



4TH LEVEL BATTLE PRIEST

Character Name Rhanei

Player Name _____

Base	Total
11	Health 72

Race	Human		Targeting		Awareness		Defense		
Sex	Male		Senses Bonus	-	Senses Bonus	-	Base	56	
Profession	Battle Priest		Skills	-	Level	+4	Reflex Bonus	+6	
Level	4		Special	-	Special	+10	Level Bonus	+16	
Movement	104 MPM		Total	+0	Total	+14	Special	Evasive, Prob, Ext-Shield, Shrd	
Birthdate	9-16-611		Attack Bonus		Damage		Touch Defense	78	
PhysicalAge	19	Mental	19	Primary Weapon (Spear)		+44	13	Armor	+25
Height	1.9m	Weight	85k	Attack Bonus		Damage		Special	Passive, Reactive
Devotion Points	6000		Second Weapon				Total Defense	103	

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	32	+14	+7	250	-40	≤68
Stamina	Score	Health	Move		Save Adj	Check
	26	+1	+4		-34	≤56
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	28	+6	-2	+9	-36	≤60
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	22				-30	≤48
Piety	Score	Dev.			Save Adj	Check
	25.05				-33	≤54
Sanity	Score				Save Adj	Check
	22				-30	≤48
Senses	Score	Aware.	Place		Save Adj	Check
	20				-28	≤44
Beauty	Score				Save Adj	Check
	19				-27	≤42

Equipment	Melee	1	1½	2	Str
	Spear			5	
Chainmail Standard Equipment	Range	C	F	X	D
Lizard Steed	Spear	3	10	25	-9
Backup Spear					
Silver	Bits	Pieces		Bars	
	1500				
Gold					

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Classified: Jabbing	+10	+½
3. Specified: Spear	+15	+½
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Trade Skills	Percent
Ancestral Astrology	
Ancestral	
Ancestral	
1. Running, Sprint	
2. Alertness	
3. Swimming	
4. Brewing	
5.	
6.	
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9.	
10.	



Character Name Düèni

Player Name _____

Base	Total
7	Health 50

Race	Elf	Targeting		Awareness		Defense			
Sex	Male	Senses Bonus	-	Senses Bonus	-	Base	64		
Profession	Theurgist	Skills	+4	Level	+4	Reflex Bonus	+14		
Level	4	Special	-	Special	+10	Level Bonus	+12		
Movement	104 MPM	Total	+4	Total	+14	Special	Evasive, Prob, Ext-Shield, Shrd		
Birthdate	2-30-460			Attack Bonus	Damage	Touch Defense	90		
PhysicalAge	170	Mental	170	Primary Weapon (Sh Sword)	+36	5	Armor	+5	
Height	1.4m	Weight	44k			Attack Bonus	Damage	Special	Passive, Reactive
Devotion Points	6000	Second Weapon (Dagger)3/2		+36	3	Total Defense		95	

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	20			38	-28	≤44
Stamina	Score	Health	Move		Save Adj	Check
	26	+1	+4		-34	≤56
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	32	+14	-4	+21	-40	≤68
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	30	18	22	+5	-38	≤64
Piety	Score	Dev.			Save Adj	Check
	23.78				-27	≤42
Sanity	Score				Save Adj	Check
	22				-30	≤48
Senses	Score	Aware.	Place		Save Adj	Check
	21				-29	≤46
Beauty	Score				Save Adj	Check
	25				-33	≤54

Equipment	Melee	1	1½	2	Str
	Short Sword	Sh Sword	3	4	16
Dagger	Dagger	2			12
Leather Armor					
Standard Equipment	Range	C	F	X	D
Horse	Dagger	4	10	n/a	-6
Silver	Bits	Pieces		Bars	
	1000				
Gold					

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Classified: Slashing	+10	+½
3.		
4.		
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Trade Skills	Percent
Ancestral Hunting	
Ancestral Trapping	
Ancestral Animal Lore	15%
1. Math I	
2. Alertness	
3. Targeting	20%
4.	
5.	
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Incantations

Deity Agz, the Dark One

Spell Points 6

	Spell	Cast	Dur / Dam
1st Rank	Bless	1s	2m
	Calm		
	Create Water	1m	
	Curse	1s	
	Discover Good		
	Endure		
	Invis To Dorlean	1s	
	Light	1s	Spec
	Minor Healing	3s	3pt/lv
	Minor Damage	3s	3pt/lv
	Munificence	1s	
	Prophecy		
	Protect from Invoked		
	View Magic	10s	15m
Ability	Turn Undead, 2pt of damage per level to one creature		
2nd Rank	Divine Host		
	Find Danger		
	Flame		
	Know History	1m	Spec
	Know Purpose		
	Life Check		
	Messenger		
	Negative Orb	2s	1pt/lv
	Poison Absorption	2s	
	Request	30m	Spec
	Restrain	2s	10s/lv
	Silence		
	Weapon	2s	
Ability	Undead Lore 5% per level		
3rd Rank			
Ability			

