





Sly Platinumpusher

Ranger

NAME

PROFESSION

Halfling

Channeling

10

150000

RACE

REALM

LEVEL

XP

3'0"

61

17/29

M

88

JadeGreen

Fiery Red

HEIGHT

WEIGHT

AGE

SEX

APP.

EYES

HAIR



	Temp	Pot	Bonus	Race	Spec	Total	DPs
Co	97	97	+8	+6		+14 [†]	19.4
Ag	99	99	+9	+6		+15 [†]	19.8
Sd	73	73	+1	-4		-3 [†]	14.6
Re	77	77	+2			+2 [†]	15.4
Me	70	70	+1			+1 [†]	14
St	90	90	+5	-8		-3 [†]	
Qu	97	98	+8	+6		+14 [†]	
Pr	68	68		-6		-6 [†]	
In	92	94	+6			+6 [†]	Total
Em	64	64		-2		-2 [†]	83.2

Hit Points

Total Hits 102

Damage 0

Power Points

Maximum 60

Current 0

Exhaustion

Maximum 97

Used 0

INIT STAT GEN

STAT GAIN

	Race	Stat*3	Item	Spec	Misc	Total
Essence	+50	-2				+44 [†]
Channeling		+6			+15	+33 [†]
Mentalism	+40	-6				+22 [†]
Disease	+15	+14				+57 [†]
Poison	+30	+14				+72 [†]
Terror		-3				-9 [†]

Languages

Common

W: 8 S: 6

Grey Elvish

W: 5 S: 1

Orcish

W: 0 S: 2

Small Speech

@10th level Talents and Flaws will be:

=1 Random Major Talent w/equal Major Flaw = 1TP

=1 Random Major Talent w/equal Major Flaw = 1TP

=7 Random Minor Talents w/1 Minor Flaws = 1TP

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Weapons

	OB	Fum.	Range Modifications	Use
<input type="checkbox"/> <u>Cabis Melee +1ONM</u>	68	4	10: +0, 25: +0, 50: -10, 100: -25	<input checked="" type="checkbox"/>
<input type="checkbox"/> <u>Sling +1ONM</u>	96	6	10: +15, 60: +0, 120: -40, 180: -65	<input checked="" type="checkbox"/>
<input type="checkbox"/> <u>Cabis Thrown +1ONM</u>	52	4	10: +0, 25: +0, 50: -10, 100: -25	<input checked="" type="checkbox"/>

Martial Arts

	Type	Stats	Bonus	Rank Bonus				Use
				1	2	3	4	
<u>Martial Arts</u>	Sw/Th	Ag/Ag/St	+9	+23	0	0	0	<input checked="" type="checkbox"/>

Armor Type

	Stat	Magic	Defensive Bonus			Total
			AD	Shield	Other	
<input type="text" value="9"/> <u>Leather Breastplate</u>	+42	+10	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	+52
	Min.	Max.	MM Pen.	Mis. Pen.	Qu Pen	
<u>Armor Maneuver Modifications</u>	-5	-50	-50	<input type="text" value=""/>	<input type="text" value=""/>	

