

Name: <input type="text" value="Guillaume"/>										
Profession <input type="text" value="Sorcerer"/> Race <input type="text" value="Humain"/> Realm <input type="text" value="Channeling"/>			Defensive Bonus Armor Type AT Qu Bonus Magic Shield Total DB DP:-69 Cost Rank Rank bonus Stat bonus Special Total Maneuvering in Armor chain 10 <input type="text" value=""/> -25 8 -17 plate 11 <input type="text" value=""/> -25 8 -17 rigid leather 9 <input type="text" value=""/> -25 8 -17 soft leather 9 <input type="text" value=""/> -25 8 -17 General Skills climbing 7 <input type="text" value=""/> -25 5 -20 disarm traps 7 <input type="text" value=""/> -25 5 -20 Perception 3 <input type="text" value="2"/> 10 5 15 Pick locks 7 <input type="text" value=""/> -25 5 -20 riding* 3 <input type="text" value=""/> -25 5 -20 Stalk & Hide 6 <input type="text" value=""/> -25 0 -25 swimming 3 <input type="text" value="1"/> 5 5 10 Magical Skills Directed Spells* 2/5 <input type="text" value="6"/> 30 5 35 Runes 2/5 <input type="text" value=""/> -25 5 -20 Starves & Wands 2/5 <input type="text" value="3"/> 15 5 20 Special Skills Adrenal Defense 20 <input type="text" value=""/> -25 0 -25 Adrenal Moves* 5 <input type="text" value=""/> -25 5 -20 Ambush 9 <input type="text" value=""/> -25 0 -25 Body development 8 <input type="text" value="3"/> 15 0 15 Linguistics* 2/* <input type="text" value=""/> -25 0 -25 Martial Arts 9 <input type="text" value=""/> -25 0 -25 Secondary Skills Acrobatics 3 <input type="text" value=""/> -25 5 -20 Acting 2/7 <input type="text" value=""/> -25 5 -20 Crafting 3 <input type="text" value=""/> -25 8 -17 First Aid 3/6 <input type="text" value=""/> -25 5 -20 Foraging 2/6 <input type="text" value=""/> -25 5 -20 Frenzy 3/6 <input type="text" value=""/> -25 10 -15 Lore: General* 1/3 <input type="text" value="6"/> 30 3 33 Lore: Magical 2/5 <input type="text" value="5"/> 25 5 30 Lore: Obscure 3/7 <input type="text" value="5"/> 25 5 30 Meditation 2/4 <input type="text" value=""/> -25 5 -20					Spell List Gas Destruction <input type="text" value="3"/> 3 Mind Destruction <input type="text" value="3"/> 3 Soul destruction <input type="text" value="3"/> 3 Solid Destruction <input type="text" value="3"/> 3 Flesh destruction <input type="text" value="3"/> 3 Fluid destruction <input type="text" value="3"/> 3 <input type="text" value=""/> <input type="text" value=""/>		
Lvl 3 XP <input type="text" value="30000"/> Ht Wt <input type="text" value="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								RRs Vs Stat Race Total Essence 10 0 10 Channeling 10 0 10 Mentalism 0 0 0 Disease/Poison /0 0/0 0/0 Fear 10		
Temp Bon Race Spec Total Co <input type="text" value="70"/> 0 0 0 Ag <input type="text" value="75"/> 5 0 5 SD <input type="text" value="80"/> 5 5 10 Me <input type="text" value="75"/> 5 0 5 Re <input type="text" value="75"/> 5 0 5 St <input type="text" value="75"/> 5 5 10 Qu <input type="text" value="80"/> 5 0 5 Pr <input type="text" value="70"/> 0 0 0 In 90 10 0 10 Em 90 10 0 10										
Languages <input type="text" value=""/> <input type="text" value=""/> Treasure MP: <input type="text" value=""/> BP: <input type="text" value=""/> PP: <input type="text" value=""/> CP: <input type="text" value=""/> GP: <input type="text" value=""/> TP: <input type="text" value=""/> SP: <input type="text" value=""/> Gems: <input type="text" value=""/>			Equipment Item Location Weight <input type="text" value=""/> <input checked="" type="checkbox"/> Total Weight : <table border="1"> <thead> <tr> <th>Weight Unit</th> <th>Total Unit carried</th> <th>Encumbrance Penalty</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>0</td> <td>5(-0+5)</td> </tr> </tbody> </table>		Weight Unit	Total Unit carried	Encumbrance Penalty	12	0	5(-0+5)
Weight Unit	Total Unit carried	Encumbrance Penalty								
12	0	5(-0+5)								

	Music	2/6	<input type="text"/>	-25	8	-17	
	Navigation	2/6	<input type="text"/>	-25	8	-17	
	Singing	2/6	<input type="text"/>	-25	5	-20	
	Streetwise	3	<input type="text"/>	-25	5	-20	
	Tracking	3	<input type="text"/>	-25	5	-20	
	Trickery	3	<input type="text"/>	-25	3	-22	

Weapons Skills	Weapon	Cost	Rank	Rank Bonus	Stat Bonus	Weapons Bonus	Armor Penalty	Mbc	Total	Sp
One Handed edged ▾	Broadsword ▾	9	3	15	9			3	27	
<input type="text"/>										
generer XML										