

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	7/7/7	-	ST/AG/ST	-15/2/1/0,5/0		-15	14	-	0			-				-1
Plate	7/7/7	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Armor - Light	4/4/4	-	AG/ST/AG	-15/2/1/0,5/0	1	2	16	-	0			-				18
Soft Leather	4/4/4	S	-	-15/3/2/1/0,5	1	3	-	18	-							21
Rigid Leather	4/4/4	S	-	-15/3/2/1/0,5	1	3	-	18	-							21
Armor - Medium	6/6/6	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	14	-	0			-				-1
Chain	6/6/6	S	-	-15/3/2/1/0,5	0	-15	-	-1	-							-16
Artistic - Active	1/4	-	PR/EM/AG	-15/2/1/0,5/0	0	-15	23	-	0			-				8
Acting	1/4	S	-	-15/3/2/1/0,5	0	-15	-	8	-				0			-7
Dancing	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Mimery	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Mimicry	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Play Instrument ""	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Play Instrument ""	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Poetic Improvisation	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Singing	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Tale Telling	1/4	S	-	-15/3/2/1/0,5	0	-15	-	8	-				0			-7
Ventriloquism	1/4	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	14	-	0			-				-1
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Athletic - Brawn	7	-	ST/CO/AG	-15/2/1/0,5/0	2	4	12	-	0			-				16
Athletic Games (Brawn)	7	S	-	-15/3/2/1/0,5		-15	-	16	-			0				1
Jumping	7	S	-	-15/3/2/1/0,5		-15	-	16	-			0				1
Power-striking	7	S	-	-15/3/2/1/0,5		-15	-	16	-			0				1
Power-throwing	7	S	-	-15/3/2/1/0,5		-15	-	16	-			0				1
Weight-lifting	7	S	-	-15/3/2/1/0,5		-15	-	16	-			0				1
Athletic - Endurance	3	-	CO/AG/ST	-15/2/1/0,5/0	3	6	12	-	0			-				18
Athletic Games (Endu.)	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Distance Running	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Rowing	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Scaling	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3
Sprinting	3	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Swimming	3	S	-	-15/3/2/1/0,5	2	6	-	18	-			0				24
Athletic - Gymnastics	3	-	AG/QU/AG	-15/2/1/0,5/0	3	6	14	-	0			-				20
Acrobatics	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0	0			5
Athletic Games (Gymn.)	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Climbing	3	S	-	-15/3/2/1/0,5	5	15	-	20	-			0	0			35
Contortions	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Diving	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Flying/Gliding	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Juggling	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Pole-vaulting	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Rappelling	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Skating	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Skiing	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Stilt-walking	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Surfing	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Tightrope-walking	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Tumbling	3	S	-	-15/3/2/1/0,5		-15	-	20	-			0				5
Awareness - Percept.	3	-	IN/SD/IN	0/0/0/0/0	-	0	1	-	5			-				6
Alertness	3	S	-	0/1/1/0,5/0	4	4	-	6	-							10
Sense Ambush	3	S	-	0/1/1/0,5/0		0	-	6	-							6