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Skills

	Calc.	Cost	Rank	Rk+	Stat	Ct+	Item	Prof	Misc	Tot.
■ -Armor - Light (Ag/St/Ag)	Ctg.	2/2/2	1	+2	+27					+29
■ -Artistic - Active (Pr/Em/Ag)	Ctg.	2/5	1	+2	+7					+9
■ -Artistic - Passive (Em/In/Pr)	Ctg.	2/5	1	+2	-2					0
■ -Athletic - Brawn (St/Co/Ag)	Ctg.	3/7	1	+2	+26			+5		+33
■ -Athletic - Endurance (Co/Ag/St)	Ctg.	1/5	4	+8	+26			+5		+39
■ -Athletic - Gymnastics (Ag/Qu)	Ctg.	3/6	2	+4	+44			+5		+53
■ -Awareness - Searching (In/Re)	Ctg.	1/4	5	+10	+5			+10		+25
■ -Awareness - Senses (In/SD/In)	Ctg.	2/5	3	+6	+9			+10		+25
■ -Combat Maneuvers (Ag/Qu/SL)	Man	5/12		0	+26					+26
■ -Communications (Re/Me/Em)	Ctg.	3/3/3	3	+6	+1					+7
■ -Crafts (Ag/Me/SD)	Man	4/10		0	+13					+13
■ -Directed Spells (Ag/SD/Ag)	Ctg.	10		-15	+27					+12
■ -Influence (Pr/Em/In)	Ctg.	2/6	1	+2	-2					0
■ -Lore - General (Me/Re/Me)	Ctg.	1/3	8	+16	+4					+20
■ -Lore - Magical (Me/Re/Me)	Ctg.	3/6	2	+4	+4					+8
■ -Lore - Obscure (Me/Re/Me)	Ctg.	3/7	1	+2	+4					+6
■ -Lore - Technical (Me/Re/Me)	Ctg.	2/6	2	+4	+4					+8
■ -Martial Arts - Striking (St/Ag/)	Ctg.	4		-15	+9					-6
■ -Martial Arts - Sweeps (Ag/St/)	Ctg.	4	1	+2	+27					+29
■ -Outdoor - Animal (Em/Ag/En)	Ctg.	1/5	8	+16	+11			+20		+47
■ -Outdoor - Environmental (SL)	Ctg.	1/3	6	+12	+4			+20		+36
■ -Power Awareness (Em/In/Pr)	Ctg.	5	2	+4	-2					+2
■ -Power Manipulation (Em/In/P)	Man	6/12		0	-2					-2
■ -Science/Analytic - Basic (Re/M)	Ctg.	2/5	2	+4	+5					+9
■ -Science/Analytic - Specialized	Ctg.	8		-15	+5					-10
■ -Self Control (SD/Pr/SD)	Ctg.	2/7	1	+2	-12					-10
■ -Special Attacks (St/Ag/SD)	Man	3/9		0	+9					+9
■ -Special Defences	Man	40		0	0					0
■ -Subterfuge - Attack (Ag/SD/In)	Ctg.	6	1	+2	+18					+20
■ -Subterfuge - Mechanics (In/A)	Ctg.	4	2	+4	+23					+27
■ -Subterfuge - Stealth (Ag/Pr/In)	Ctg.	1/5	1	+2	+18					+21

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Skills	Calc.	Cost	Rank	Rk+	Stat	Ct+	Item	Prof	Misc	Tot
-Subterfuge - Stealth (Ag/SD/1)	Ctg.	1/5	10	+20	+18			+5		+43
-Technical/Trade - General (Ri)	Ctg.	3/7	1	+2	0					+2
-Technical/Trade - Professional	Man	8		0	+9					+9
-Technical/Trade - Vocational	Man	5/12		0	+9					+9
-Urban (In/Pr/Re)	Ctg.	3/6	1	+2	+2					+4
-Weapon - 1-H Conc (St/Ag/St)	Ctg.	6		-15	+9			+5		-1
-Weapon - 1-H Edged (St/Ag/S)	Ctg.	4	7	+14	+9			+5		+28
-Weapon - 2-Handed (St/Ag/S)	Ctg.	9		-15	+9			+5		-1
-Weapon - Missile (Ag/St/Ag)	Ctg.	3/7	9	+18	+27			+5		+50
-Weapon - Missile Artillery	Ctg.	9		-15	0			+5		-10
-Weapon - PoleArms (St/Ag/St)	Ctg.	6		-15	+9			+5		-1
-Weapon - Thrown (Ag/St/Ag)	Ctg.	6	2	+4	+27			+5		+36
Acrobatics (Co/Ag/St)	Std.	3/6	2	+6	0	+51				+57
Alertness (In/SD/In)	Man	3/12	8	+8	+9			+10		+27
Ambush (Ag/SD/In)	Std.	6	4	+12	0	+20				+32
Animal Handling (Em/Ag/Em)	Std.	1/5	3	+9	0	+47				+56
Attunement (Em/In/Pr)	Std.	5	3	+9	0	+2				+11
Basic Maths (Re/Me/Re)	Std.	2/5	1	+3	0	+9				+12
Body Development (Co/SD/Co)	Hits	4/12	11	+62	+25	+40		+5		+102
Cabis (1-Edged)	Std.	4	10	+30	0	+28	+10			+68
Cabis (Thrown)	Std.	6	2	+6	0	+36	+10			+52
Caving (SD/In/Me)	Std.	1/3	8	+24	0	+36				+60
Climbing (Aq/Qu/St)	Std.	3/6	2	+6	0	+51				+57
Contortions (Co/Ag/St)	Std.	3/6	2	+6	0	+51				+57
Cooking (Ag/Me/SD)	Man	4/10	2	+10	+13					+23
Culture "Own" Lore (Me/Re/Me)	Std.	1/3	3	+9	0	+20				+29
Demon/Devil Lore (Me/Re/Me)	Std.	3/7	1	+3	0	+6				+9
Detect Traps (In/Re/In)	Std.	1/4	3	+9	0	+25				+34
Diplomacy (Pr/Em/In)	Std.	2/6	2	+6	0					+6
Direction Sense (In/SD/In)	Man	2/5	1	+3	+9	+25				+12

