

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	4/4/4	-	ST/AG/ST	-15/2/1/0,5/0		-15	30	-	10			-				25
Plate	4/4/4	S	-	-15/3/2/1/0,5		-15	-	25	-							10
Armor - Light	1/1/1	-	AG/ST/AG	-15/2/1/0,5/0	5	10	30	-	10			-				50
Soft Leather	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	50	-							35
Rigid Leather	1/1/1	S	-	-15/3/2/1/0,5	5	15	-	50	-							65
Armor - Medium	3/3/3	-	ST/AG/ST	-15/2/1/0,5/0	3	6	30	-	10			-				46
Chain	3/3/3	S	-	-15/3/2/1/0,5	10	30	-	46	-							76
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0	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	S	-	-15/3/2/1/0,5		-15	-	5	-							-10
Play Instrument ""	2/5	S	-	-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	0	-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	10	-	0			-				-5
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	-5	-							-20
Athletic - Brawn	3/7	-	ST/CO/AG	-15/2/1/0,5/0	1	2	28	-	5			-				35
Athletic Games (Brawn)	3/7	S	-	-15/3/2/1/0,5		-15	-	35	-			0				20
Jumping	3/7	S	-	-15/3/2/1/0,5		-15	-	35	-			0				20
Power-striking	3/7	S	-	-15/3/2/1/0,5		-15	-	35	-			0				20
Power-throwing	3/7	S	-	-15/3/2/1/0,5		-15	-	35	-			0				20
Weight-lifting	3/7	S	-	-15/3/2/1/0,5		-15	-	35	-			0				20
Athletic - Endurance	2/6	-	CO/AG/ST	-15/2/1/0,5/0	10	20	28	-	5			-				53
Athletic Games (Endu.)	2/6	S	-	-15/3/2/1/0,5		-15	-	53	-			0				38
Distance Running	2/6	S	-	-15/3/2/1/0,5	1	3	-	53	-			0				56
Rowing	2/6	S	-	-15/3/2/1/0,5	1	3	-	53	-			0	0			56
Scaling	2/6	S	-	-15/3/2/1/0,5		-15	-	53	-			0	0			38
Sprinting	2/6	S	-	-15/3/2/1/0,5	1	3	-	53	-			0				56
Swimming	2/6	S	-	-15/3/2/1/0,5	10	30	-	53	-			0				83
Athletic - Gymnastics	3/6	-	AG/QU/AG	-15/2/1/0,5/0	10	20	37	-	5			-				62
Acrobatics	3/6	S	-	-15/3/2/1/0,5	1	3	-	62	-			0	0			65
Athletic Games (Gymn.)	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Climbing	3/6	S	-	-15/3/2/1/0,5	1	3	-	62	-			0	0			65
Contortions	3/6	S	-	-15/3/2/1/0,5	1	3	-	62	-			0				65
Diving	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Flying/Gliding	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Juggling	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Pole-vaulting	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Rappelling	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Skating	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Skiing	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Stilt-walking	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Surfing	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Tightrope-walking	3/6	S	-	-15/3/2/1/0,5		-15	-	62	-			0				47
Tumbling	3/6	S	-	-15/3/2/1/0,5	1	3	-	62	-			0				65
Awareness - Percept.	5/14	-	IN/SD/IN	0/0/0/0/0	-	0	4	-	0			-				4
Alertness	5/14	S	-	0/1/1/0,5/0	2	2	-	4	-							6
Sense Ambush	5/14	S	-	0/1/1/0,5/0		0	-	4	-							4