Axioms

Spell Points 6

	Spell	Cast	Dur / Dam
1st Rank	Armor	1s	
	Amass	1s	
	Copy	10s	
	Deny Access	1s	
	Enemy Fire	1s	
	Fire Light	1s	
	Leap	1s	
	Long Run	10s	8hr
	Waterproof	10s	1hr
2nd Rank	Black Thorn	2s	Spec
	Clumsiness	2s	
	Death Recall	20s	
	Distract	2s	
	Fire Dart	2s	5pt/dart
	Fog	2s	
	Growth	2s	
	Levitate	2s	
	Multiple Images	2s	
	Panic	2s	30s
	Shadow Defender	2s	Spec
	Stone Hail	2s	2pt/lv
	Wind	2s	
3rd Rank			
Ability			



4TH LEVEL MAGE

Character Name Vitnee

Player Name _____

Base	Total
5	43
Health	

Race	Tigara		Targeting		Awareness		Defense			
Sex	Female		Senses Bonus	+1	Senses Bonus	+3	Base	56		
Profession	Mage		Skills	+4	Level	+4	Reflex Bonus	+6		
Level	4		Special		Special	+10	Level Bonus	+8		
Movement	101/126 MPM		Total	+5	Total	+17	Special	Evasive, Prob, Ext-Shield, Shrd		
Birthdate	8-12-609					Attack Bonus	Damage	Touch Defense	70	
PhysicalAge	21	Mental	21	Primary Weapon (Broadsw)		+14	7 (2H)	Armor	+5	
Height	1.4m	Weight	66k				Attack Bonus	Damage	Special	Passive, Reactive
Devotion Points	6000		Second Weapon (Bow)		+19	3	Total Defense		75	

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	27	+4	+1	75	-35	≤58
Stamina	Score	Health	Move		Save Adj	Check
	24		+1		-32	≤52
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	28	+6	-2	+9	-36	≤60
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	29	16	18	+3	-37	≤62
Piety	Score	Dev.			Save Adj	Check
	20.17				-28	≤44
Sanity	Score				Save Adj	Check
	22				-30	≤48
Senses	Score	Aware.	Place		Save Adj	Check
	26	+3	+1		-34	≤56
Beauty	Score				Save Adj	Check
	16				-24	≤36

Equipment	Melee	1	1½	2	Str
Broad Sword	Br Sword	4	5	6	
Comp Bow					
Leather Armor					
Standard Equipment	Range	C	F	X	D
	Bow	20	100	220	-6
20 Wood Arrows					
Horse					
Silver	Bits	Pieces		Bars	
	3800				
Gold					

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Generalized	+5	+½
3.		
4.		
5.		
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13.		

Trade Skills	Percent
Ancestral Diplomacy	
Ancestral Hunting	
Ancestral Mountsmanship	
1. Targeting	20%
2. Alertness	
3. Stealth	5%
4.	
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6.	
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10.	



Character Name Rhonj

Player Name _____

Base	Total
12	Health 74

Race	Dwarf	Targeting		Awareness		Defense	
Sex	Male	Senses Bonus	+3	Senses Bonus	+9	Base	56
Profession	Warlock	Skills	+4	Level	+4	Reflex Bonus	+6
Level	4	Special		Special	+10	Level Bonus	+12
Movement	92 MPM	Total	+7	Total	+23	Special	Evasive, Prob, Ext-Shield, Shrd
Birthdate	3-6-591			Attack Bonus	Damage	Touch Defense	74
PhysicalAge	39	Mental	39	Primary Weapon (Battle Axe)	+35	10 (1½H)	Armor
Height	1.1m	Weight	71k			Attack Bonus	Damage
Devotion Points	6000	Second Weapon (Spear Hurl)		+24	9	Special	Passive, Reactive
						Total Defense	89

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	30	+10	+4	125	-38	≤64
Stamina	Score	Health	Move		Save Adj	Check
	30	+4	+12		-38	≤64
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	28	+6	-2	+9	-36	≤60
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	27	12	10	+2	-35	≤58
Piety	Score	Dev.			Save Adj	Check
	27.89				-35	≤58
Sanity	Score				Save Adj	Check
	22				-30	≤48
Senses	Score	Aware.	Place		Save Adj	Check
	28	+9	+3		-36	≤60
Beauty	Score				Save Adj	Check
	23				-31	≤50

Equipment	Melee	1	1½	2	Str
	Battle Axe	Battle Axe	3	4	5
+10/+1	Spear			5	
	Spear				
Standard Equipment	Range	C	F	X	D
	Spear	3	10	20	-9
Hardened Leather Armor					
Silver Gold	Bits	Pieces	Bars		
	3200				

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Classified: Bashing	+10	+½
3. Classified: Hurling	+10	+½
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5.		
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13.		