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	Calc.	Cost	Rank	Rk+	Stat	Ct+	Item	Prof	Misc	Tot.
Disarm Foe (Armed (St/Ag/SD)	Std.	3/9	4	+12	0	+9				+21
Disarming Traps (In/Ag/Re)	Std.	4	1	+3	0	+27				+30
Duping (Pr/Em/In)	Std.	2/6	1	+3	0					+3
Fauna Lore (Me/Re/Me)	Std.	1/3	1	+3	0	+20				+23
First Aid (Re/Me/SD)	Std.	3/7	1	+3	0	+2				+5
Fletching - E (Ag/Me/SD)	Man	4/10	8	+40	+13					+53
Flora Lore (Me/Re/Me)	Std.	1/3	1	+3	0	+20				+23
Foraging (SD/In/Me)	Std.	1/3	7	+21	0	+36				+57
Gambling (Re/Me/SD)	Std.	3/7	1	+3	0	+2				+5
Herb Lore (Me/Re/Me)	Std.	2/6	6	+18	0	+8				+26
Hiding (Ag/SD/In)	Std.	1/5	8	+24	0	+43				+67
History (Me/Re/Me)	Std.	1/3	1	+3	0	+20				+23
Hunting (SD/In/Me)	Std.	1/3	1	+3	0	+36				+39
Leathercraft (Ag/Me/SD)	Man	4/10	2	+10	+13					+23
Lie Perception (In/Re/SD)	Std.	1/4	2	+6	0	+25				+31
Lock Lore (Me/Re/Me)	Std.	2/6	1	+3	0	+8				+11
Man. in Rigid Leather (Ag/St/A	Std.	2/2/2	6	+18	0	+29				+47
Martial Arts - Sweeps R1 (Ag/SI	Std.	4	1	+3	0	+29				+32
Mounted Combat (Ag/Qu/SD)	Man	5/12		0	+26					+26
Observation (Pr/Em/In)	Std.	1/4	5	+15	0	+25				+40
Picking Lock (In/Ag/Re)	Std.	4	1	+3	0	+27				+30
Picking Pockets (Ag/SD/In)	Std.	1/5	1	+3	0	+43				+46
Planar Lore (Me/Re/Me)	Std.	3/6	1	+3	0	+8				+11
Poison Lore (Me/Re/Me)	Std.	2/6	3	+9	0	+8				+17
Poison Perception (In/Re/SD)	Std.	1/4	2	+6	0	+25				+31
Power Point Development	PP	8	9	+54	0				+6	+60
Prepare Herbs (Me/In/Re)	Man	5/12	1	+5	+9					+14
Quickdraw (Ag/Qu/SD)	Man	5/12		0	+26					+26
Race Lore "Own" (Me/Re/Me)	Std.	1/3	3	+9	0	+20				+29
Read Runes (Em/In/Pr)	Std.	5	1	+3	0	+2				+5
Reading Tracks (In/Re/SD)	Std.	1/3	4	+12	0	+25				+37