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	20	-	0			-				20
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0	0			-10
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	20	-			0				-10
Directed Spells	15	-	AG/SD/AG	-15/2/1/0,5/0		-15	24	-	0			-				9
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
	15	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Influence	1/5	-	PR/EM/IN	-15/2/1/0,5/0	11	21	10	-	5			-	0			36
Bribery	1/5	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Diplomacy	1/5	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Duping	1/5	S	-	-15/3/2/1/0,5	1	3	-	36	-							39
Interrogation	1/5	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Leadership	1/5	S	-	-15/3/2/1/0,5	10	30	-	36	-							66
Propaganda	1/5	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Public Speaking	1/5	S	-	-15/3/2/1/0,5	1	3	-	36	-				0			39
Seduction	1/5	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Trading	1/5	S	-	-15/3/2/1/0,5	10	30	-	36	-							66
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 "Orks"	1/3	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
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 ""	1/3	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Religion	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	38	-							41
Lore - Magical	3/9	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	18	-	0			-				3
Artefact Lore	3/9	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Circle Lore	3/9	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Planar Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Spell Lore	3/9	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Symbol Lore	3/9	S	-	-15/3/2/1/0,5	0	-15	-	3	-							-12
Undead Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Warding Lore	3/9	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	3/9	-	ME/RE/ME	-15/2/1/0,5/0		-15	18	-	0			-				3
Chi Powers Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Demon/Devil Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Dragon Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Faerie Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Vital Points Lore	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Xeno-Lore "humanoid"	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Xeno-Lore ""	3/9	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Lore - Technical	2/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	18	-	0			-				3
Herb Lore	2/6	S	-	-15/3/2/1/0,5	0	-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.	6	-	AG/QU/SD	0/0/0/0/0	-	0	31	-	0			-				31
Adrenal Deflecting	6	S	-	-30/5/3/1,5/0,5		-30	-	31	-							1
Adrenal Evasion	6	S	-	-30/5/3/1,5/0,5		-30	-	31	-							1
Blind Fighting	6	R	-	-30/5/3/1,5/0,5		-30	-	31	-							1
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	31	-							1
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	31	-							1
Martial Arts Style (basic)	6	S	-	-30/5/3/1,5/0,5	1	5	-	31	-							36
Martial Arts Style (adva.)	6	R	-	-30/5/3/1,5/0,5		-30	-	31	-							1
Martial Arts - Striking	3/9	-	ST/AG/ST	-15/2/1/0,5/0	1	2	30	-	0			-				32
Boxing	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Martial Arts Striking	3/9	S	-	-15/3/2/1/0,5	1	3	-	32	-							35
Nerve Strikes	3/9	R	-	-15/3/2/1/0,5		-15	-	32	-							17
Tackling	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Martial Arts - Sweeps	3/9	-	AG/ST/AG	-15/2/1/0,5/0	1	2	30	-	0			-				32
Blocking	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Locking Holds	3/9	R	-	-15/3/2/1/0,5		-15	-	32	-							17
Martial Arts Sweeps	3/9	S	-	-15/3/2/1/0,5	1	3	-	32	-							35
Wrestling	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Outdoor - Animal	2/6	-	EM/AG/EM	-15/2/1/0,5/0	1	2	10	-	0			-				12
Animal Handling "horse"	2/6	S	-	-15/3/2/1/0,5	0	-15	-	12	-			0	0			-3
Animal Handling ""	2/6	S	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Animal Mastery "horse"	2/6	R	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Animal Mastery ""	2/6	R	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Animal Training "horse"	2/6	S	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Animal Training ""	2/6	S	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Driving	2/6	S	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Herding	2/6	S	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Riding "horse"	2/6	S	-	-15/3/2/1/0,5	11	32	-	12	-			0	0			44
Riding ""	2/6	S	-	-15/3/2/1/0,5		-15	-	12	-			0	0			-3
Outdoor - Enviromen.	2/6	-	SD/IN/ME	-15/2/1/0,5/0	3	6	10	-	0			-				16
Caving	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Foraging	2/6	S	-	-15/3/2/1/0,5	1	3	-	16	-				0			19
Hunting	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-							1
Star-gazing	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-				0			1
Survival	2/6	S	-	-15/3/2/1/0,5	1	3	-	16	-							19
Weather Watching	2/6	S	-	-15/3/2/1/0,5		-15	-	16	-				0			1
Power Awareness	4	-	EM/IN/PR	-15/2/1/0,5/0	1	2	10	-	0			-				12
Attunement	4	S	-	-15/3/2/1/0,5	0	-15	-	12	-				0			-3
Divination	4	S	-	-15/3/2/1/0,5		-15	-	12	-							-3
Power Perception	4	R	-	-15/3/2/1/0,5		-15	-	12	-							-3
Read Runes	4	S	-	-15/3/2/1/0,5		-15	-	12	-							-3

