

Nombre=Leoncito
Nivel=1

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agilidad	98	99	9	2	0	11
Constitución	71	80	1	0	0	1
Memoria	37	71	0	-2	0	-2
Razonamiento	31	84	0	0	0	0
Autodisciplina	37	83	0	0	0	0
Empatía	51	66	0	-2	0	-2
Intuición	37	70	0	0	0	0
Presencia	72	86	1	0	0	1
Rapidez	39	85	0	2	0	2
Fuerza	77	90	2	4	0	6

Body Development Progression:	0.0	7.0	4.0	2.0	1.0
Power Point Development Progression:	0.0	6.0	5.0	4.0	3.0

Category/ Skill	Stats	Cost	#Ranks	New Ranks	Rank	Stat/ Category	Prof/ Item	Special	Total
ArmorHeavy	St/Ag/St	6/6/6	1	□□□	2	23	0	0	25
>Plate(17-20)			0	□□□	-15	25	0	0	10
ArmorLight	Ag/St/Ag	2/2/2	1	□□□	2	28	0	0	30
>SoftLeather(5-8)			1	□□□	3	30	0	0	33
>RigidLeather(9-12)			1	□□□	3	30	0	0	33
ArmorMedium	St/Ag/St	4/4/4	1	□□□	2	23	0	0	25
>ChainMail(13-16)			1	□□□	3	25	0	0	28
ArtisticActive	Pr/Em/Ag	2/4	0	□□□	-15	10	0	0	-5
ArtisticPasive	Em/In/Pr	2/5	0	□□□	-15	-1	0	0	-16
AthleticBrawn	St/Co/Ag	3/9	1	□□□	2	18	0	0	20
>Jumping			0	□□□	-15	20	0	0	5
AthleticEndurance	Co/Ag/St	2/7	1	□□□	2	18	0	0	20
>Scaling			0	□□□	-15	20	0	0	5
>DistanceRunning			0	□□□	-15	20	0	0	5
>Sprinting			0	□□□	-15	20	0	0	5
>Swimming			0	□□□	-15	20	0	0	5
AthleticGymnastics	Ag/Qu/Ag	2/4	1	□□□	2	24	0	0	26
>Climbing			0	□□□	-15	26	0	0	11
>Contortions			0	□□□	-15	26	0	0	11
AwarenessPerceptions	In/SD/In	3/10	na	‡	0	0	5	0	5
>Alertness			2	□□□	2	5	0	0	7
>SenseAmbush			1	□□□	1	5	0	0	6
AwarenessSearching	In/Re/SD	1/5	1	□□□	2	0	5	0	7
>PoisonPerception			0	□□□	-15	7	0	0	-8
>LocateHidden			0	□□□	-15	7	0	0	-8
>Observation			0	□□□	-15	7	0	0	-8
>Tracking			0	□□□	-15	7	0	0	-8
AwarenessSenses	In/SD/In	2/6	0	□□□	-15	0	5	0	-10
>SistituationalAwareness(Combat)			1	□□□	3	-10	0	25	18
>DirectionSense			0	□□□	-15	-10	0	0	-25

