



Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	5/5/5	-	ST/AG/ST	-15/2/1/0,5/0		-15	44	-	0			-				29
Plate	5/5/5	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Armor - Light	2/2/2	-	AG/ST/AG	-15/2/1/0,5/0	5	10	34	-	0			-				44
Soft Leather	2/2/2	S	-	-15/3/2/1/0,5	0	-15	-	44	-							29
Rigid Leather	2/2/2	S	-	-15/3/2/1/0,5	5	15	-	44	-							59
Armor - Medium	4/4/4	-	ST/AG/ST	-15/2/1/0,5/0	3	6	44	-	0			-				50
Chain	4/4/4	S	-	-15/3/2/1/0,5	10	30	-	50	-							80
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	19	-	0			-				4
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-				0			-11
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-				0			-11
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0	1	2	11	-	0			-				13
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Sculpting	2/5	O	-	-15/3/2/1/0,5	3	9	-	13	-							22
Athletic - Brawn	6	-	ST/CO/AG	-15/2/1/0,5/0	1	2	35	-	0			-				37
Athletic Games (Brawn)	6	S	-	-15/3/2/1/0,5		-15	-	37	-			0				22
Jumping	6	S	-	-15/3/2/1/0,5		-15	-	37	-			0				22
Power-striking	6	S	-	-15/3/2/1/0,5		-15	-	37	-			0				22
Power-throwing	6	S	-	-15/3/2/1/0,5		-15	-	37	-			0				22
Weight-lifting	6	S	-	-15/3/2/1/0,5		-15	-	37	-			0				22
Athletic - Endurance	3	-	CO/AG/ST	-15/2/1/0,5/0	4	8	35	-	0			-				43
Athletic Games (Endu.)	3	S	-	-15/3/2/1/0,5		-15	-	43	-			0				28
Distance Running	3	S	-	-15/3/2/1/0,5		-15	-	43	-			0				28
Rowing	3	S	-	-15/3/2/1/0,5		-15	-	43	-			0	0			28
Scaling	3	S	-	-15/3/2/1/0,5		-15	-	43	-			0	0			28
Sprinting	3	S	-	-15/3/2/1/0,5		-15	-	43	-			0				28
Swimming	3	S	-	-15/3/2/1/0,5	3	9	-	43	-			0				52
Athletic - Gymnastics	3/9	-	AG/QU/AG	-15/2/1/0,5/0	3	6	21	-	0			-				27
Acrobatics	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0	0			12
Athletic Games (Gymn.)	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Climbing	3/9	S	-	-15/3/2/1/0,5	2	6	-	27	-			0	0			33
Contortions	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Diving	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Flying/Gliding	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Juggling	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Pole-vaulting	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Rappelling	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Skating	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Skiing	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Stilt-walking	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Surfing	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Tightrope-walking	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Tumbling	3/9	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Awareness - Percept.	5	-	IN/SD/IN	0/0/0/0/0	-	0	8	-	5			-				13
Alertness	5	S	-	0/1/1/0,5/0	5	5	-	13	-							18
Sense Ambush	5	S	-	0/1/1/0,5/0		0	-	13	-							13

