

Name : Colmer
Race : Human

O.C.C. : Master Collector
Level : 08

Attributes :

I.Q.: 14 M.E.: 12 M.A.: 10 P.S.: 18 P.P.: 28 P.E.: 13 P.B.: 11 Spd. 27

Combat Stats :

H.P.: 37 S.D.C.: 28 I.S.P.: 23 Attacks: 6
Strike: +9 Parry/Dodge: +12 Pull Punch: +2 Roll w/Punch: +4
W.P. Dagger: +3 strike, +3 parry, +4 throw W.P. Staff: +3 strike, +3 parry, +1 throw
Combat Damage: +3 Critical on "Natural" 18, 19, and 20
Body Flip/Throw: 1D6 (knockdown) Karate Kick: 2D4 Disarm: No damage
Backward Sweep & Tripping/Leg Hook: No damage (knockdown)

Psionics :

Major Psychic (Requires a 12 or higher to save, and all psychics have Meditation)

Alter Aura Mind Block See Aura
Impervious to Fire Sixth Sense Empathy

Skills :

Languages: Western	98%	Lore: Magic	65%
Languages: Eastern	95%	Mathematics: Basic	98%
Languages: Elven	95%	Mathematics: Advanced	85%
Literacy: Eastern	75%	Prowl	65%
Literacy: Elven	75%	Sailing	50%/35%
Cook	65%	Streetwise	68%
Detect Ambush	75%	Surveillance	75%
Escape Artist	70%	Swimming	70%
First Aid	45%	Track Humanoids	70%
Fishing	65%	Wilderness Survival	60%
General Repair	75%	Hand to Hand: Expert	N/A
History	60%	Paired Weapons	N/A
Horsemanship: Exotic	65%/55%	W.P. Dagger	N/A
Intelligence	70%	W.P. Staff	N/A
Interrogation	70%	Athletics (General)	N/A
Land Navigation	68%	Boxing	N/A
Lore: Demons & Monsters	65%	Running	N/A