

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	22	-	0			-				7
Plate	11	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Armor - Light	9	-	AG/ST/AG	-15/2/1/0,5/0	2	4	26	-	0			-				30
Soft Leather	9	S	-	-15/3/2/1/0,5	2	6	-	30	-							36
Rigid Leather	9	S	-	-15/3/2/1/0,5	0	-15	-	30	-							15
Armor - Medium	10	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	22	-	0			-				7
Chain	10	S	-	-15/3/2/1/0,5	0	-15	-	7	-							-8
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	20	-	0			-				5
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-				0			-10
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Play Instrument ""	2/5	E	-	-15/3/2/1/0,5		-15	-	5	-							-10
Play Instrument ""	2/5	E	-	-15/3/2/1/0,5		-15	-	5	-							-10
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-				0			-10
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	11	-	0			-				-4
Music	2/5	E	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Athletic - Brawn	6	-	ST/CO/AG	-15/2/1/0,5/0	1	2	24	-	0			-				26
Athletic Games (Brawn)	6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Jumping	6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Power-striking	6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Power-throwing	6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Weight-lifting	6	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Athletic - Endurance	3	-	CO/AG/ST	-15/2/1/0,5/0	1	2	24	-	0			-				26
Athletic Games (Endu.)	3	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Distance Running	3	S	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Rowing	3	S	-	-15/3/2/1/0,5		-15	-	26	-			0	0			11
Scaling	3	S	-	-15/3/2/1/0,5		-15	-	26	-			0	0			11
Sprinting	3	R	-	-15/3/2/1/0,5		-15	-	26	-			0				11
Swimming	3	S	-	-15/3/2/1/0,5	2	6	-	26	-			0				32
Athletic - Gymnastics	3	-	AG/QU/AG	-15/2/1/0,5/0	1	2	31	-	0			-				33
Acrobatics	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0	0			18
Athletic Games (Gymn.)	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Climbing	3	S	-	-15/3/2/1/0,5	2	6	-	33	-			0	0			39
Contortions	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Diving	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Flying/Gliding	3	E	-	-15/3/2/1/0,5	0	-15	-	33	-			0				18
Juggling	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Pole-vaulting	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Rappelling	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Skating	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Skiing	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Stilt-walking	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Surfing	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Tightrope-walking	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Tumbling	3	S	-	-15/3/2/1/0,5		-15	-	33	-			0				18
Awareness - Percept.	6	-	IN/SD/IN	0/0/0/0/0	-	0	6	-	0			-				6
Alertness	6	S	-	0/1/1/0,5/0	6	6	-	6	-							12
Sense Ambush	6	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
Awareness - Search.	3	-	IN/RE/SD	-15/2/1/0,5/0	9	18	12	-	0			-				30
Detect Traps	3	S	-	-15/3/2/1/0,5	5	15	-	30	-							45
Lie Perception	3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Locate Hidden	3	S	-	-15/3/2/1/0,5	4	12	-	30	-							42
Observation	3	S	-	-15/3/2/1/0,5	9	27	-	30	-							57
Poison Perception	3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Reading Tracks	3	S	-	-15/3/2/1/0,5	0	-15	-	30	-							15
Surveillance	3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Tracking	3	S	-	-15/3/2/1/0,5	0	-15	-	30	-							15
Awareness - Senses	3/7	-	IN/SD/IN	-15/2/1/0,5/0		-15	6	-	0			-				-9
Direction Sense	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Reality Awareness	3/7	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Sense Aware. Vision	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Sense Aware. Hearing	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Situat. Aware. Combat	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Situat. Aware. Camp	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Situat. Aware. Bar	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Spatial Location Aware.	3/7	R	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Time Sense	3/7	S	-	-15/3/2/1/0,5		-15	-	-9	-							-24
Body Development	15	-	CO/SD/CO	0/0/0/0/0	-	0	20	-	0			-				20
Body Development	15	S	-	0/6/3/1/1	10	60	-	20	-							80
Combat Maneuvers	18	-	AG/QU/SD	0/0/0/0,0/0	-	0	25	-	0			-				25
Blind Fighting	18	R	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Missile Deflecting	18	R	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Mounted Combat	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0	0			-5
Quickdraw	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Reverse Stroke	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Subdual	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Swashbuckling	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Tumbling Evasion	18	R	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Two-Weapon Fighting	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Weapon Style (basic)	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Weapon Style (advan.)	18	R	-	-30/5/3/1,5/0,5		-30	-	25	-			0				-5
Communication	2/2/2	-	RE/ME/EM	-15/2/1/0,5/0	2	4	23	-	0			-				27
Lip Reading	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
Magical Languages	2/2/2	R	-	-15/3/2/1/0,5		-15	-	27	-							12
Signaling	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
Writing	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
Silvan (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	27	-							57
Silvan (Written)	2/2/2	S	-	-15/3/2/1/0,5	10	30	-	27	-							57
Sindarin (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	27	-							51
Sindarin (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Westron (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	8	24	-	27	-							51
Westron (Written)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Quenya (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Quenya (Written)	2/2/2	S	-	-15/3/2/1/0,5	4	12	-	27	-							39
Adunaic (Spoken)	2/2/2	S	-	-15/3/2/1/0,5	6	18	-	27	-							45
Adunaic (Written)	2/2/2	S	-	-15/3/2/1/0,5	4	12	-	27	-							39
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12
	2/2/2	S	-	-15/3/2/1/0,5		-15	-	27	-							12