Trade Skills	Percent
Ancestral Woodworking	15%
Ancestral	
Ancestral	
1. Alertness	
2. Math I	
3. Math II	
4. Targeting	5%
5.	
6.	
7.	
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4TH LEVEL WARDEN

Character Name Chemonus

Player Name _____

Base	Total
9	59
Health	

Race	Mon-qui		Targeting		Awareness		Defense			
Sex	Male		Senses Bonus	+4	Senses Bonus	+12	Base	64		
Profession	Warden		Skills	-	Level	+4	Reflex Bonus	+14		
Level	4		Special	-	Special	+10	Level Bonus	+12		
Movement	101 MPM		Total	+4	Total	+26	Special	Evasive, Prob, Ext-Shield, Shrd		
Birthdate	11-24-577					Attack Bonus	Damage	Touch Defense	90	
PhysicalAge	53	Mental	53	Primary Weapon (Long Bow)		+51	5	Armor	+25	
Height	2.1m	Weight	98k				Attack Bonus	Damage	Special	Passive, Reactive
Devotion Points	6000		Second Weapon (Dagger) 3/2		+26	2	Total Defense		115	

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	23			50	-31	≤50
Stamina	Score	Health	Move		Save Adj	Check
	24		+1		-32	≤52
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	32	+14	-4	+21	-40	≤68
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	24		8		-32	≤52
Piety	Score	Dev.			Save Adj	Check
	27.43	+4%			-35	≤58
Sanity	Score				Save Adj	Check
	28				-36	≤60
Senses	Score	Aware.	Place		Save Adj	Check
	29	+12	+4		-37	≤62
Beauty	Score				Save Adj	Check
	21				-29	≤46

Equipment	Melee	1	1½	2	Str
Long Bow	Dagger	2			
Dagger					
Chainmail					
Standard	Range	C	F	X	D
Equipment	Long Bow	20	80	200	-5
	Dagger	4	10	n/a	-6
20 Arrows					
Wide-Head					
Horse					
Silver	Bits	Pieces		Bars	
	500				
Gold					

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Classified: Launching	+10	+½
3. Specified: Long Bow	+15	+½
4.		
5.		
6.		
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9.		
10.		
11.		
12.		
13.		

Trade Skills	Percent
Ancestral Leather Working	15%
Ancestral	
Ancestral	
1. Alertness	
2. Stealth	5%
3. Shroud	20%
4.	
5.	
6.	
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4TH LEVEL CONQUEROR

Character Name Doern

Player Name _____

Base		Total
13	Health	77

Race	Minotaur		Targeting		Awareness		Defense		
Sex	Male		Senses Bonus	+2	Senses Bonus	+6	Base	54	
Profession	Conqueror		Skills	-	Level	+4	Reflex Bonus	+4	
Level	4		Special	-	Special	+10	Level Bonus	+16	
Movement	104 MPM		Total	+2	Total	+20	Special	Evasive, Prob, Ext-Shield, Shrd	
Birthdate	9-29-595				Attack Bonus	Damage	Touch Defense	74	
PhysicalAge	25	Mental	25	Primary Weapon (Great Sw)	+46	18	Armor	+25	
Height	2m	Weight	130			Attack Bonus	Damage	Special	Passive, Reactive
Devotion Points	6000		Second Weapon (Fist) 3/2	+36	12	Total Defense		99	

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	33	+16	+7	375	-41	≤70
Stamina	Score	Health	Move		Save Adj	Check
	26	+1	+4		-34	≤56
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	27	+4	-1	+6	-35	≤60
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	21				-29	≤46
Piety	Score	Dev.			Save Adj	Check
	13.42				-21	≤30
Sanity	Score				Save Adj	Check
	19				-27	≤42
Senses	Score	Aware.	Place		Save Adj	Check
	27	+6	+2		-35	≤58
Beauty	Score				Save Adj	Check
	20				-28	≤44

Equipment	Melee	1	1½	2	Str
Great Sword	Gr Sword			10	28
Chainmail	Fist	4			
	Headbutt	6			
Standard Equipment	Range	C	F	X	D
Draft Horse					
Silver	Bits	Pieces		Bars	
	1600				
Gold					

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Parry (Free)	-15	
3. Classified: Bashing	+10	+½
4. Specified: Great Sword	+15	+½
5. Classified: Brawling	+10	+½
6. Disarm		
7.		
8.		
9.		
10.		
11.		
12.		
13.		