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Awareness - Search.</b>	3	-	IN/RE/SD	-15/2/1/0,5/0	15	25	18	-	5			-				48
Detect Traps	3	S	-	-15/3/2/1/0,5	10	30	-	48	-							78
Lie Perception	3	S	-	-15/3/2/1/0,5		-15	-	48	-							33
Locate Hidden	3	S	-	-15/3/2/1/0,5	10	30	-	48	-							78
Observation	3	S	-	-15/3/2/1/0,5	15	40	-	48	-							88
Poison Perception	3	S	-	-15/3/2/1/0,5		-15	-	48	-							33
Reading Tracks	3	S	-	-15/3/2/1/0,5	1	3	-	48	-							51
Surveillance	3	S	-	-15/3/2/1/0,5		-15	-	48	-							33
Tracking	3	S	-	-15/3/2/1/0,5	1	3	-	48	-							51
<b>Awareness - Senses</b>	3/7	-	IN/SD/IN	-15/2/1/0,5/0	10	20	8	-	5			-				33
Direction Sense	3/7	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Reality Awareness	3/7	R	-	-15/3/2/1/0,5		-15	-	33	-							18
Sense Aware. Vision	3/7	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Sense Aware. Hearing	3/7	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Situat. Aware. Combat	3/7	S	-	-15/3/2/1/0,5	5	15	-	33	-							48
Situat. Aware. Camp	3/7	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Situat. Aware. Bar	3/7	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Spatial Location Aware.	3/7	R	-	-15/3/2/1/0,5		-15	-	33	-							18
Time Sense	3/7	E	-	-15/3/2/1/0,5		-15	-	33	-							18
<b>Body Development</b>	12	-	CO/SD/CO	0/0/0/0/0	-	0	26	-	10			-				36
Body Development	12	S	-	0/7/5/3/1	15	95	-	36	-							131
<b>Combat Maneuvers</b>	14	-	AG/QU/SD	0/0/0/0,0/0	-	0	21	-	0			-				21
Blind Fighting	14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Missile Deflecting	14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Mounted Combat	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0	0			-9
Quickdraw	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Reverse Stroke	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Subdual	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Swashbuckling	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Tumbling Evasion	14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Two-Weapon Fighting	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Weapon Style (basic)	14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Weapon Style (advan.)	14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
<b>Communication</b>	2/2/2	-	RE/ME/EM	-15/2/1/0,5/0	3	6	17	-	0			-				23
Lip Reading	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Magical Languages	2/2/2	R	-	-15/3/2/1/0,5		-15	-	23	-							8
Signaling	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Writing	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Adunaic (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	23	-							47
Adunaic (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	23	-							41
Westron (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	23	-							47
Westron (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	23	-							41
Sindarin (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	23	-							47
Sindarin (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	23	-							41
Quenya (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	23	-							41
Quenya (Written)	2/2/2	S	-	-15/3/2/1/0,5	2	6	-	23	-							29
Dunael (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	4	12	-	23	-							35
Dunael (Written)	2/2/2	S	-	-15/3/2/1/0,5	2	6	-	23	-							29
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	23	-							8

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Crafts</b>	4/10	-	AG/ME/SD	0/0/0/0	-	0	22	-	0			-				22
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0	0			-8
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-			0				-8
<b>Directed Spells</b>	2/7	-	AG/SD/AG	-15/2/1/0,5/0	15	25	24	-	0			-				49
Shock Bolt	2/7	S	-	-15/3/2/1/0,5	10	30	-	49	-							79
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
<b>Influence</b>	2/6	-	PR/EM/IN	-15/2/1/0,5/0	5	10	11	-	0			-	0			21
Bribery	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Diplomacy	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Duping	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Interrogation	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Leadership	2/6	S	-	-15/3/2/1/0,5	1	3	-	21	-							24
Propaganda	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Public Speaking	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-				0			6
Seduction	2/6	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Trading	2/6	S	-	-15/3/2/1/0,5	5	15	-	21	-							36
<b>Lore - General</b>	1/3	-	ME/RE/ME	-15/2/1/0,5/0	10	20	22	-	0			-				42
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	42	-							51
Culture Lore "Orcs"	1/3	S	-	-15/3/2/1/0,5	1	3	-	42	-							45
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	2	6	-	42	-							48
Flora Lore	1/3	S	-	-15/3/2/1/0,5	2	6	-	42	-							48
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	42	-							45
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	42	-							27
History ""	1/3	S	-	-15/3/2/1/0,5	1	3	-	42	-							45
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	42	-							27
Philosophy	1/3	S	-	-15/3/2/1/0,5	0	-15	-	42	-							27
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	42	-							51
Region Lore ""	1/3	S	-	-15/3/2/1/0,5	0	-15	-	42	-							27
Religion	1/3	S	-	-15/3/2/1/0,5	0	-15	-	42	-							27
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	42	-							27
<b>Lore - Magical</b>	2/5	-	ME/RE/ME	-15/2/1/0,5/0	3	6	22	-	5			-				33
Artefact Lore	2/5	S	-	-15/3/2/1/0,5	1	3	-	33	-							36
Circle Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	33	-							18
Planar Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Spell Lore	2/5	S	-	-15/3/2/1/0,5	1	3	-	33	-							36
Symbol Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	33	-							18
Undead Lore	2/5	S	-	-15/3/2/1/0,5	1	3	-	33	-							36
Warding Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	33	-							18