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	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	O	-	-30/5/3/1,5/0,5	0	-30	-	22	-			0				-8
Directed Spells	2/5	-	AG/SD/AG	-15/2/1/0,5/0	9	18	24	-	10			-				52
Air Bolt	2/5	S	-	-15/3/2/1/0,5	9	27	-	52	-							79
Force Bolt	2/5	S	-	-15/3/2/1/0,5	8	24	-	52	-							76
Cyclonic Blast	2/5	S	-	-15/3/2/1/0,5	3	9	-	52	-							61
Air Blast	2/5	S	-	-15/3/2/1/0,5	0	-15	-	52	-							37
	2/5	S	-	-15/3/2/1/0,5		-15	-	52	-							37
	2/5	S	-	-15/3/2/1/0,5		-15	-	52	-							37
	2/5	S	-	-15/3/2/1/0,5		-15	-	52	-							37
	2/5	S	-	-15/3/2/1/0,5		-15	-	52	-							37
Influence	2/6	-	PR/EM/IN	-15/2/1/0,5/0	0	-15	11	-	0			-	0			-4
Bribery	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Diplomacy	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Duping	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Interrogation	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Leadership	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Propaganda	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Public Speaking	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-				0			-19
Seduction	2/6	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Trading	2/6	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	5	10	23	-	0			-				33
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	33	-							42
Culture Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	33	-							36
Flora Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Heraldry	1/3	S	-	-15/3/2/1/0,5	2	6	-	33	-							39
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
History ""	1/3	S	-	-15/3/2/1/0,5	0	-15	-	33	-							18
Matial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	33	-							42
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Religion	1/3	S	-	-15/3/2/1/0,5	1	3	-	33	-							36
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	33	-							18
Lore - Magical	1/4	-	ME/RE/ME	-15/2/1/0,5/0	2	4	23	-	10			-				37
Artefact Lore	1/4	S	-	-15/3/2/1/0,5	1	3	-	37	-							40
Circle Lore	1/4	S	-	-15/3/2/1/0,5	0	-15	-	37	-							22
Planar Lore	1/4	S	-	-15/3/2/1/0,5	2	6	-	37	-							43
Spell Lore	1/4	S	-	-15/3/2/1/0,5	1	3	-	37	-							40
Symbol Lore	1/4	S	-	-15/3/2/1/0,5	0	-15	-	37	-							22
Undead Lore	1/4	S	-	-15/3/2/1/0,5	1	3	-	37	-							40
Warding Lore	1/4	S	-	-15/3/2/1/0,5		-15	-	37	-							22