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	10	-	0			-				10
Channeling	6/12	R	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Transcend Armor	6/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	10	-							-20
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	10	-	0			-				10
Power Points	8	S	-	0/7/5/4/3	11	75	-	10	-							85
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	11	21	18	-	0		20	-				59
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5	1	3	-	59	-							62
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5	1	3	-	59	-							62
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	11	32	-	59	-							91
Adrenal Stabilization	2/7	R	-	-15/3/2/1/0,5		-15	-	59	-							44
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5	1	3	-	59	-							62
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5	0	-15	-	59	-							44
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	59	-							44
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	59	-							44
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Meditation	2/7	S	-	-15/3/2/1/0,5	0	-15	-	59	-							44
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	59	-							44
Sleep Trance	2/7	S	-	-15/3/2/1/0,5	1	3	-	59	-							62
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5	1	3	-	59	-							62
Special Attacks	2/8	-	ST/AG/SD	0/0/0/0/0	-	0	24	-	0			-				24
Brawling	2/8	S	-	-30/5/3/1,5/0,5	1	5	-	24	-							29
Chi Powers: ""	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Chi Powers: ""	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Disarm Foe (armed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Disarm Foe (unarmed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Fent (armed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Fent (unarmed)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Jousting (Lancing)	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Racial Attacks	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
Racial Attacks	2/8	S	-	-30/5/3/1,5/0,5		-30	-	24	-							-6
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	10	-	0			-				10
Armor Mastery [18]	6/6/6	S	-	-30/1/1/0,5/0	11	11	-	10	-							21
Battle Law [0/14/30]	6/6/6	S	-	-30/1/1/0,5/0	0	-30	-	10	-							-20
Fortress Law [2]	6/6/6	S	-	-30/1/1/0,5/0	0	-30	-	10	-							-20
Martial Law [5/10]	6/6/6	S	-	-30/1/1/0,5/0	5	5	-	10	-							15
Warrior's Law	6/6/6	S	-	-30/1/1/0,5/0	10	10	-	10	-							20
Weapon Mastery [9/13/oo]	6/6/6	S	-	-30/1/1/0,5/0	9	9	-	10	-							19
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
Spells Own Open	8/8	-	Realm Stat	0/0/0/0	-	0	10	-	0			-				10
Attack Avoidance [6]	8/8	S	-	-30/1/1/0,5/0	6	6	-	10	-							16
Cloaking [4]	8/8	S	-	-30/1/1/0,5/0	2	2	-	10	-							12
Brilliance [3/8]	8/8	S	-	-30/1/1/0,5/0	0	-30	-	10	-							-20
	8/8	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	8/8	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	8/8	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	8/8	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	8/8	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0	-	0	10	-	0			-				10
Movement [1]	10/10	S	-	-30/1/1/0,5/0	1	1	-	10	-							11
Sense Mastery [1]	10/10	S	-	-30/1/1/0,5/0	1	1	-	10	-							11
	10/10	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	10/10	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	10/10	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	10/10	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	10/10	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	10/10	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
Spells Other	-	-	Realm Stat	0/0/0/0	-	0	10	-	0			-				10
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
	-	S	-	-30/1/1/0,5/0		-30	-	10	-							-20
Subterfuge - Attack	8	-	AG/SD/IN	-15/2/1/0,5/0		-15	14	-	0			-				-1
Ambush	8	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Silent Attack	8	S	-	-15/3/2/1/0,5		-15	-	-1	-							-16
Subterfuge - Mechan.	6	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	16	-	0			-				1
Camouflage	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Disarming Traps	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Disguise	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Counterfeiting	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Forgery	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Hiding Items	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Picking Locks	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Setting Traps	6	S	-	-15/3/2/1/0,5	0	-15	-	1	-							-14