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Crafts	4/10	-	AG/ME/SD	0/0/0/0	-	0	15	-	0			-				15
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0	0			-15
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	15	-			0				-15
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5	0	-30	-	15	-			0				-15
Directed Spells	2/6	-	AG/SD/AG	-15/2/1/0,5/0	1	2	19	-	0			-				21
Fire Bolt	2/6	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
Water Bolt	2/6	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Influence	1/4	-	PR/EM/IN	-15/2/1/0,5/0	1	2	14	-	5			-	0			21
Bribery	1/4	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Diplomacy	1/4	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Duping	1/4	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Interrogation	1/4	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
Leadership	1/4	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Propaganda	1/4	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Public Speaking	1/4	S	-	-15/3/2/1/0,5		-15	-	21	-				0			6
Seduction	1/4	S	-	-15/3/2/1/0,5	0	-15	-	21	-							6
Trading	1/4	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	3	6	5	-	0			-				11
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	11	-							20
Culture Lore "Elves"	1/3	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
Flora Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Heraldry	1/3	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
History ""	1/3	S	-	-15/3/2/1/0,5	1	3	-	11	-							14
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	11	-							20
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Religion	1/3	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Lore - Magical	2/5	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	5	-	5			-				-5
Artefact Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	-5	-							-20
Circle Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	-5	-							-20
Planar Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Spell Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	-5	-							-20
Symbol Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	-5	-							-20
Undead Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Warding Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Lore - Obscure	3/7	-	ME/RE/ME	-15/2/1/0,5/0		-15	5	-	0			-				-10
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0		-15	5	-	0			-				-10
Herb Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	-10	-							-25
MA - Combat Maneuv.	12	-	AG/QU/SD	0/0/0/0/0	-	0	15	-	0			-				15
Adrenal Deflecting	12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Adrenal Evasion	12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Blind Fighting	12	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Martial Arts Style (basic)	12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Martial Arts Style (adva.)	12	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Martial Arts - Striking	6	-	ST/AG/ST	-15/2/1/0,5/0		-15	14	-	0			-				-1
Boxing	6	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Martial Arts Striking	6	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Nerve Strikes	6	R	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Tackling	6	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Martial Arts - Sweeps	6	-	AG/ST/AG	-15/2/1/0,5/0		-15	16	-	0			-				1
Blocking	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Locking Holds	6	R	-	-15/3/2/1/0,5		-15	-	1	-							-14
Martial Arts Sweeps	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Wrestling	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Outdoor - Animal	3	-	EM/AG/EM	-15/2/1/0,5/0	0	-15	20	-	0			-				5
Animal Handling "horse"	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Animal Handling ""	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Animal Mastery "horse"	3	R	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Animal Mastery ""	3	R	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Animal Training "horse"	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Animal Training ""	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Driving	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Herding	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Riding "horse"	3	S	-	-15/3/2/1/0,5	0	-15	-	5	-			0	0			-10
Riding ""	3	S	-	-15/3/2/1/0,5		-15	-	5	-			0	0			-10
Outdoor - Enviromen.	3	-	SD/IN/ME	-15/2/1/0,5/0	4	8	6	-	0			-				14
Caving	3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Foraging	3	S	-	-15/3/2/1/0,5		-15	-	14	-				0			-1
Hunting	3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Star-gazing	3	S	-	-15/3/2/1/0,5		-15	-	14	-				0			-1
Survival	3	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Weather Watching	3	S	-	-15/3/2/1/0,5		-15	-	14	-				0			-1
Power Awareness	2/5	-	EM/IN/PR	-15/2/1/0,5/0	1	2	14	-	10			-				26
Attunement	2/5	S	-	-15/3/2/1/0,5	1	3	-	26	-				0			29
Divination	2/5	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Power Perception	2/5	R	-	-15/3/2/1/0,5		-15	-	26	-							11
Read Runes	2/5	S	-	-15/3/2/1/0,5	0	-15	-	26	-							11

