



Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	11	-	ST/AG/ST	-15/2/1/0,5/0		-15	11	-	0			-				-4
Plate	11	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Armor - Light	9	-	AG/ST/AG	-15/2/1/0,5/0	0	-15	28	-	0			-				13
Soft Leather	9	S	-	-15/3/2/1/0,5	0	-15	-	13	-							-2
Rigid Leather	9	S	-	-15/3/2/1/0,5	0	-15	-	13	-							-2
Armor - Medium	10	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	11	-	0			-				-4
Chain	10	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0	1	2	13	-	0			-				15
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-				0			0
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Tale Telling	2/5	S	-	-15/3/2/1/0,5	1	3	-	15	-				15			33
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	7	-	0			-				-8
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	-8	-							-23
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-8	-							-23
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-8	-							-23
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-8	-							-23
Athletic - Brawn	7	-	ST/CO/AG	-15/2/1/0,5/0	1	2	25	-	0			-				27
Athletic Games (Brawn)	7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Jumping	7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Power-striking	7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Power-throwing	7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Weight-lifting	7	S	-	-15/3/2/1/0,5		-15	-	27	-			0				12
Athletic - Endurance	3	-	CO/AG/ST	-15/2/1/0,5/0	4	8	25	-	0			-				33
Athletic Games (Endu.)	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Distance Running	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Rowing	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0	0			18
Scaling	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0	0			18
Sprinting	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Swimming	3	S	-	-15/3/2/1/0,5	5	15	-	33	-			0	0			48
Athletic - Gymnastics	3	-	AG/QU/AG	-15/2/1/0,5/0	1	2	42	-	0			-				44
Acrobatics	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0	0			29
Athletic Games (Gymn.)	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Climbing	3	S	-	-15/3/2/1/0,5	2	6	-	44	-			0	0			50
Contortions	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Diving	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Flying/Gliding	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Juggling	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Pole-vaulting	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Rappelling	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Skating	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Skiing	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Stilt-walking	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Surfing	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Tightrope-walking	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Tumbling	3	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Awareness - Percept.	6	-	IN/SD/IN	0/0/0/0/0	-	0	24	-	0			-				24
Alertness	6	S	-	0/1/1/0,5/0	8	8	-	24	-							32
Sense Ambush	6	S	-	0/1/1/0,5/0		0	-	24	-							24



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	27	-	0			-				27
Cooking	4/10	E	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Horticulture	4/10	E	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Mapping	4/10	E	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Metal-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-				0			-3
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Skinning	4/10	E	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
Wood-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	27	-							-3
<b>Directed Spells</b>	2/5	-	AG/SD/AG	-15/2/1/0,5/0	21	30,5	36	-	5			-				71,5
Shock Bolt	2/5	S	-	-15/3/2/1/0,5	10	30	-	71,5	-							102
Fire Bolt	2/5	S	-	-15/3/2/1/0,5	20	50	-	71,5	-		10					132
Water Bolt	2/5	S	-	-15/3/2/1/0,5	1	3	-	71,5	-							75
	2/5	S	-	-15/3/2/1/0,5		-15	-	71,5	-							56,5
	2/5	S	-	-15/3/2/1/0,5		-15	-	71,5	-							56,5
	2/5	S	-	-15/3/2/1/0,5		-15	-	71,5	-							56,5
	2/5	S	-	-15/3/2/1/0,5		-15	-	71,5	-							56,5
	2/5	S	-	-15/3/2/1/0,5		-15	-	71,5	-							56,5
<b>Influence</b>	2/6	-	PR/EM/IN	-15/2/1/0,5/0	1	2	7	-	0			-	0			9
Bribery	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Diplomacy	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Duping	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Interrogation	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Leadership	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Propaganda	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Public Speaking	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-				0			-6
Seduction	2/6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Trading	2/6	S	-	-15/3/2/1/0,5	1	3	-	9	-							12
<b>Lore - General</b>	1/3	-	ME/RE/ME	-15/2/1/0,5/0	4	8	18	-	0			-				26
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	26	-							35
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	26	-							29
Flora Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	26	-							29
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	26	-							29
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	26	-							11
History ""	1/3	S	-	-15/3/2/1/0,5	1	3	-	26	-							29
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	26	-							35
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	26	-							11
Religion	1/3	O	-	-15/3/2/1/0,5	3	9	-	26	-							35
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	26	-							11
<b>Lore - Magical</b>	2/5	-	ME/RE/ME	-15/2/1/0,5/0	10	20	18	-	10			-				48
Artifact Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	48	-							33
Circle Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	48	-							33
Planar Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	48	-							33
Spell Lore	2/5	S	-	-15/3/2/1/0,5	10	30	-	48	-							78
Symbol Lore	2/5	S	-	-15/3/2/1/0,5	1	3	-	48	-							51
Undead Lore	2/5	S	-	-15/3/2/1/0,5	1	3	-	48	-							51
Warding Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	48	-							33

