



Skills	Ranks	Characteristic	Feats	Bonus	Penalty	Modifier	Check	Successes
Art ( )								
Authority	1	+0		+5%		+6%	56%	
Bargain	1	+1				+2%	52%	
Bluff								
Climb	0	+1				+1%	51%	
Concentration	10	+2				+12%	62%	
Cook ( )								
Craft ( )								
Diplomacy	3	+1				+4%	54%	
First Aid	9	+1				+10%	60%	
Handle Devices								
Hide								
Intimidate								
Jump	0	-1				-1%	49%	
Knowledge ( Anatomy )	5	+0				+5%	55%	
Knowledge ( Arcane ) *	10	+0				+10%	60%	
Knowledge ( Common )	5	+0				+5%	55%	
Knowledge ( Herbalist )	5	+0				+5%	55%	
Knowledge ( Monsters and Creatures )	5	+0				+5%	55%	
Library Use	5	+1				+6%	56%	
Listen	2	+1				+3%	53%	
Lock Picking								
Medicate	1	+1				+2%	52%	
Perform ( )								
Persuade	3	+1				+3%	53%	
Repair ( )								
Search	5	+1				+6%	56%	
Sense Motive	3	+1				+4%	54%	
Sleight of Hand								
Sneak								
Spot	3	+1				+4%	54%	
Survival ( )	0	+1			-5%	-4%	46%	
Survival ( )	0	+1			-5%	-4%	46%	
Swim								

Equipment	Weight		
Lesser Arcane Crystal (Restores 10 MP)	0,4 kg		
Certificate of Membership (Arcanium)	-		
Cutie Mark Holder (Arcanium)	-		
Personal Spellbook	0,4 kg		
Tome of Arcane Knowledge (Student)	0,4 kg		
Parchemnt	0,1 kg		
Empty Scroll (x3)	-		
Student's Outfit (Arcanium)	1 kg		
Cowl	0,2 kg		
Shoulderbag	0,1 kg		
Blanket	0,3 kg		
Candle (x2)	-		
Matches (x5)	-		
Travel Ration	0,5 kg		
Small Canteen (0,5 lt)	0,5 kg		
Apple	-		
Student's Wand (+1 ThR - Magic)	0,1 kg		
Study Certificate (Arcanium - Student)	-		
Bandage (x5)	0,1 kg	Total	4,1 kg

## Spellbook:

	1+ Will Bonus	Feats	Penalty	Varies	Total
To Hit Roll (Magic)	3	+2		+1	+6

	Base	1+ Will Bonus	Feats	Penalty	Varies	Total
Spellcasting Attack Value	10	+3	+2			15

	½ Will Value + Career	Feats	Penalty	Varies	Total
Hand to Hand (Magic)	8				+8

Extra spellcasting cost for wearing Armors	0
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Spell Name	Rank	Cost	Page	Notes, Effects and/or Duration
Lesser Telekinesis	Racial	1		
Dazzle	Apprendice	1		-1 ThR to everyone within 1,5 mt in front of the caster
Comfortable Bedroll	Apprendice	4		
Detect the Arcane	Apprendice	1		
Floating Light	Apprendice	1		Illuminates a 3 mt Area around the caster for 1d3+1 Hours
Hop	Apprendice	4		Upgraded. +5% to Jump Checks
Lesser Arcane Bolt	Competent	5		1d3+2 Arcane Damage within 9 meters
Lesser Enchant	Competent	9		The touched weapon became Balanced for 1d3+2 Rounds
Burnt	Competent	4		1 Fire Damage within 4,5 meters, 1 Direct Damage for 1d3+1 Rounds