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Lore - Obscure</b>	3/7	-	ME/RE/ME	-15/2/1/0,5/0	1	2	22	-	0			-				24
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5	1	3	-	24	-							27
Dragon Lore	3/7	S	-	-15/3/2/1/0,5	0	-15	-	24	-							9
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-							9
<b>Lore - Technical</b>	2/6	-	ME/RE/ME	-15/2/1/0,5/0	1	2	22	-	0			-				24
Herb Lore	2/6	S	-	-15/3/2/1/0,5	1	3	-	24	-							27
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	24	-							9
<b>MA - Combat Maneuv.</b>	6	-	AG/QU/SD	0/0/0/0/0	-	0	21	-	0			-				21
Adrenal Deflecting	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Adrenal Evasion	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Blind Fighting	6	R	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Martial Arts Style (basic)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Martial Arts Style (adva.)	6	R	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
<b>Martial Arts - Striking</b>	3	-	ST/AG/ST	-15/2/1/0,5/0		-15	44	-	0			-				29
Boxing	3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Martial Arts Striking	3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
Nerve Strikes	3	R	-	-15/3/2/1/0,5		-15	-	29	-							14
Tackling	3	S	-	-15/3/2/1/0,5		-15	-	29	-							14
<b>Martial Arts - Sweeps</b>	3	-	AG/ST/AG	-15/2/1/0,5/0		-15	34	-	0			-				19
Blocking	3	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Locking Holds	3	R	-	-15/3/2/1/0,5		-15	-	19	-							4
Sweeps Degree 2	3	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Wrestling	3	S	-	-15/3/2/1/0,5		-15	-	19	-							4
<b>Outdoor - Animal</b>	3	-	EM/AG/EM	-15/2/1/0,5/0	3	6	10	-	0			-				16
Animal Handling "horse"	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Handling ""	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Mastery "horse"	3	R	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Mastery ""	3	R	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Training "horse"	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Animal Training ""	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Driving	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Herding	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
Riding "horse"	3	S	-	-15/3/2/1/0,5	5	15	-	16	-			0	0			31
Riding ""	3	S	-	-15/3/2/1/0,5		-15	-	16	-			0	0			1
<b>Outdoor - Enviromen.</b>	3	-	SD/IN/ME	-15/2/1/0,5/0	10	20	14	-	0			-				34
Caving	3	S	-	-15/3/2/1/0,5	2	6	-	34	-							40
Foraging	3	S	-	-15/3/2/1/0,5	2	6	-	34	-				0			40
Hunting	3	S	-	-15/3/2/1/0,5		-15	-	34	-							19
Star-gazing	3	S	-	-15/3/2/1/0,5		-15	-	34	-				0			19
Survival (Arctic & Waste)	3	S	-	-15/3/2/1/0,5	2	6	-	34	-							40
Weather Watching	3	S	-	-15/3/2/1/0,5		-15	-	34	-				0			19
<b>Power Awareness</b>	2/6	-	EM/IN/PR	-15/2/1/0,5/0	15	25	11	-	5			-				41
Attunement	2/6	S	-	-15/3/2/1/0,5	15	40	-	41	-				0			81
Divination	2/6	S	-	-15/3/2/1/0,5		-15	-	41	-							26
Power Perception	2/6	R	-	-15/3/2/1/0,5		-15	-	41	-							26
Read Runes	2/6	S	-	-15/3/2/1/0,5	10	30	-	41	-							71