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	4/10	-	EM/IN/PR	0/0/0/0	-	0	14	-	5			-				19
Channeling	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Hide Magic	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Magical Ritual „Enchant Perm.“	4/10	S	-	-30/5/3/1,5/0,5	0	-30	-	19	-							-11
Transcend Armor	4/10	R	-	-30/5/3/1,5/0,5	1	5	-	19	-							24
Spell Mastery "Rapid Ways"	4/10	S	-	-30/5/3/1,5/0,5	0	-30	-	19	-							-11
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Power Point Develop.	6	-	Realm Stat	0/0/0/0	-	0	9	-	5			-				14
Power Points	6	S	-	0/7/6/5/4	2	14	-	14	-							28
Science - Basic	1/4	-	RE/ME/RE	-15/2/1/0,5/0		-15	4	-	0			-				-11
Math	1/4	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Research	1/4	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Science - Specialized	6/14	-	RE/ME/RE	0/0/0/0/0	-	0	4	-	0			-				4
Advanced Math	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Anthropology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Alchemy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Astronomy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Biochemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Chemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Physics	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Psychology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	4	-							-26
Self Control	5	-	SD/PR/SD	-15/2/1/0,5/0		-15	24	-	5			-				14
Adrenal Balance	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Concentration	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Landing	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Leaping	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Quickdraw	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Speed	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Stabilization	5	R	-	-15/3/2/1/0,5		-15	-	14	-							-1
Adrenal Strength	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Chi Powers: ""	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Chi Powers: ""	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Cleansing Trance	5	R	-	-15/3/2/1/0,5		-15	-	14	-							-1
Control Lycanthropy	5	R	-	-15/3/2/1/0,5		-15	-	14	-							-1
Death Trance	5	R	-	-15/3/2/1/0,5		-15	-	14	-							-1
Frenzy	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Healing Trance	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Meditation	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Mnemonics	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Sleep Trance	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Stunned Maneuvering	5	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Special Attacks	15	-	ST/AG/SD	0/0/0/0/0	-	0	17	-	0			-				17
Brawling	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Disarm Foe (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Disarm Foe (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Fent (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Fent (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Jousting (Lancing)	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Special Defenses	18	-	-	0/0/0/0/0	-	0	0	-	0			-				0
Adrenal Defense	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Spells Own Base Lists	3/3/3	-	Realm Stat	0/0/0/0	-	0	9	-	5			-				14
Confusing Ways [0/18]	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Gas Alteration [8/17]	3/3/3	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
Hiding	3/3/3	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Liquid Alteration [0/5]	3/3/3	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Mystical Change [9/oo]	3/3/3	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Solid Alteration [6]	3/3/3	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Own Open	4/4/4	-	Realm Stat	0/0/0/0	-	0	9	-	5			-				14
Elemental Shields	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Self Healing	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
Damage Resistance [2]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Spell Wall	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Rune Mastery	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Lesser Illusions	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Detecting Ways	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	14	-							15
Attack Avoidance [6]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Spells Own Closed	4/4/4	-	Realm Stat	0/0/0/0	-	0	9	-	5			-				14
Spirit Mastery	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	14	-							15
Spell Reins	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spell Enhancement [5/oo]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Shield Mastery [1]	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	14	-							15
Rapid Ways [8]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Lofty Bridge	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	14	-							15
Dispelling Ways	4/4/4	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Sense Mastery [3]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
Spells Other	-	-	Realm Stat	0/0/0/0	-	0	9	-	5			-				14
Weapon Mastery (Armsm.)	-	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Subterfuge - Attack	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	10	-	0			-				-5
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Subterfuge - Mechan.	7	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	4	-	0			-				-11
Camouflage	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Disarming Traps	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Disguise	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Counterfeiting	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Forgery	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Hiding Items	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Picking Locks	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Setting Traps	7	S	-	-15/3/2/1/0,5	0	-15	-	-11	-							-26
Trap Building	7	S	-	-15/3/2/1/0,5	0	-15	-	-11	-							-26
Using/Removing Poison	7	S	-	-15/3/2/1/0,5		-15	-	-11	-							-26
Subterfuge - Stealth	2/7	-	AG/SD/IN	-15/2/1/0,5/0	2	4	10	-	5			-				19
Hiding	2/7	S	-	-15/3/2/1/0,5	2	6	-	19	-			0	0			25
Pick Pockets	2/7	S	-	-15/3/2/1/0,5		-15	-	19	-			0				4
Stalking	2/7	S	-	-15/3/2/1/0,5	2	6	-	19	-			0	0			25
Trickery	2/7	S	-	-15/3/2/1/0,5		-15	-	19	-			0	0			4

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Tech./Trade - General	3/7	-	RE/ME/SD	-15/2/1/0,5/0	2	4	10	-	0							14
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
First Aid	3/7	S	-	-15/3/2/1/0,5	1	3	-	14	-							17
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-				0			-1
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	14	-							-1
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	0	-	0							0
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Military Organization	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	0	-	0							0
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-				0			-30
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-				0			-30
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Urban	2/5	-	IN/PR/RE	-15/2/1/0,5/0	0	-15	8	-	0							-7
Contacting	2/5	S	-	-15/3/2/1/0,5		-15	-	-7	-							-22
Mingling	2/5	S	-	-15/3/2/1/0,5		-15	-	-7	-							-22
Scrouging	2/5	S	-	-15/3/2/1/0,5		-15	-	-7	-							-22
Streetwise	2/5	S	-	-15/3/2/1/0,5	0	-15	-	-7	-							-22
			//	0/0/0/0,0/0		0	0	-								0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
			//	0/0/0/0,0/0		0	0	-								0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0