Trap Building	6	S	-	-15/3/2/1/0,5	0	-15	-	1	-							-14
Using/Removing Poison	6	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Subterfuge - Stealth	4	-	AG/SD/IN	-15/2/1/0,5/0	2	4	14	-	0			-				18
Hiding	4	S	-	-15/3/2/1/0,5	2	6	-	18	-			0	0			24
Pick Pockets	4	S	-	-15/3/2/1/0,5		-15	-	18	-			0				3
Stalking	4	S	-	-15/3/2/1/0,5	2	6	-	18	-			0	0			24
Trickery	4	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
Tech./Trade - General	3/7	-	RE/ME/SD	-15/2/1/0,5/0	1	2	16	-	0						18
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
First Aid	3/7	S	-	-15/3/2/1/0,5	1	3	-	18	-						21
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-			0			3
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	12	-	0						12
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Military Organization	8	O	-	-30/5/3/1,5/0,5	1	5	-	12	-						17
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	12	-	0						12
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-			0			-18
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-			0			-18
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	12	-						-18
Siege Engineering	5/12	E	-	-30/5/3/1,5/0,5	2	10	-	12	-						22
Tactics	5/12	E	-	-30/5/3/1,5/0,5	20	80	-	12	-						92
Urban	4	-	IN/PR/RE	-15/2/1/0,5/0	1	2	16	-	0						18
Contacting	4	S	-	-15/3/2/1/0,5	1	3	-	18	-						21
Mingling	4	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Scrouging	4	S	-	-15/3/2/1/0,5		-15	-	18	-						3
Streetwise	4	S	-	-15/3/2/1/0,5		-15	-	18	-						3
			//	0/0/0/0,0/0		0	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-						0
	0	0	-	0/0/0/0,0/0		0	-	0	-						0
	0	0	-	0/0/0/0,0/0		0	-	0	-						0
			//	0/0/0/0,0/0		0	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	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 Edged	2/5	-	ST/AG/ST	-15/2/1/0,5/0	21	30,5	30	-	10	-	-	-	-	-	71
Longsword	2/5	S	-	-15/3/2/1/0,5	22	52	-	71	-	10	-	-	-	31	164
Longsword (left)	2/5	S	-	-15/3/2/1/0,5	10	30	-	71	-	-20	-	-	-	31	112
	2/5	S	-	-15/3/2/1/0,5		-15	-	71	-	-	-	-	-		56
	2/5	S	-	-15/3/2/1/0,5		-15	-	71	-	-	-	-	-		56
Weapon - Missile	3/9	-	AG/ST/AG	-15/2/1/0,5/0	11	21	30	-	10	-	-	-	-	-	61
Composite Bow	3/9	S	-	-15/3/2/1/0,5	11	32	-	61	-	-	-	-	-	20	113
	3/9	S	-	-15/3/2/1/0,5		-15	-	61	-	-	-	-	-		46
	3/9	S	-	-15/3/2/1/0,5		-15	-	61	-	-	-	-	-		46
	3/9	S	-	-15/3/2/1/0,5		-15	-	61	-	-	-	-	-		46
Weapon - 2-Handed	4/10	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	30	-	10	-	-	-	-	-	25
	4/10	S	-	-15/3/2/1/0,5	0	-15	-	25	-	-	-	-	-		10
	4/10	S	-	-15/3/2/1/0,5		-15	-	25	-	-	-	-	-		10
	4/10	S	-	-15/3/2/1/0,5		-15	-	25	-	-	-	-	-		10
Weapon - Thrown	4	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	30	-	10	-	-	-	-	-	25
	4	S	-	-15/3/2/1/0,5	0	-15	-	25	-	-	-	-	-		10
	4	S	-	-15/3/2/1/0,5		-15	-	25	-	-	-	-	-		10
	4	S	-	-15/3/2/1/0,5		-15	-	25	-	-	-	-	-		10
Weapon - Pole Arms	4	-	AG/ST/AG	-15/2/1/0,5/0	0	-15	30	-	10	-	-	-	-	-	25
	4	S	-	-15/3/2/1/0,5	0	-15	-	25	-	-	-	-	-		10
	4	S	-	-15/3/2/1/0,5		-15	-	25	-	-	-	-	-		10
Weapon - 1-H Concus.	4	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	30	-	10	-	-	-	-	-	25
	4	S	-	-15/3/2/1/0,5	0	-15	-	25	-	-	-	-	-		10
	4	S	-	-15/3/2/1/0,5		-15	-	25	-	-	-	-	-		10
Weapon - Missile Artill.	6	-	IN/AG/RE	-15/2/1/0,5/0		-15	16	-	10	-	-	-	-	-	11
	6	S	-	-15/3/2/1/0,5		-15	-	11	-	-	-	-	-		-4
	6	S	-	-15/3/2/1/0,5		-15	-	11	-	-	-	-	-		-4

Specials

MA Sytle (basic): Rank 4 Striking, Rank 3 Sweeps [10], All-around attack [5], Quarterstaff Weapon Kata [5], Additional Rank 2 attack [5]

Greaves of Reflection: 1st critical a day will also affect the attacker in the form of a Tiny Critical

Killed

Luchs	2					
Man	2					
Basilisk						
Wolf	2					
Warg	2					
Orc						
Geisterjäger						
Troll	2					
Dog	2					
Kobold	2					
Vampire	2					
Wight						
Lich						

Training Packages

Soldier, Martial Arts Champion, Arms Instructor [1-2]

Equipment	Weight	Weight
Superior Black Alloy +15 magic Longsword (Pers. Weapon)	6	
Longbow	2,5	
Quiver	0,5	
40 Black Alloy Arrows	3	
Iron Wood 85% light Full Shield	18,7	
Black Alloy Superior 85% light AT 14	Wear	
Trail Rations	14	
Standardpack 1	25,5	
*2 Multiplier Ring	0	
Superior Clothing	Wear	
Greaves of Reflection	Wear	
Total weight (lbs)		70,2

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	1	
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	2	
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	15	
Concussion	Cusamar	Heals 10 + 5D10	30 gp	c-H-7	2	
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		