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Skills	Calc.	Cost	Rank	Rk+	Stat	Ct+	Item	Prof	Misc	Tot
	Man	3/1/4	1	+3	+7					+17
Quickdraw (Ag/Qu/SD)	Man	5/12		0	+26					+26
Race Lore "Own" (Me/Re/Me)	Std.	1/3	3	+9	0	+20				+29
Read Runes (Em/In/Pr)	Std.	5	1	+3	0	+2				+5
Reading Tracks (In/Re/SD)	Std.	1/4	6	+18	0	+25				+43
Region Lore "Own" (Me/Re/Me)	Std.	1/3	3	+9	0	+20				+29
Religion Lore "Own" (Me/Re/Me)	Std.	1/3	1	+3	0	+20				+23
Riding - Horse (Em/Ag/Em)	Std.	1/5	3	+9	0	+47				+56
Rope Mastery (Ag/Me/SD)	Man	4/10	2	+10	+13					+23
Sling (Ag/St/Ag)	Std.	3/7	13	+36	0	+50	+10			+96
Spoken Common (Re/Me/Em)	Std.	3/3/3	8	+24	0	+7				+31
Spoken Grey Elvish (Re/Me/Em)	Std.	3/3/3	5	+15	0	+7				+22
Spoken Orcish (Re/Me/Em)	Std.	3/3/3	2	+6	0	+7				+13
Spoken Small Speech (Re/Me/Em)	Std.	3/3/3	8	+24	0	+7				+31
Sprinting (Co/Ag/St)	Std.	1/5	4	+12	0	+39				+51
Stalking (Ag/SD/SD)	Std.	1/5	8	+24	0	+43				+67
Survival (SD/In/Me)	Std.	1/3	3	+9	0	+36				+45
Swimming (Co/Ag/St)	Std.	1/5	4	+12	0	+39				+51
Tracking (In/Re/SD)	Std.	1/4	7	+21	0	+25				+46
Transcend Armor (Em/In/Pr)	Man	6/12		0	-2					-2
Trapping (Ag/Me/SD)	Man	4/10	2	+10	+13	+13				+23
Tumbling (Co/Ag/St)	Std.	3/6	2	+6	0	+51				+57
Tumbling Evasion (Ag/Qu/SD)	Man	5/12		0	+26					+26
Two Weapon Combat (Ag/Qu/Em)	Man	5/12		0	+26					+26
Undead Lore (Me/Re/Me)	Std.	3/6	1	+3	0	+8				+11
Using Prepared Herbs (Pr/Em/I)	Std.	3/7	3	+9	0	+2				+11
Using/Removing Poison (In/Ag/Em)	Std.	4	1	+3	0	+27				+30
WoodCrafts (Ag/Me/SD)	Man	4/10		0	+13					+13
Written Common (Re/Me/Em)	Std.	3/3/3	6	+18	0	+7				+25
Written Grey Elvish (Re/Me/Em)	Std.	3/3/3	1	+3	0	+7				+10
Written Small Speech (Re/Me/Em)	Std.	3/3/3	6	+18	0	+7				+25