Training Packages

Adventurer, City Guard [1-2]

Equipment	Weight	Weight
High Steel Broadsword	3	
Composite Bow	2,5	
+1 Adder Amulet	0	
+5 nm wooden Target Shield	7	
20 High Steel Arrows	3	
Quiver	0,5	
Standardpack 1	25,5	
Trail Rations	14	
Total weight (lbs)		55,5

Herbs					
Type	Name	Effect	Cost	Code	#
Bone	Arfandas	Doubles healing rate for fractures	2 sp	c-F-6	
Bone	Bursthelas	Shatter repairs	110 gp	t-S-8	
Bone	Gursamel	Mends bone	30 gp	t-S-7	
Burn relief	Culkas	Heals 10 sq' of burns (any)	35 gp	a-Z-4	
Circulatory	Fek	Stops any bleeding in D10 rounds, patient cannot move	50 gp	h-O-6	
Circulatory	Harfy	Immediately stops any form of bleeding	175 gp	s-S-6	
Concussion	Akbutege	Heals 1-10	3 sp	s-O-2	
Concussion	Draaf	Heals 1-10 for each of 2 consecutive rounds	7 sp	a-O-2	
Concussion	Cusamar	Heals 10 + 5D10	30 gp	c-H-7	
Concussion	Gefnul	Heals 100	90 gp	e-V-5	
Concussion	Winclamit	Heals 3-300	100 gp	c-C-7	
Life preserve	Nur-Oiolosse+S.N.	Lifegiving 1 day	200 gp	f-F-8	
Life preserve	Tyr-fira	Lifegiving 56 days	1200 gp	f-A-9	
Muscle etc.	Arnuminas	Doubles healing rate for sprains, torn ligaments and cartilage	6 bp	m-S-2	
Muscle etc.	Arpsusar	Mends muscle damage	30 gp	t-F-5	
Muscle etc.	Dagmather	Heals cartilage damage	28 gp	s-S-5	
Muscle etc.	Ebur	Repairs sprains	22 gp	m-O-4	
Nerve	Terbas	Doubles healing rate for nerve repairs	2 gp	m-D-3	
Nerve	Wifurwif	Nerve repairs	55 gp	t-M-7	
Organ	Wek-wek	Repairs organ damage	220 gp	h-J-8	
Organ	Pasamar	Preserves organic material	75 gp	h-S-8	
Alteration	Breldiar	+50 to spells and missile, -30 to melee and maneuver, lasts 1 hr	25 gp	m-V-4	
Alteration	Blue Eyes	+25 visual perception & 50' infravision for 3 hrs, only 1x per day	15 gp	m-S-7	
Alteration	Elben's Basket	Haste 1 rnd, using it more than once per hour is lethal	10 gp	t-S-7	
Alteration	Gylvir	Underwater breathing for 4 hours	45 gp	m-O-6	
Alteration	Kathkusa	+10 St bonus, 2x concussion hits for D10 rnds	50 gp	f-W-3	
Alteration	Marku	Darkvision 30' for 6 hrs	30 gp	s-H-6	
Alteration	Megillos	+25 to visual perception for 10 min.	12 sp	c-M-3	
Alteration	Splayfoot	+25 to all actions for D4 hrs	23 gp	m-F-4	
Alteration	Zulsendura	Haste 3 rnds	70 gp	a-U-4	
Stun relief	Suranie	Stun relief 1 rnd	2 gp	t-F-3	
Stun relief	Welwal	Stun relief 3 rnds	12 gp	j-J-7	
Ench. Bread	Hesguratu	+10 St bonus, 2x concussion hits for 6 rnds, keeps 2D10 weeks	45 gp	c-M-3	