

Name	Sidero		
Species	Kyton, Devil	True Name	<Unknown>
	(Variant: Hidden Mortal Soul - Cursed)		
Home Plane			
Progression	Class	Level	Experience
Species Progression	Kyton	58	14947152 / 15000000
Class	Dominator	58	14947152 / 15000000
Class	Fighter	52	8975232 / 9400000
Class	Artificer	7	35126 / 40000
Class	Hunter	7	33816 / 40000
Defence	149		
Melee Attack Power	185	Health	8,242
Attributes		Follower	Concept - Order
Strength	68	Faith	21
Endurance	82	Magic	114
Quickness	41	Pool: -	
Intelligence	37	Mana	427
Willpower	82		
Charisma	28		
	[L] = Lesser. [M] = Minor. [No Tag] = Standard. [I] = Improved. [G] = Greater. [U] = Ultimate. [Im] = Immune.		
Resistances	Cold [Im], Fire[Im], Mana [L] (2), Mundane Materials [G] (37)		
Powers	Blood Scent (1), Chain Control [M](30), Chain Minion [M](5), Embed Mana [Ap](8), Eternal Map [J](29), Metal Control [J](16), Stimulation [M](33), Tongues [Ad](17), Traceless Walk (2), Unnerving Gaze [M](26), Wyrms Senses [M](6)		
Skills			
Active:	Acrobatics [Ad](32), Acting [M](2), Analysis [J](7), Armourer [M](2), Blacksmith [M](2), Chain [M](5), Channelling [B](10), Climbing [Ad](25), Danger Sense [M](12), Domination [M](31), Drawing [M](22), Engraving [M](1), Haggling [M](4), Intimidate [M](16), Perception [M](18), Profile Mastery [M](29), Scarification [Ad](42), Sense Motive [M](5), Short Blades [Ad](32), Stealth [Ad](36), Swimming (12), Time Sense (1), Torture [M](17), Tracking [Ad](1), Weapon Smith [M](2), Whip [Ad](46)		
Knowledge:	Arcane Lore (11), Arcane Materials [M](29), Demon Lore [Ad](28), Devil Lore [Ad](28), Infernal Etiquette [M](18), Infernal Processes [M](20), Metallurgy [Ad](48), Planar Lore [Ad](14), Religious Lore (1), Rune Lore (11), Siege Engines [Ad](45)		

Bonus Points	
Skill:	10
Knowledge:	17
Languages	
	Draconic, English, Giant, Infernal, Isil Elvish, Latin, Norse, Pelóri Elvish
Special Abilities	
Inventory	
Level	[J](16)
Max Capacity	20000 Kilograms
Stored	Runic Forge, Assorted Smith and Artificer Tools, Assorted Metals and Crystals
Worn / Carried	
	Infernal Chains
Effect Runes	
	Cold, Empower (Minor), Flame, Hold Spell (Minor), Wound (Minor)