

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	3/3/3	-	ST/AG/ST	-15/2/1/0,5/0		-15	27	-	5			-				17
Plate	3/3/3	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Armor - Light	1/1/1	-	AG/ST/AG	-15/2/1/0,5/0	5	10	24	-	5			-				39
Soft Leather	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	39	-							24
Rigid Leather	1/1/1	S	-	-15/3/2/1/0,5	5	15	-	39	-							54
Armor - Medium	2/2/2	-	ST/AG/ST	-15/2/1/0,5/0	3	6	27	-	5			-				38
Chain	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	38	-							68
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	0	-	0			-				-15
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-				0			-30
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-				0			-30
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	-15	-							-30
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	2	-	0			-				-13
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	-13	-							-28
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-13	-							-28
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-13	-							-28
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-13	-							-28
Athletic - Brawn	3/7	-	ST/CO/AG	-15/2/1/0,5/0	1	2	33	-	5			-				40
Athletic Games (Brawn)	3/7	S	-	-15/3/2/1/0,5		-15	-	40	-			0				25
Jumping	3/7	S	-	-15/3/2/1/0,5		-15	-	40	-			0				25
Power-striking	3/7	S	-	-15/3/2/1/0,5		-15	-	40	-			0				25
Power-throwing	3/7	S	-	-15/3/2/1/0,5		-15	-	40	-			0				25
Weight-lifting	3/7	S	-	-15/3/2/1/0,5		-15	-	40	-			0				25
Athletic - Endurance	2/7	-	CO/AG/ST	-15/2/1/0,5/0	16	26	33	-	5			-				64
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	64	-			0				49
Distance Running	2/7	S	-	-15/3/2/1/0,5	1	3	-	64	-			0				67
Rowing	2/7	S	-	-15/3/2/1/0,5	1	3	-	64	-			0	0			67
Scaling	2/7	S	-	-15/3/2/1/0,5	1	3	-	64	-			0	0			67
Sprinting	2/7	S	-	-15/3/2/1/0,5	1	3	-	64	-			0				67
Swimming	2/7	R	-	-15/3/2/1/0,5	9	27	-	64	-			0	-50			41
Athletic - Gymnastics	3/7	-	AG/QU/AG	-15/2/1/0,5/0	10	20	22	-	5			-				47
Acrobatics	3/7	S	-	-15/3/2/1/0,5	1	3	-	47	-			0	0			50
Athletic Games (Gymn.)	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Climbing	3/7	S	-	-15/3/2/1/0,5	10	30	-	47	-			0	0			77
Contortions	3/7	S	-	-15/3/2/1/0,5	1	3	-	47	-			0				50
Diving	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Flying/Gliding	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Juggling	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Pole-vaulting	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Rappelling	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Skating	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Skiing	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Stilt-walking	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Surfing	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Tightrope-walking	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Tumbling	3/7	S	-	-15/3/2/1/0,5		-15	-	47	-			0				32
Awareness - Percept.	5/14	-	IN/SD/IN	0/0/0/0/0	-	0	26	-	5			-				31
Alertness	5/14	S	-	0/1/1/0,5/0	4	4	-	31	-							35
Sense Ambush	5/14	S	-	0/1/1/0,5/0		0	-	31	-							31

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	21	-	0			-				21
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Leather-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Metal-crafts	4/10	E	-	-30/5/3/1,5/0,5	12	56	-	21	-			0				77
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0	0			-9
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Stone-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Directed Spells	20	-	AG/SD/AG	-15/2/1/0,5/0		-15	22	-	0			-				7
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
	20	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Influence	1/5	-	PR/EM/IN	-15/2/1/0,5/0	16	26	2	-	0			-	0			28
Bribery	1/5	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Diplomacy	1/5	S	-	-15/3/2/1/0,5	1	3	-	28	-							31
Duping	1/5	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Interrogation	1/5	S	-	-15/3/2/1/0,5	1	3	-	28	-							31
Leadership	1/5	S	-	-15/3/2/1/0,5	10	30	-	28	-							58
Propaganda	1/5	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Public Speaking	1/5	S	-	-15/3/2/1/0,5	1	3	-	28	-				0			31
Seduction	1/5	S	-	-15/3/2/1/0,5	1	3	-	28	-							31
Trading	1/5	S	-	-15/3/2/1/0,5	16	42	-	28	-							70
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	10	20	18	-	0			-				38
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	38	-							47
Culture Lore 'Orcs', 'Elves'	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Flora Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Heraldry	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
History ""	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	38	-							47
Region lore 'Rhun', 'Mirkwood'	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Religion	1/3	O	-	-15/3/2/1/0,5	15	40	-	38	-							78
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Lore - Magical	3/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	18	-	0			-				3
Artefact Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Circle Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Planar Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Spell Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Symbol Lore	3/6	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Undead Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Warding Lore	3/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12