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		-15	18	-	0			-				3
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
<b>Lore - Technical</b>	2/6	-	ME/RE/ME	-15/2/1/0,5/0	1	2	18	-	0			-				20
Herb Lore	2/6	S	-	-15/3/2/1/0,5	1	3	-	20	-							23
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	20	-							5
<b>MA - Combat Maneuv.</b>	18	-	AG/QU/SD	0/0/0/0/0	-	0	33	-	0			-				33
Adrenal Deflecting	18	S	-	-30/5/3/1,5/0,5		-30	-	33	-							3
Adrenal Evasion	18	S	-	-30/5/3/1,5/0,5		-30	-	33	-							3
Blind Fighting	18	R	-	-30/5/3/1,5/0,5		-30	-	33	-							3
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	33	-							3
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	33	-							3
Martial Arts Style (basic)	18	S	-	-30/5/3/1,5/0,5		-30	-	33	-							3
Martial Arts Style (adva.)	18	R	-	-30/5/3/1,5/0,5		-30	-	33	-							3
<b>Martial Arts - Striking</b>	9	-	ST/AG/ST	-15/2/1/0,5/0		-15	11	-	0			-				-4
Boxing	9	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Martial Arts Striking	9	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Nerve Strikes	9	R	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Tackling	9	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
<b>Martial Arts - Sweeps</b>	9	-	AG/ST/AG	-15/2/1/0,5/0		-15	28	-	0			-				13
Blocking	9	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Locking Holds	9	R	-	-15/3/2/1/0,5		-15	-	13	-							-2
Martial Arts Sweeps	9	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Wrestling	9	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
<b>Outdoor - Animal</b>	3	-	EM/AG/EM	-15/2/1/0,5/0	5	10	23	-	0			-				33
Animal Handling "Pony"	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Animal Handling ""	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Animal Mastery "horse"	3	R	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Animal Mastery ""	3	R	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Animal Training "horse"	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Animal Training ""	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Driving	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Herding	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
Riding "Pony"	3	S	-	-15/3/2/1/0,5	5	15	-	33	-				0	10		58
Riding ""	3	S	-	-15/3/2/1/0,5		-15	-	33	-				0			18
<b>Outdoor - Enviromen.</b>	3	-	SD/IN/ME	-15/2/1/0,5/0	4	8	21	-	0			-				29
Caving	3	E	-	-15/3/2/1/0,5		-15	-	29	-				0			14
Foraging	3	S	-	-15/3/2/1/0,5	1	3	-	29	-				0			32
Hunting	3	S	-	-15/3/2/1/0,5	1	3	-	29	-							32
Star-gazing	3	S	-	-15/3/2/1/0,5		-15	-	29	-				0			14
Survival	3	S	-	-15/3/2/1/0,5	1	3	-	29	-							32
Weather Watching	3	S	-	-15/3/2/1/0,5		-15	-	29	-				0			14
<b>Power Awareness</b>	2/5	-	EM/IN/PR	-15/2/1/0,5/0	11	21	7	-	10			-				38
Attunement	2/5	S	-	-15/3/2/1/0,5	11	32	-	38	-				0			70
Divination	2/5	E	-	-15/3/2/1/0,5		-15	-	38	-							23
Power Perception	2/5	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Read Runes	2/5	S	-	-15/3/2/1/0,5	1	3	-	38	-							41

