																																																																																																																																																																																																																																																			
Lore: Obscure	3/7		-25	5		-20																																																																																																																																																																																																																																																																																																			
Meditation	3/7		-25	5		-20																																																																																																																																																																																																																																																																																																			
Race		Humain		<b>Spell List</b> <b>Level Known</b> <table border="1"> <thead> <tr> <th>RRs Vs</th> <th>Stat</th> <th>Race</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Essence</td> <td>5</td> <td>0</td> <td>5</td> </tr> <tr> <td>Channeling</td> <td>5</td> <td>0</td> <td>5</td> </tr> <tr> <td>Mentalism</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Disease/Poison</td> <td>/0</td> <td>0/0</td> <td>0/0</td> </tr> <tr> <td>Fear</td> <td>10</td> <td></td> <td></td> </tr> </tbody> </table>						RRs Vs	Stat	Race	Total	Essence	5	0	5	Channeling	5	0	5	Mentalism	0	0	0	Disease/Poison	/0	0/0	0/0	Fear	10																																																																																																																																																																																																																																																																										
RRs Vs	Stat	Race	Total																																																																																																																																																																																																																																																																																																						
Essence	5	0	5																																																																																																																																																																																																																																																																																																						
Channeling	5	0	5																																																																																																																																																																																																																																																																																																						
Mentalism	0	0	0																																																																																																																																																																																																																																																																																																						
Disease/Poison	/0	0/0	0/0																																																																																																																																																																																																																																																																																																						
Fear	10																																																																																																																																																																																																																																																																																																								
Realm		Channeling		<b>Equipment</b> <table border="1"> <thead> <tr> <th>Item</th> <th>Location</th> <th>Weight</th> </tr> </thead> <tbody> <tr> <td>Leather Helr</td> <td><input type="checkbox"/></td> <td>2 lb</td> </tr> <tr> <td>Soft Leather</td> <td><input type="checkbox"/></td> <td>12 lb</td> </tr> <tr> <td>Boots</td> <td><input type="checkbox"/></td> <td>3 lb</td> </tr> <tr> <td>Boots</td> <td><input type="checkbox"/></td> <td>3 lb</td> </tr> <tr> <td>Shirt</td> <td><input type="checkbox"/></td> <td>1 lb</td> </tr> <tr> <td>Arrows (20)</td> <td><input type="checkbox"/></td> <td>3 lb</td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td></td> </tr> <tr> <td colspan="3">Total Weight : 24</td> </tr> <tr> <th>Weight Unit</th> <th>Total Unit carried</th> <th>Encumbrance Penalty</th> </tr> <tr> <td>14</td> <td>1</td> <td>-5(-10+5)</td> </tr> </tbody> </table>						Item	Location	Weight	Leather Helr	<input type="checkbox"/>	2 lb	Soft Leather	<input type="checkbox"/>	12 lb	Boots	<input type="checkbox"/>	3 lb	Boots	<input type="checkbox"/>	3 lb	Shirt	<input type="checkbox"/>	1 lb	Arrows (20)	<input type="checkbox"/>	3 lb		<input type="checkbox"/>		Total Weight : 24			Weight Unit	Total Unit carried	Encumbrance Penalty	14	1	-5(-10+5)																																																																																																																																																																																																																																																															
Item	Location	Weight																																																																																																																																																																																																																																																																																																							
Leather Helr	<input type="checkbox"/>	2 lb																																																																																																																																																																																																																																																																																																							
Soft Leather	<input type="checkbox"/>	12 lb																																																																																																																																																																																																																																																																																																							
Boots	<input type="checkbox"/>	3 lb																																																																																																																																																																																																																																																																																																							
Boots	<input type="checkbox"/>	3 lb																																																																																																																																																																																																																																																																																																							
Shirt	<input type="checkbox"/>	1 lb																																																																																																																																																																																																																																																																																																							
Arrows (20)	<input type="checkbox"/>	3 lb																																																																																																																																																																																																																																																																																																							
	<input type="checkbox"/>																																																																																																																																																																																																																																																																																																								
Total Weight : 24																																																																																																																																																																																																																																																																																																									
Weight Unit	Total Unit carried	Encumbrance Penalty																																																																																																																																																																																																																																																																																																							
14	1	-5(-10+5)																																																																																																																																																																																																																																																																																																							
Lvl		3		XP		30000																																																																																																																																																																																																																																																																																																			
Ht		Wt		14		Age																																																																																																																																																																																																																																																																																																			
Eyes		Hair																																																																																																																																																																																																																																																																																																							
Appearance		Sex																																																																																																																																																																																																																																																																																																							
BMR		Max Pace																																																																																																																																																																																																																																																																																																							
Base Hits		24		Hits/Rank		5																																																																																																																																																																																																																																																																																																			
Max Hits		120		Recovery		1.0																																																																																																																																																																																																																																																																																																			
Base PP		10.5		PP/Level																																																																																																																																																																																																																																																																																																					
<b>Temp</b>		<b>Bon</b>		<b>Race</b>		<b>Spec</b>		<b>Total</b>																																																																																																																																																																																																																																																																																																	
Co	90	10	0	0	10																																																																																																																																																																																																																																																																																																				
Ag	70	0	0	0	0																																																																																																																																																																																																																																																																																																				
SD	80	5	5	10																																																																																																																																																																																																																																																																																																					
Me	75	5	0	5																																																																																																																																																																																																																																																																																																					
Re	75	5	0	5																																																																																																																																																																																																																																																																																																					
St	90	10	5	15																																																																																																																																																																																																																																																																																																					
Qu	80	5	0	5																																																																																																																																																																																																																																																																																																					
Pr	70	0	0	0																																																																																																																																																																																																																																																																																																					
In	75	5	0	5																																																																																																																																																																																																																																																																																																					
Em	75	5	0	5																																																																																																																																																																																																																																																																																																					
<b>Languages</b>		WD		S																																																																																																																																																																																																																																																																																																					
<b>Treasure</b>																																																																																																																																																																																																																																																																																																									
MP:	<input type="checkbox"/>	BP:	<input type="checkbox"/>																																																																																																																																																																																																																																																																																																						
PP:	<input type="checkbox"/>	CP:	<input type="checkbox"/>																																																																																																																																																																																																																																																																																																						
GP:	<input type="checkbox"/>	TP:	<input type="checkbox"/>																																																																																																																																																																																																																																																																																																						
SP:	<input type="checkbox"/>	Gems:	<input type="checkbox"/>																																																																																																																																																																																																																																																																																																						

	Music	2/6	<input type="text"/>	-25	3	-22	
	Navigation	2/6	<input type="text" value="2"/>	10	5	15	
	Singing	2/6	<input type="text"/>	-25	3	-22	
	Streetwise	2/4	<input type="text"/>	-25	3	-22	
	Tracking	1/4	<input type="text" value="3"/>	15	3	18	
	Trickery	2/6	<input type="text"/>	-25	3	-22	

Weapons Skills	Weapon	Cost	Rank	Rank Bonus	Stat Bonus	Weapons Bonus	Armor Penalty	Mbc	Total	
<input type="text" value="Pole Arms"/>	<input type="text" value="Halbard"/>	5	<input type="text" value="3"/>	15	10		-5 OB	9	34	
<input type="text" value="One Handed edged"/>	<input type="text" value="Broadsword"/>	1/5	<input type="text" value="5"/>	25	10			9	44	
<input type="text" value="One Handed Crushing"/>	<input type="text" value="War Hammer"/>	2/5	<input type="text" value="4"/>	20	10		+5 OB.	9	39	
<input type="text"/>										
<input type="button" value="generer XML"/>										