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	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
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0		-15	18	-	0			-				3
Herb Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
MA - Combat Maneuv.	12	-	AG/QU/SD	0/0/0/0/0	-	0	23	-	0			-				23
Adrenal Deflecting	12	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Adrenal Evasion	12	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Blind Fighting	12	R	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Chi Powers: ""	12	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Martial Arts Style (basic)	12	S	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Martial Arts Style (adva.)	12	R	-	-30/5/3/1,5/0,5		-30	-	23	-							-7
Martial Arts - Striking	6	-	ST/AG/ST	-15/2/1/0,5/0		-15	27	-	0			-				12
Boxing	6	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Martial Arts Striking	6	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Nerve Strikes	6	R	-	-15/3/2/1/0,5		-15	-	12	-							-3
Tackling	6	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Martial Arts - Sweeps	6	-	AG/ST/AG	-15/2/1/0,5/0		-15	24	-	0			-				9
Blocking	6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Locking Holds	6	R	-	-15/3/2/1/0,5		-15	-	9	-							-6
Martial Arts Sweeps	6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Wrestling	6	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Outdoor - Animal	2/6	-	EM/AG/EM	-15/2/1/0,5/0	6	12	1	-	0			-				13
Animal Handling "horse"	2/6	S	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Animal Handling ""	2/6	S	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Animal Mastery "horse"	2/6	R	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Animal Mastery ""	2/6	R	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Animal Training "horse"	2/6	S	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Animal Training ""	2/6	S	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Driving	2/6	S	-	-15/3/2/1/0,5	1	3	-	13	-			0	0			16
Herding	2/6	S	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Riding "horse"	2/6	S	-	-15/3/2/1/0,5	6	18	-	13	-			0	0			31
Riding ""	2/6	S	-	-15/3/2/1/0,5		-15	-	13	-			0	0			-2
Outdoor - Enviromen.	2/6	-	SD/IN/ME	-15/2/1/0,5/0	10	20	23	-	0			-				43
Caving	2/6	E	-	-15/3/2/1/0,5	6	18	-	43	-				25			86
Foraging	2/6	S	-	-15/3/2/1/0,5	2	6	-	43	-				0			49
Hunting	2/6	S	-	-15/3/2/1/0,5	1	3	-	43	-							46
Star-gazing	2/6	S	-	-15/3/2/1/0,5	1	3	-	43	-				0			46
Survival	2/6	S	-	-15/3/2/1/0,5	2	6	-	43	-							49
Weather Watching	2/6	S	-	-15/3/2/1/0,5	1	3	-	43	-				0			46
Power Awareness	6	-	EM/IN/PR	-15/2/1/0,5/0	1	2	2	-	0			-				4
Attunement	6	S	-	-15/3/2/1/0,5	1	3	-	4	-				0			7
Divination	6	S	-	-15/3/2/1/0,5		-15	-	4	-							-11
Power Perception	6	R	-	-15/3/2/1/0,5		-15	-	4	-							-11
Read Runes	6	S	-	-15/3/2/1/0,5		-15	-	4	-							-11