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	7	-	15							22
Channeling	4/10	E	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Hide Magic	4/10	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Magical Ritual „Enchant Perm	4/10	E	-	-30/5/3/1,5/0,5	12	56	-	22	-							78
Transcend Armor	4/10	R	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Spell Mastery "Fire Mastery"	4/10	E	-	-30/5/3/1,5/0,5	22	83	-	22	-							105
Spell Mastery "Gas Destructio	4/10	E	-	-30/5/3/1,5/0,5	20	80	-	22	-							102
Spell Mastery ""	4/10	E	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
<b>Power Point Develop.</b>	6	-	Realm Stat	0/0/0/0	-	0	7	-	5							12
Power Points	6	S	-	0/6/5/4/3	12	70	-	12	-							82
<b>Science - Basic</b>	1/4	-	RE/ME/RE	-15/2/1/0,5/0		-15	18	-	0							3
Math	1/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Research	1/4	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
<b>Science - Specialized</b>	6/14	-	RE/ME/RE	0/0/0/0/0	-	0	18	-	0							18
Advanced Math	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Anthropology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Alchemy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Astronomy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Biochemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Chemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Physics	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Psychology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
<b>Self Control</b>	5	-	SD/PR/SD	-15/2/1/0,5/0		-15	6	-	0							-9
Adrenal Balance	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Concentration	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Landing	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Leaping	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Quickdraw	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Speed	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Stabilization	5	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Adrenal Strength	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Chi Powers: ""	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Chi Powers: ""	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Cleansing Trance	5	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Control Lycanthropy	5	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Death Trance	5	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Frenzy	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Healing Trance	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Meditation	5	E	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Mnemonics	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Sleep Trance	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Stunned Maneuvering	5	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
<b>Special Attacks</b>	15	-	ST/AG/SD	0/0/0/0/0	-	0	19	-	0							19
Brawling	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Disarm Foe (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Disarm Foe (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Fent (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Fent (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Jousting (Lancing)	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	19	-							-11
<b>Special Defenses</b>	30	-	-	0/0/0/0/0	-	0	0	-	0							0
Adrenal Defense	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	30	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	30	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	7	-	5			-				12
Flesh Destruction [5/15]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Fluid Destruction [0/6]	3/3/3	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Gas Destruction [3/6/oo]	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	12	-							24
Mind Destruction [15]	3/3/3	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
Solid Destruction [5/10]	3/3/3	S	-	-30/1/1/0,5/0	10	10	-	12	-							22
Soul Destruction	3/3/3	S	-	-30/1/1/0,5/0	1	1	-	12	-							13
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	3/3/3	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
<b>Spells Own Open</b>	4/4/4	-	Realm Stat	0/0/0/0	-	0	7	-	5			-				12
Detecting Ways [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
Lesser Illusions [5]	4/4/4	S	-	-30/1/1/0,5/0	5	5	-	12	-							17
Physical Enhancement [2/5]	4/4/4	S	-	-30/1/1/0,5/0	5	5	-	12	-							17
Concussion's Ways [7]	4/4/4	S	-	-30/1/1/0,5/0	7	7	-	12	-							19
Light's Way [2/9]	4/4/4	S	-	-30/1/1/0,5/0	9	9	-	12	-							21
Sustain Body	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	12	-							13
Air Mastery	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
<b>Spells Own Closed</b>	4/4/4	-	Realm Stat	0/0/0/0	-	0	7	-	5			-				12
Gate Mastery [3/oo]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
Invisible Ways [4]	4/4/4	S	-	-30/1/1/0,5/0	4	4	-	12	-							16
Lofty Bridge [5]	4/4/4	S	-	-30/1/1/0,5/0	5	5	-	12	-							17
Rapid Ways [8]	4/4/4	S	-	-30/1/1/0,5/0	6	6	-	12	-							18
Shield Mastery [3/7]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
Spell Enhancement [5/oo]	4/4/4	S	-	-30/1/1/0,5/0	4	4	-	12	-							16
Spirit Mastery [15]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
Fire Mastery [9/12]	4/4/4	S	-	-30/1/1/0,5/0	10	10	-	12	-							22
<b>Spells Other</b>	-	-	Realm Stat	0/0/0/0	-	0	7	-	5			-				12
Blood Law [10]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
Bone Law [3/6]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
Creations [2]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	12	-							14
Muscle Law [6]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	12	-							-18
Symbolic Ways [2]	4/4/4	S	-	-30/1/1/0,5/0	2	2	-	12	-							14
Magic Staff [5/oo]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	12	-							15
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
	-	S	-	-30/1/1/0,5/0		-30	-	12	-							-18
<b>Subterfuge - Attack</b>	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	30	-	0			-				15
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	15	-							0
<b>Subterfuge - Mechan.</b>	7	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	30	-	0			-				15
Camouflage	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Disarming Traps	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Disguise	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Counterfeiting	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Forgery	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Hiding Items	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Picking Locks	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Setting Traps	7	S	-	-15/3/2/1/0,5	0	-15	-	15	-							0
Trap Building	7	S	-	-15/3/2/1/0,5	0	-15	-	15	-							0
Using/Removing Poison	7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
<b>Subterfuge - Stealth</b>	6	-	AG/SD/IN	-15/2/1/0,5/0	5	10	30	-	0			-				40
Hiding	6	S	-	-15/3/2/1/0,5	5	15	-	40	-				0			55
Pick Pockets	6	S	-	-15/3/2/1/0,5		-15	-	40	-							25
Stalking	6	S	-	-15/3/2/1/0,5	5	15	-	40	-				0			55
Trickery	6	S	-	-15/3/2/1/0,5		-15	-	40	-				0			25