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Power Manipulation</b>	4/10	-	EM/IN/PR	0/0/0/0	-	0	11	-	5			-				16
Channeling	4/10	R	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Hide Magic	4/10	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Magical Ritual	4/10	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Transcend Armor	4/10	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Spell Mastery ""	4/10	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
<b>Power Point Develop.</b>	4	-	Realm Stat	0/0/0/0	-	0	10	-	5			-				15
Power Points	4	S	-	0/7/6/5/4	16	106	-	15	-							121
<b>Science - Basic</b>	1/4	-	RE/ME/RE	-15/2/1/0,5/0	1	2	26	-	0			-				28
Math	1/4	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Research	1/4	S	-	-15/3/2/1/0,5		-15	-	28	-							13
<b>Science - Specialized</b>	6/14	-	RE/ME/RE	0/0/0/0/0	-	0	26	-	0			-				26
Advanced Math	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Anthropology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Alchemy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Astronomy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Biochemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Chemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Physics	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
Psychology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	26	-							-4
<b>Self Control</b>	3	-	SD/PR/SD	-15/2/1/0,5/0	15	25	26	-	10			-				61
Adrenal Balance	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Adrenal Concentration	3	S	-	-15/3/2/1/0,5	0	-15	-	61	-							46
Adrenal Landing	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Adrenal Leaping	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Adrenal Quickdraw	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Adrenal Speed	3	S	-	-15/3/2/1/0,5	15	40	-	61	-							101
Adrenal Stabilization	3	E	-	-15/3/2/1/0,5	0	-15	-	61	-							46
Adrenal Strength	3	S	-	-15/3/2/1/0,5	0	-15	-	61	-							46
Chi Powers: ""	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Chi Powers: ""	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Cleansing Trance	3	R	-	-15/3/2/1/0,5		-15	-	61	-							46
Control Lycanthropy	3	R	-	-15/3/2/1/0,5		-15	-	61	-							46
Death Trance	3	R	-	-15/3/2/1/0,5		-15	-	61	-							46
Frenzy	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Healing Trance	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Meditation	3	S	-	-15/3/2/1/0,5	0	-15	-	61	-							46
Mnemonics	3	S	-	-15/3/2/1/0,5		-15	-	61	-							46
Sleep Trance	3	S	-	-15/3/2/1/0,5	1	3	-	61	-							64
Stunned Maneuvering	3	S	-	-15/3/2/1/0,5	0	-15	-	61	-							46
<b>Special Attacks</b>	12	-	ST/AG/SD	0/0/0/0/0	-	0	34	-	0			-				34
Brawling	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Disarm Foe (armed)	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Disarm Foe (unarmed)	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Fent (armed)	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Fent (unarmed)	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Jousting (Lancing)	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Racial Attacks	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
Racial Attacks	12	S	-	-30/5/3/1,5/0,5		-30	-	34	-							4
<b>Special Defenses</b>	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
<b>Spells Own Base Lists</b>	3/3/3	-	Realm Stat	0/0/0/0/0	-	0	10	-	5			-				15
Blood Mastery	3/3/3	S	-	-30/1/1/0,5/0	15	15	-	15	-							30
Bone Mastery [14/oo]	3/3/3	S	-	-30/1/1/0,5/0	14	14	-	15	-							29
Concussion Mastery [9/oo]	3/3/3	S	-	-30/1/1/0,5/0	8	8	-	15	-							23
Muscle Mastery [10/oo]	3/3/3	S	-	-30/1/1/0,5/0	11	11	-	15	-							26
Nerve & Organ Mastery	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	15	-							27
Prosthetics [4]	3/3/3	S	-	-30/1/1/0,5/0	4	4	-	15	-							19
Brilliance [8/oo]	3/3/3	S	-	-30/1/1/0,5/0	8	8	-	15	-							23
Cloaking	3/3/3	S	-	-30/1/1/0,5/0	8	8	-	15	-							23
Movement [12/oo]	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	15	-							27
Speed [12/oo]	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	15	-							27
<b>Spells Own Open</b>	4/4/4	-	Realm Stat	0/0/0/0/0	-	0	10	-	5			-				15
Attack Avoidance [6]	4/4/4	S	-	-30/1/1/0,5/0	6	6	-	15	-							21
Damage Resistance [2]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	15	-							17
Illusions [6]	4/4/4	S	-	-30/1/1/0,5/0	6	6	-	15	-							21
Self Healing [15]	4/4/4	S	-	-30/1/1/0,5/0	15	15	-	15	-							30
Detections [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	15	-							18
Spell Resistance [5]	4/4/4	S	-	-30/1/1/0,5/0	5	5	-	15	-							20
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
<b>Spells Own Closed</b>	4/4/4	-	Realm Stat	0/0/0/0/0	-	0	10	-	5			-				15
Mind's Door [10]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	15	-							17
Sense Mastery [3/9]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	15	-							18
Mind Mastery [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	15	-							18
Shifting [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	15	-							18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
<b>Spells Other</b>	-	-	Realm Stat	0/0/0/0/0	-	0	10	-	5			-				15
Armor Mastery (Armsmaster)	-	S	-	-30/1/1/0,5/0	3	3	-	15	-							18
Weapon Mastery (Armsmaster)	-	S	-	-30/1/1/0,5/0	1	1	-	15	-							16
Dream Law (TP)	-	S	-	-30/1/1/0,5/0	1	1	-	15	-							16
Dream Lore (TP)	-	S	-	-30/1/1/0,5/0	1	1	-	15	-							16
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
<b>Subterfuge - Attack</b>	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	16	-	0			-				1
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
<b>Subterfuge - Mechan.</b>	8	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	18	-	0			-				3
Camouflage	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Disarming Traps	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Disguise	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Counterfeiting	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Forgery	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Hiding Items	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Picking Locks	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Setting Traps	8	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Trap Building	8	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Using/Removing Poison	8	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
<b>Subterfuge - Stealth</b>	6	-	AG/SD/IN	-15/2/1/0,5/0	1	2	16	-	0			-				18
Hiding	6	S	-	-15/3/2/1/0,5	1	3	-	18	-			0	0			21
Pick Pockets	6	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Stalking	6	S	-	-15/3/2/1/0,5	1	3	-	18	-			0	0			21
Trickery	6	S	-	-15/3/2/1/0,5		-15	-	18	-			0	0			3