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	1	2	23	-	0			-				25
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5	1	3	-	25	-							28
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0		-15	23	-	0			-				8
Herb Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Lock Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	8	-							-7
MA - Combat Maneuv.	18	-	AG/QU/SD	0/0/0/0/0	-	0	25	-	0			-				25
Adrenal Deflecting	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Adrenal Evasion	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Blind Fighting	18	R	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Chi Powers: ""	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Martial Arts Style (basic)	18	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Martial Arts Style (adva.)	18	R	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Martial Arts - Striking	9	-	ST/AG/ST	-15/2/1/0,5/0		-15	22	-	0			-				7
Boxing	9	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Martial Arts Striking	9	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Nerve Strikes	9	R	-	-15/3/2/1/0,5		-15	-	7	-							-8
Tackling	9	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Martial Arts - Sweeps	9	-	AG/ST/AG	-15/2/1/0,5/0		-15	26	-	0			-				11
Blocking	9	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Locking Holds	9	R	-	-15/3/2/1/0,5		-15	-	11	-							-4
Sweeps Degree 2	9	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Wrestling	9	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Outdoor - Animal	5	-	EM/AG/EM	-15/2/1/0,5/0	1	2	26	-	0			-				28
Animal Handling "horse"	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Animal Handling ""	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Animal Mastery "horse"	5	R	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Animal Mastery ""	5	R	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Animal Training "horse"	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Animal Training ""	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Driving	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Herding	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Riding "horse"	5	S	-	-15/3/2/1/0,5	1	3	-	28	-			0	0			31
Riding ""	5	S	-	-15/3/2/1/0,5		-15	-	28	-			0	0			13
Outdoor - Enviromen.	5	-	SD/IN/ME	-15/2/1/0,5/0	5	10	13	-	0			-				23
Caving	5	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Foraging	5	S	-	-15/3/2/1/0,5		-15	-	23	-				0			8
Hunting	5	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Star-gazing	5	S	-	-15/3/2/1/0,5		-15	-	23	-				0			8
Survival (Arctic)	5	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Weather Watching	5	S	-	-15/3/2/1/0,5		-15	-	23	-				0			8
Power Awareness	2/5	-	EM/IN/PR	-15/2/1/0,5/0	9	18	11	-	5			-				34
Attunement	2/5	S	-	-15/3/2/1/0,5	9	27	-	34	-				0			61
Divination	2/5	S	-	-15/3/2/1/0,5		-15	-	34	-							19
Power Perception	2/5	R	-	-15/3/2/1/0,5		-15	-	34	-							19
Read Runes	2/5	S	-	-15/3/2/1/0,5	6	18	-	34	-							52