Category/ Skill	Stats	Cost	#Ranks	New Ranks	Rank	Stat/ Category	Prof/ Item	Special	Total
BodyDevelopment	Co/SD/Co	6/14	na	†	0	2	5	0	7
>BodyDevelopment			5	□□□	35	7	0	10	52
CombatManeuvers	Ag/Qu/SD	6/14	na	*	0	13	0	0	13
>ReverseStrike			0	□□□	-30	13	0	0	-17
Communications	Re/Me/Em	1/1/1	1	□□□	2	-4	5	0	3
>LengComunSpeached			8	□□□	24	3	0	0	27
>LengComunWritten			8	□□□	24	3	0	0	27
>LengLlanuraSpoken			8	□□□	24	3	0	0	27
>LengLlanuraWritten			8	□□□	24	3	0	0	27
>LipReading			0	□□□	-15	3	0	0	-12
Crafts	Ag/Me/SD	10	na	*	0	9	0	0	9
>Cooking			1	□□□	5	9	0	0	14
DirectedSpells	Ag/SD/Ag	10	0	□□□	-15	22	0	0	7
Influence	Pr/Em/In	1/5	0	□□□	-15	-1	5	0	-11
>Duping(timar)			0	□□□	-15	-11	0	0	-26
>Interrogation			0	□□□	-15	-11	0	0	-26
>Trading			0	□□□	-15	-11	0	0	-26
>Leadership			0	□□□	-15	-11	0	0	-26
LoreGeneral	Me/Re/Me	1/3	3	□□□	6	-4	0	0	2
>OwnRegionLore			3	□□□	9	2	0	0	11
>OwnCultureLore			3	□□□	9	2	0	0	11
LoreMagical	Me/Re/Me	3/6	0	□□□	-15	-4	0	0	-19
>ArtifactLore			0	□□□	-15	-19	0	0	-34
LoreObscure	Me/Re/Me	3/7	0	□□□	-15	-4	0	0	-19
LoreTechnical	Me/Re/Me	2/5	0	□□□	-15	-4	0	0	-19
>PoisonLore			0	□□□	-15	-19	0	0	-34
>LockLore			0	□□□	-15	-19	0	0	-34
MartialArtsStriking	St/Ag/St	3	0	□□□	-15	23	0	0	8
MartialArtsSweeps	Ag/St/Ag	3	0	□□□	-15	28	0	0	13
OutdoorAnimal	Em/Ag/Em	2/7	3	□□□	6	7	0	0	13
>HorseRaid			3	□□□	9	13	0	0	22
OutdoorEnvironmental	SD/In/Me	2/6	3	□□□	6	-2	0	0	4
>Foragin			0	□□□	-15	4	0	0	-11
PowerAwareness	Em/In/Pr	3/7	0	□□□	-15	-1	5	0	-11
>Attunement			0	□□□	-15	-11	0	0	-26
PowerManipulation	Em/In/Pr	6/12	na	*	0	-1	0	0	-1
PowerPointDevelopment	Pr/Pr/Pr	8	na	†	0	3	0	0	3
>PowerPointDevelopment			1	□□□	6	3	0	0	9
Science/AnalyticBasic	Re/Me/Re	2/5	0	□□□	-15	-2	0	0	-17
>BasicMath			0	□□□	-15	-17	0	0	-32
Science/AnalyticSpecialized	Re/Me/Re	8	na	*	0	-2	0	0	-2
SelfControl	SD/Ag/SD	2/6	0	□□□	-15	11	10	0	6
>StunRemoval			0	□□□	-15	6	0	0	-9
SpecialAttacks	St/Ag/SD	4	na	*	0	17	0	0	17
>Claws			2x2	□□□	20	17	0	10	47
SpecialDefenses	-/-/-	20	na	*	0	81	0	0	81
OwnRealmClosedLists	Pr/Pr/Pr	10/10	0	‡	0	3	0	0	3
OwnRealmOpenLists	Pr/Pr/Pr	8/8	0	‡	0	3	0	0	3
OwnRealmOwnBaseLists	Pr/Pr/Pr	6/6/6	na	‡	0	3	0	0	3
>Escabullirse			1	□□□	1	3	0	0	4
>MaestriaDisfraces			0	□□□	0	3	0	0	3

Category/ Skill	Stats	Cost	#Ranks	New Ranks	Rank	Stat/ Category	Prof/ Item	Special	Total
>MaestriaVenenos			0	□□□	0	3	0	0	3
>MaestriaAsesinato			0	□□□	0	3	0	0	3
>RecopilarSecretos			0	□□□	0	3	0	0	3
>Redirecciones			0	□□□	0	3	0	0	3
SubterfugeAttack	Ag/SD/In	5/10	1	□□□	2	11	5	0	18
>Ambush			2	□□□	6	18	0	0	24
>SilentAttack			1	□□□	3	18	0	0	21
SubterfugeMechanics	In/Ag/Re	2/7	1	□□□	2	11	5	0	18
>Use/RemovePoison			1	□□□	3	18	0	0	21
>PickingLocks			0	□□□	-15	18	0	0	3
SubterfugeStealth	Ag/SD/In	1/4	2	□□□	4	11	5	0	20
>Hiding			2	□□□	6	20	0	0	26
>Stalking			2	□□□	6	20	0	0	26
Technical/TradeGeneral	Re/Me/SD	3/7	1	□□□	2	-2	0	0	0
Technical/TradeProfessional	Re/Me/In	8	na	*	0	-2	0	0	-2
Technical/TradeVocational	Me/In/Re	5/12	na	*	0	-2	0	0	-2
Urban	In/Pr/Re	1/14	0	□□□	-15	1	0	0	-14
Weapon1-HConcussion	St/Ag/St	9	1x2	□□□	4	23	5	0	32
Weapon1-HEdged	St/Ag/St	3/7	3x2	□□□	12	23	5	0	40
>Alfanje			4x2	□□□	24	40	0	0	64
Weapon2-Handed	St/Ag/St	6	0x2	□□□	-15	23	5	0	13
WeaponMissile	Ag/St/Ag	4	3	□□□	6	28	5	0	39
>BallestaLigera			3	□□□	9	39	0	0	48
WeaponMissileArtillery	In/Ag/Re	8	1	□□□	2	11	5	0	18
WeaponPoleArms	St/Ag/St	10	2x2	□□□	8	23	5	0	36
>Lanza			2x2	□□□	12	36	0	0	48
WeaponThrown	Ag/St/Ag	7	1	□□□	2	28	5	0	35
>Dart			1	□□□	3	35	0	0	38