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Add Spell Lists

VIEW REALM

VIEW
REALM
LISTS

SPELL CATEGORY

ADD
CATEGORY
LISTS

SPELL LIST

ADD
SPELL
LIST

Spell Lvl

1

Prep

0

Transcend

0

Instant

No

Snap

No

Basic

SPELL TYPE

Own Base, Own Rezi

TYPE LIST

None

HELMET

Two

HANDS

Touching

RANGE

Shout

VOICE

0

PP Mod

35

Modifier

Spell Lists

Spell Lists	Type	Base?	Level	Cast
<input type="checkbox"/> Concussion's Way	Open Channeling	<input type="radio"/>	6	12
<input type="checkbox"/> Barrier Law	Open Channeling	<input type="radio"/>	2	8
<input type="checkbox"/> Nature's Law	Open Channeling	<input type="radio"/>	3	9
<input type="checkbox"/> Purifications	Open Channeling	<input type="radio"/>	2	8
<input type="checkbox"/> Sound's Way	Open Channeling	<input type="radio"/>	1	7
<input type="checkbox"/> Blood Law	Closed Channeling	<input type="radio"/>	3	9
<input type="checkbox"/> Calm Spirits	Closed Channeling	<input type="radio"/>	4	10
<input type="checkbox"/> Creations	Closed Channeling	<input type="radio"/>	2	8
<input type="checkbox"/> Nature's Guises	Ranger Base	<input checked="" type="checkbox"/>	1	7
<input type="checkbox"/> Moving Ways	Ranger Base	<input checked="" type="checkbox"/>	4	10
<input type="checkbox"/> Path Mastery	Ranger Base	<input checked="" type="checkbox"/>	3	9
<input type="checkbox"/> Nature's Way	Ranger Base	<input checked="" type="checkbox"/>	1	7
<input type="checkbox"/> Nature's Summons - Ranger	(Custom)	<input checked="" type="checkbox"/>	5	11



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Enc?

Weight

<input type="checkbox"/> Cabis	_____	<input checked="" type="checkbox"/>	<input type="radio"/>
<input type="checkbox"/> Handaxe	_____	<input checked="" type="checkbox"/>	<input type="radio"/>
<input type="checkbox"/> Leather Breastplate	_____	<input checked="" type="checkbox"/>	<input type="radio"/>
<input type="checkbox"/> Sling	_____	<input checked="" type="checkbox"/>	<input type="radio"/>
<input type="checkbox"/> Spell Adder +1	_____	<input checked="" type="checkbox"/>	<input type="radio"/>
<input type="checkbox"/> Spell Adder +1	_____	<input checked="" type="checkbox"/>	<input type="radio"/>
<input type="checkbox"/> Spell Adder +2	_____	<input checked="" type="checkbox"/>	<input type="radio"/>

Total Weight

Basic Movement Rate

Rate	Str.	Stat.	Misc.	Total
20		+42	0	62

Encumbrance

Allow.	Load	Penalty	Stat.	Misc.	Total
6	0	0	0	0	0

Coins

MP	_____
GP	_____
SP	25
BP	_____
CP	_____
TP	_____
IP	_____

Mounts and Transport

Herb, Etc.

Effect

Character Notes

RM Office PDF = <http://blauhorn.ca/Dox/Lvl10-MattRanger.pdf>

+30 DB and RR bonuses versus heat and cold attacks.

Appearance = 94 I'm a hottie?

Need to subtract final PR bonus(-6?)

Total = 88

Background Options:

@10th level Talents and Flaws will be:

=1 Random Major Talent w/equal Major Flaw = 1TP

=1 Random Major Talent w/equal Major Flaw = 1TP

=2 Random Minor Talents w/1 Minor Flaws = 1TP

Special: Shaman Priest/Amateur Mage/Assassin

Spell adder (+1) = Rod

Weapon (+10 non-magic)

Armor (+10 non-magic)

Small animal companion (GM's choice)

Spell adder (+2) = Rod

Spell adder (+1) = Rod

Missile Weapon (+10 non-magic)

High Ranking Favour

Character Notes

Missile Weapon (+10 non-magic)

High Ranking Favour

Role Traits and Alignment =

Personality Traits: (41) and (23)

41-42 *****Moral, Ethical, Principled***** Amoral, Immoral

Motivation Traits: (68)

66-70 Acquire xxx for yyy: "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, race/culture, guild, religion, clan, population center, etc.

Alignment Traits: (14) and (12)

13-18 *****Government***** Neutral

Rebels/Opposing Government+

+ — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, France vs. England in the 100-years War, the Gondorian Kin-strife in Middle-earth, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.

Ranger - In/Co - Channeling

Athletic Group (5); Awareness Group (10); Body Development (5);
Outdoor Group (20); Subterfuge • Stealth (5); Weapon Group (5)