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Power Manipulation	3/9	-	EM/IN/PR	0/0/0/0	-	0	11	-	5			-				16
Channeling	3/9	R	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Hide Magic	3/9	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Magical Ritual	3/9	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Transcend Armor	3/9	R	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Spell Mastery "Wind Law"	3/9	S	-	-30/5/3/1,5/0,5	9	45	-	16	-							61
Spell Mastery "Air Control"	3/9	S	-	-30/5/3/1,5/0,5	9	45	-	16	-							61
Spell Mastery ""	3/9	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Power Point Develop.	4	-	Realm Stat	0/0/0/0	-	0	8	-	5			-				13
Power Points	4	S	-	0/7/6/5/4	10	70	-	13	-							83
Science - Basic	1/4	-	RE/ME/RE	-15/2/1/0,5/0	1	2	22	-	0			-				24
Math	1/4	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Research	1/4	S	-	-15/3/2/1/0,5		-15	-	24	-							9
Science - Specialized	6/14	-	RE/ME/RE	0/0/0/0/0	-	0	22	-	0			-				22
Advanced Math	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Anthropology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Alchemy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Astronomy	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Biochemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Chemistry	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Physics	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Psychology	6/14	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Self Control	4	-	SD/PR/SD	-15/2/1/0,5/0		-15	10	-	0			-				-5
Adrenal Balance	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Concentration	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Landing	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Leaping	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Quickdraw	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Speed	4	R	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Stabilization	4	R	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Adrenal Strength	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Chi Powers: ""	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Chi Powers: ""	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Cleansing Trance	4	R	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Control Lycanthropy	4	R	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Death Trance	4	R	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Frenzy	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Healing Trance	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Meditation	4	S	-	-15/3/2/1/0,5		-15	-	-5	-				25			5
Mnemonics	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Sleep Trance	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Stunned Maneuvering	4	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Special Attacks	15	-	ST/AG/SD	0/0/0/0/0	-	0	20	-	0			-				20
Brawling	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Disarm Foe (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Disarm Foe (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Fent (armed)	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Fent (unarmed)	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Jousting (Lancing)	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Racial Attacks	15	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Special Defenses	40	-	-	0/0/0/0/0	-	0	0	-	0			-				0
Adrenal Defense	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	40	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	40	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	8	-	5			-				13
Air Control	3/3/3	S	-	-30/1/1/0,5/0	10	10	-	13	-							23
Wind Law	3/3/3	S	-	-30/1/1/0,5/0	12	12	-	13	-							25
Wind Mastery [14]	3/3/3	S	-	-30/1/1/0,5/0	5	5	-	13	-							18
Elemental Summons	3/3/3	S	-	-30/1/1/0,5/0	9	9	-	13	-							22
Elemental Counters [1/ 4]	3/3/3	S	-	-30/1/1/0,5/0	4	4	-	13	-							17
Elemental Defenses [7]	3/3/3	S	-	-30/1/1/0,5/0	7	7	-	13	-							20
Spirit Mastery	3/3/3	S	-	-30/1/1/0,5/0	9	9	-	13	-							22
Rapid Ways	3/3/3	S	-	-30/1/1/0,5/0	9	9	-	13	-							22
Lofty Bridge	3/3/3	S	-	-30/1/1/0,5/0	10	10	-	13	-							23
Spell Enhancement	3/3/3	S	-	-30/1/1/0,5/0	9	9	-	13	-							22
Spells Own Open	4/4/4	-	Realm Stat	0/0/0/0	-	0	8	-	5			-				13
Illusions [11]	4/4/4	S	-	-30/1/1/0,5/0	6	6	-	13	-							19
Detecting Ways [3]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	13	-							16
Unbarring Ways [4]	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	13	-							16
Spell Wall	4/4/4	S	-	-30/1/1/0,5/0	3	3	-	13	-							16
Rune Mastery [25]	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Physical Enhancement [2/5]	4/4/4	S	-	-30/1/1/0,5/0	5	5	-	13	-							18
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Spells Own Closed	4/4/4	-	Realm Stat	0/0/0/0	-	0	8	-	5			-				13
Spell Reins	4/4/4	S	-	-30/1/1/0,5/0	1	1	-	13	-							14
Shield Mastery [7]	4/4/4	S	-	-30/1/1/0,5/0	7	7	-	13	-							20
Invisible Ways [4]	4/4/4	S	-	-30/1/1/0,5/0	4	4	-	13	-							17
Gate Mastery [0/oo]	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Dispelling Ways [6]	4/4/4	S	-	-30/1/1/0,5/0	0	-30	-	13	-							-17
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	4/4/4	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Spells Other	-	-	Realm Stat	0/0/0/0	-	0	8	-	5			-				13
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
	-	S	-	-30/1/1/0,5/0		-30	-	13	-							-17
Subterfuge - Attack	15	-	AG/SD/IN	-15/2/1/0,5/0		-15	15	-	0			-				0
Ambush	15	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Silent Attack	15	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Subterfuge - Mechan.	7	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	18	-	0			-				3
Camouflage	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Disarming Traps	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Disguise	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Counterfeiting	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Forgery	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Hiding Items	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Picking Locks	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Setting Traps	7	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Trap Building	7	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Using/Removing Poison	7	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Subterfuge - Stealth	5	-	AG/SD/IN	-15/2/1/0,5/0	5	10	15	-	0			-				25
Hiding	5	S	-	-15/3/2/1/0,5	4	12	-	25	-			0	10			47
Pick Pockets	5	S	-	-15/3/2/1/0,5		-15	-	25	-			0				10
Stalking	5	S	-	-15/3/2/1/0,5	6	18	-	25	-			0	10			53
Trickery	5	E	-	-15/3/2/1/0,5		-15	-	25	-			0	10			20

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	19	-	0						23
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
First Aid	3/7	S	-	-15/3/2/1/0,5	1	3	-	23	-						26
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-			0			8
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	23	-						8
Tech./Trade - Profes.	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	S	-	-30/5/3/1,5/0,5		-30	-	16	-						-14
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-						-14
Tech./Trade - Vocati.	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	E	-	-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
Urban	2/5	-	IN/PR/RE	-15/2/1/0,5/0	1	2	10	-	0						12
Contacting	2/5	S	-	-15/3/2/1/0,5		-15	-	12	-						-3
Mingling	2/5	S	-	-15/3/2/1/0,5		-15	-	12	-						-3
Scrouging	2/5	S	-	-15/3/2/1/0,5		-15	-	12	-						-3
Streetwise	2/5	S	-	-15/3/2/1/0,5	1	3	-	12	-						15
			//	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

Air Mage, City Guard, Soldier [1-2]

Equipment	Weight	Weight
+15 magic Short Sword	3	
+15 magic Longbow	2,5	
40 Black Alloy Arrows	6	
Quiver	0,5	
Standardpack 1	25,5	
Trail Rations	14	
Ring of Daily II 'Air Bolt'	0	
*2 Multiplier Ring	0	
Iron Wood Target Shield	5	
+15 Robe	Wear	
Gate Warder's Amulet of Daily I 'Projected Light'	0	
[+15 magic AT 13]	[25]	
Total weight (lbs)		56,5

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	1
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	20
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	