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	6/12	-	EM/IN/PR	0/0/0/0	-	0	2	-	5							7
Channeling	6/12	S	-	-30/5/3/1,5/0,5		-30	-	7	-							-23
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	7	-							-23
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	7	-							-23
Transcend Armor	6/12	R	-	-30/5/3/1,5/0,5	1	5	-	7	-		20					32
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	7	-							-23
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	7	-							-23
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	7	-							-23
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	9	-	0							9
Power Points	8	S	-	0/6/5/4/3	16	90	-	9	-							99
Science - Basic	2/5	-	RE/ME/RE	-15/2/1/0,5/0	1	2	18	-	0							20
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	20	-							5
Science - Specialized	8	-	RE/ME/RE	0/0/0/0/0	-	0	18	-	0							18
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Self Control	2/7	-	SD/PR/SD	-15/2/1/0,5/0	16	26	12	-	0							38
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	16	42	-	38	-							80
Adrenal Stabilization	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Meditation	2/7	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Sleep Trance	2/7	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5	6	18	-	38	-							56
Special Attacks	2/8	-	ST/AG/SD	0/0/0/0/0	-	0	25	-	0							25
Brawling	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Chi Powers: ""	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Chi Powers: ""	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Disarm Foe (armed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Disarm Foe (unarmed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Fent (armed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Fent (unarmed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Jousting (Lancing)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Racial Attacks	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Racial Attacks	2/8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Special Defenses	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
Spells Own Base Lists	6/6/6	-	Realm Stat	0/0/0/0	-	0	9	-	0			-				9
Communion [0/12]	6/6/6	S	-	-30/1/1/0,5/0	12	12	-	9	-							21
Exorcism [2/oo]	6/6/6	S	-	-30/1/1/0,5/0	5	5	-	9	-							14
Holy Arms	6/6/6	S	-	-30/1/1/0,5/0	16	16	-	9	-							25
Holy Healing [15]	6/6/6	S	-	-30/1/1/0,5/0	16	16	-	9	-							25
Holy Shields [11/oo]	6/6/6	S	-	-30/1/1/0,5/0	11	11	-	9	-							20
Inspiring Ways [9/oo]	6/6/6	S	-	-30/1/1/0,5/0	11	11	-	9	-							20
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
Spells Own Open	8/8	-	Realm Stat	0/0/0/0	-	0	9	-	0			-				9
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	8/8	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0	-	0	9	-	0			-				9
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	10/10	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
Spells Other	-	-	Realm Stat	0/0/0/0	-	0	9	-	0			-				9
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
	-	S	-	-30/1/1/0,5/0		-30	-	9	-							-21
Subterfuge - Attack	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	24	-	0			-				9
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Subterfuge - Mechan.	7	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	22	-	0			-				7
Camouflage	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Disarming Traps	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Disguise	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Counterfeiting	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Forgery	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Hiding Items	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Picking Locks	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Setting Traps	7	S	-	-15/3/2/1/0,5	0	-15	-	7	-							-8
Trap Building	7	S	-	-15/3/2/1/0,5	0	-15	-	7	-							-8
Using/Removing Poison	7	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Subterfuge - Stealth	5	-	AG/SD/IN	-15/2/1/0,5/0	10	20	24	-	0			-				44
Hiding	5	S	-	-15/3/2/1/0,5	1	3	-	44	-			0	0			47
Pick Pockets	5	S	-	-15/3/2/1/0,5		-15	-	44	-			0				29
Stalking	5	S	-	-15/3/2/1/0,5	1	3	-	44	-			0	0			47
Trickery	5	S	-	-15/3/2/1/0,5		-15	-	44	-			0	0			29