Trade Skills		Percent
Ancestral Math I		
Ancestral Appraisal		15%
Ancestral		
1. Backstab		x2
2. Alertness		
3. Tracking (Level-Based)		
4. Gambling		
5.		
6.		
7.		
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10.		



4TH LEVEL POWER PRIEST

Character Name Theos

Player Name _____

Base	Total
8	Health 62

Race	Equirda	Targeting		Awareness		Defense	
Sex	Male	Senses Bonus	+2	Senses Bonus	+6	Base	64
Profession	Power Priest	Skills	-	Level	+4	Reflex Bonus	+14
Level	4	Special	-	Special	10/20	Level Bonus	+12
Movement	149 MPM	Total	+2	Total	20/40	Special	Evasive, Prob, Ext-Shield, Shrd
Birthdate	12-4-600	Attack Bonus Damage				Touch Defense	90
PhysicalAge	30	Mental	30	Primary Weapon (X-bow)	+36	Armor	+5
Height	1.3m	Weight	85k	Attack Bonus Damage		Special	Passive, Reactive
Devotion Points	6000	Second Weapon (Dagger)3/2		+26	2	Total Defense	95

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	22			46	-30	≤48
Stamina	Score	Health	Move		Save Adj	Check
	22		-1		-30	≤48
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	32	+14	-4	+21	-40	≤68
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	15		2	-1	-23	≤34
Piety	Score	Dev.			Save Adj	Check
	28.05	+6%			-36	≤60
Sanity	Score				Save Adj	Check
	25				-33	≤54
Senses	Score	Aware.	Place		Save Adj	Check
	27	+6	+2		-35	≤58
Beauty	Score				Save Adj	Check
	21				-29	≤46

Equipment	Melee	1	1½	2	Str	
	Crossbow	Dagger	2		12	
	20 bolts					
	Leather					
	Armor					
Standard	Range	C	F	X	D	
	Equipment	Crossbow*	10	30	300	-9
	Dagger	4	10	n/a	-6	
Silver	Bits	Pieces		Bars		
	240					
Gold						

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Classified: Launching	+10	+½
3.		
4.		
5.		
6.		
7.		
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9.		
10.		
11.		
12.		
13.		

Trade Skills		Percent
Ancestral	Metal Working	15%
Ancestral		
Ancestral		
1.	Alertness	
2.	Scan	
3.	Running, Sprint (x4)	
4.	Endurance	
5.		
6.		
7.		
8.		
9.		
10.		



4TH LEVEL MERCY PRIEST

Character Name Neliva

Player Name _____

Base	Total
8	62
Health	

Race	Human		Targeting		Awareness		Defense			
Sex	Female		Senses Bonus	+2	Senses Bonus	+6	Base	54		
Profession	Mercy Priest		Skills	-	Level	+4	Reflex Bonus	+4		
Level	4		Special	-	Special	+10	Level Bonus	+4		
Movement	149 MPM		Total	+2	Total	20	Special	Evasive, Prob, Ext-Shield, Shrd		
Birthdate	12-4-600					Attack Bonus	Damage	Touch Defense	62	
PhysicalAge	18	Mental	18	Primary Weapon (Net)		+16	0	Armor	+5	
Height	1.6m	Weight	43k				Attack Bonus	Damage	Special	Passive, Reactive
Devotion Points	6000		Second Weapon (Fist) 3/2		+16	2	Total Defense		67	

Strength	Score	Attack	Damage	Lifting	Save Adj	Check
	18			32	-26	≤40
Stamina	Score	Health	Move		Save Adj	Check
	23				-31	≤50
Reflexes	Score	Def	Initiative	Sk/Att	Save Adj	Check
	27	+4	-1	+6	-35	≤58
Mentality	Score	Sp/R	Lang.	Training	Save Adj	Check
	23		7		-31	≤50
Piety	Score	Dev.			Save Adj	Check
	29.81	+8%			-37	≤62
Sanity	Score				Save Adj	Check
	25				-33	≤54
Senses	Score	Aware.	Place		Save Adj	Check
	27	+6	+2		-35	≤58
Beauty	Score				Save Adj	Check
	23				-31	≤50

Equipment	Melee	1	1½	2	Str
	3 Small Nets				
Leather Armor					
	Standard Equipment				
Horse	Range	C	F	X	D
Silver	Bits	Pieces		Bars	
	500				
Gold					

Weapon Skill	Attack Bonus	Damage
1. Generalized	+5	+½
2. Generalized Fighting	+5	+½
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		

Trade Skills	Percent
Ancestral First Aid	
Ancestral	
Ancestral	
1. Herbology	
2. Alertness	
3. Plant Lore	20%
4.	
5.	
6.	
7.	
8.	
9.	
10.	