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Tech./Trade - General</b>	3/7	-	RE/ME/SD	-15/2/1/0,5/0	2	4	24	-	0							28
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
First Aid	3/7	O	-	-15/3/2/1/0,5	30	60	-	28	-							88
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-				0			13
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Using Prepared Herbs	3/7	E	-	-15/3/2/1/0,5		-15	-	28	-							13
<b>Tech./Trade - Profes.</b>	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	16	-	0							16
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Military Organization	8	S	-	-30/5/3/1,5/0,5	1	5	-	16	-							21
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Second Aid	8	E	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Surgery	8	E	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
<b>Tech./Trade - Vocati.</b>	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	16	-	0							16
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-				0			-14
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-				0			-14
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
<b>Urban</b>	3	-	IN/PR/RE	-15/2/1/0,5/0	0	-15	20	-	0							5
Contacting	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Mingling	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Scrouging	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Streetwise	3	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
			//	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
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	0	0	-	0/0/0/0,0/0		0	-	0	-							0



**Training Packages**

Guardian, Soldier, Scout [4], Adventurer [5], Loremaster [9]

Equipment	Weight	Weight
Superior Black Alloy, +15 magic Longsword (Pers. Weapon)	4	[White Alloy superior 85% light AT14]
Black Alloy 85% light Wall Shield	34	[*2 Multiplier Ring]
Magic High Steel Fine Mail AT 19 [15]	Wear	
Magic White Alloy Longsword of Fire [-II Heat Crit]	4	+20 Mace of Daily III Firebolt (group)
*3 Multiplier Ring	0	
Amulet of Daily III Shockbolt	0	
2 Lembas	8	
Standardpack 1	25,5	
Ring of Daily III Intuitions I	0	
Amulet (Heirloom)	0	
Boots of Daily I Invisibility	Wear	
Circlet of Mentalism	Wear	
Medium Horse		
2 Saddle Bags		
Total weight (lbs)		75,5

<b>Herbs</b>					
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	1
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	7
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	1
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	2
Stun relief	Suranie	Stun relief 1 rnd	2 gp	t-F-3	1
Stun relief	Welwal	Stun relief 3 rnds	12 gp	j-J-7	5
Ench. Bread	Hesguratu	+10 St bonus, 2x concussion hits for 6 rnds, keeps 2D10 weeks	45 gp	c-M-3	