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	1	2	20	-	0							22
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
First Aid	3/7	S	-	-15/3/2/1/0,5	1	3	-	22	-							25
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-				0			7
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Tech./Trade - Profes.	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	E	-	-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
Tech./Trade - Vocati.	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
Urban	4	-	IN/PR/RE	-15/2/1/0,5/0	0	-15	11	-	0							-4
Contacting	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Mingling	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Scrouging	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Streetwise	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
			//	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
Weapon - 1-H Concus.	2/5	-	ST/AG/ST	-15/2/1/0,5/0	26	33	27	-	10	-	-	-	-	-	70
Warhammer	2/5	S	-	-15/3/2/1/0,5	32	61	-	70	-	10	-	-	-	20	161
Warhammer (left)	2/5	S	-	-15/3/2/1/0,5	6	18	-	70	-	-20	-	-	-	20	88
	2/5	S	-	-15/3/2/1/0,5		-15	-	70	-	-	-	-	-		55
	2/5	S	-	-15/3/2/1/0,5		-15	-	70	-	-	-	-	-		55
Weapon - Missile	3/8	-	AG/ST/AG	-15/2/1/0,5/0	16	26	24	-	10	-	-	-	-	-	60
Sling	3/8	S	-	-15/3/2/1/0,5	16	42	-	60	-	-	-	-	-	15	117
	3/8	S	-	-15/3/2/1/0,5		-15	-	60	-	-	-	-	-		45
	3/8	S	-	-15/3/2/1/0,5		-15	-	60	-	-	-	-	-		45
	3/8	S	-	-15/3/2/1/0,5		-15	-	60	-	-	-	-	-		45
Weapon - Thrown	4	-	ST/AG/ST	-15/2/1/0,5/0	1	2	27	-	10	-	-	-	-	-	39
Warhammer (thrown)	4	S	-	-15/3/2/1/0,5	1	3	-	39	-	-	-	-	-	20	62
	4	S	-	-15/3/2/1/0,5		-15	-	39	-	-	-	-	-		24
	4	S	-	-15/3/2/1/0,5		-15	-	39	-	-	-	-	-		24
Weapon - 2-Handed	4	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	27	-	10	-	-	-	-	-	22
	4	S	-	-15/3/2/1/0,5	0	-15	-	22	-	-	-	-	-		7
	4	S	-	-15/3/2/1/0,5		-15	-	22	-	-	-	-	-		7
	4	S	-	-15/3/2/1/0,5		-15	-	22	-	-	-	-	-		7
Weapon - 1-H Edged	4	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	27	-	10	-	-	-	-	-	22
	4	S	-	-15/3/2/1/0,5	0	-15	-	22	-	-	-	-	-		7
	4	S	-	-15/3/2/1/0,5		-15	-	22	-	-	-	-	-		7
Weapon - Pole Arms	6	-	AG/ST/AG	-15/2/1/0,5/0	0	-15	24	-	10	-	-	-	-	-	19
	6	S	-	-15/3/2/1/0,5	0	-15	-	19	-	-	-	-	-		4
	6	S	-	-15/3/2/1/0,5		-15	-	19	-	-	-	-	-		4
Weapon - Missile Artill.	6	-	IN/AG/RE	-15/2/1/0,5/0		-15	22	-	10	-	-	-	-	-	17
	6	S	-	-15/3/2/1/0,5		-15	-	17	-	-	-	-	-		2
	6	S	-	-15/3/2/1/0,5		-15	-	17	-	-	-	-	-		2

Specials

+10 to Trading in Esgaroth until TA 2000

Amulet of Concussion: 3xDaily 2 attacks for a concussion weapon are looked up on the War Mattock table

Helm of Mental Power: +10 leather cap, +10 RR vs. Mentalism spells, stores one spell

Killed

Man	2				
Zombie	2				
Undead Dog	2				
Shapechanger					
Orc	2				
Wolf	2				
Spider	2				
Bukken	2				
Snake					
Dog					
Troll	2				
Vampire	2				
Construct	2				
Elf					
Ghost					

Training Packages

Guardian, Soldier, Scout [1-2]

Equipment	Weight	Weight
Vibrating (-1 crit) Magic White Alloy Warhammer	5,5	[Magic High Steel Warhammer, in Schrel Kain]
Magic White Alloy Warhammer	5,5	[Fell Beast Hide Superior 85% light AT 10, in Schrel K
+15 magical Sling	0,75	
20 Sling Bullets	3	
Iron Wood Full Shield	15	
Helm of Mental Power	Wear	
Black Alloy 85% light AT 14 (Elvish)	Wear	
*3 Multiplier Ring	0	
Trail Rations	14	
Standardpack 1	25,5	
Ring of Bladeturn I (5 charges, rechargeable) II	0	
Amulet of Concussion	0	
Token of Elven-friendship	0	
Medium Horse		
2 Saddle Bags		
Total weight (lbs)		69,25

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	1
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	11
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	1
Muscle etc.	Dagmather	Heals cartilage damage	28 gp	s-S-5	1
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	8
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	