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	1	2	18	-	0							20
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
First Aid	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-				0			5
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	20	-							5
<b>Tech./Trade - Profes.</b>	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	21	-	0							21
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Military Organization	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
<b>Tech./Trade - Vocati.</b>	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	21	-	0							21
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-				0			-9
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-				0			-9
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
<b>Urban</b>	3	-	IN/PR/RE	-15/2/1/0,5/0	0	-15	9	-	0							-6
Contacting	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Mingling	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Scrouging	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
Streetwise	3	S	-	-15/3/2/1/0,5		-15	-	-6	-							-21
			//	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

Category/Skill	Costs	Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Weapon - 1-H Edged</b>	9	-	ST/AG/ST	-15/2/1/0,5/0	1	2	11	-	0		-				13
Short Sword	9	S	-	-15/3/2/1/0,5	1	3	-	13	-					10	26
	9	S	-	-15/3/2/1/0,5		-15	-	13	-						-2
	9	S	-	-15/3/2/1/0,5		-15	-	13	-						-2
	9	S	-	-15/3/2/1/0,5		-15	-	13	-						-2
<b>Weapon - Missile</b>	20	-	AG/ST/AG	-15/2/1/0,5/0	1	2	28	-	0		-				30
Short Bow	20	S	-	-15/3/2/1/0,5	1	3	-	30	-						33
	20	S	-	-15/3/2/1/0,5		-15	-	30	-						15
	20	S	-	-15/3/2/1/0,5		-15	-	30	-						15
	20	S	-	-15/3/2/1/0,5		-15	-	30	-						15
<b>Weapon - Thrown</b>	20	-	AG/ST/AG	-15/2/1/0,5/0	1	2	28	-	0		-				30
Dagger (thrown)	20	S	-	-15/3/2/1/0,5	1	3	-	30	-						33
	20	S	-	-15/3/2/1/0,5		-15	-	30	-						15
	20	S	-	-15/3/2/1/0,5		-15	-	30	-						15
<b>Weapon - 2-Handed</b>	20	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	11	-	0		-				-4
	20	S	-	-15/3/2/1/0,5	0	-15	-	-4	-						-19
	20	S	-	-15/3/2/1/0,5		-15	-	-4	-						-19
	20	S	-	-15/3/2/1/0,5		-15	-	-4	-						-19
<b>Weapon - Pole Arms</b>	20	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	11	-	0		-				-4
	20	S	-	-15/3/2/1/0,5	0	-15	-	-4	-						-19
	20	S	-	-15/3/2/1/0,5		-15	-	-4	-						-19
<b>Weapon - 1-H Concus.</b>	20	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	11	-	0		-				-4
	20	S	-	-15/3/2/1/0,5	0	-15	-	-4	-						-19
	20	S	-	-15/3/2/1/0,5		-15	-	-4	-						-19
<b>Weapon - Missile Artill.</b>	20	-	IN/AG/RE	-15/2/1/0,5/0		-15	30	-	0		-				15
	20	S	-	-15/3/2/1/0,5		-15	-	15	-						0
	20	S	-	-15/3/2/1/0,5		-15	-	15	-						0

**Specials**

Minor Staff: Slot I: Fire Bolt

Potion „Witch brew“: user regains 1D10 + 20 Pps and he gains +10 to SCSMs for 6 rnds

Potion „Dwarf blood“: user gains +20 vs. Heat & Cold, +10 to Rrs and AT 4 for 1 hr

<b>Killed</b>					
Skeleton	2				
Man	2				
Zombie					
Troll	2				
Golem					
Shadow	2				
Elemental					
Orc	2				
Warg	2				
Wraith					
Minocentaur	2				

**Training Packages**

Amateur Mage, Scout [1-2]

Equipment	Weight	Weight
Superior High Steel Short Sword	3	
Ring of Daily II Shockbolt	0	
*3 Multiplier Ring	0	
Standardpack 1	25,5	
Ring of Daily I Resistance I	0	
Minor Staff	3	
Staff of Firebolt (0 charges left)	3	
4 Potion „Dwarf blood“	0	
2 Potion „Witch brew“	0	
Pony		
2 Saddlebags		[+1 Spell Adder Amulet]
Total weight (lbs)		34,5

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	21
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	1
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	