

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	30	-	0			-				15
Plate	11	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Armor - Light	5/5/5	-	AG/ST/AG	-15/2/1/0,5/0	2	4	45	-	0			-				49
Soft Leather	5/5/5	S	-	-15/3/2/1/0,5	2	6	-	49	-							55
Rigid Leather	5/5/5	S	-	-15/3/2/1/0,5	2	6	-	49	-							55
Armor - Medium	10	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	30	-	0			-				15
Chain	10	S	-	-15/3/2/1/0,5	0	-15	-	15	-							0
Artistic - Active	2/4	-	PR/EM/AG	-15/2/1/0,5/0		-15	33	-	0			-				18
Acting	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-				0			3
Dancing	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Mimery	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Mimicry	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Play Instrument ""	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Poetic Improvisation	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Singing	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Tale Telling	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-				0			3
Ventriloquism	2/4	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	15	-	0			-				0
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	0	-							-15
Athletic - Brawn	3/9	-	ST/CO/AG	-15/2/1/0,5/0	1	2	30	-	0			-				32
Athletic Games (Brawn)	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Jumping	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Power-striking	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Power-throwing	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Weight-lifting	3/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Athletic - Endurance	2/7	-	CO/AG/ST	-15/2/1/0,5/0	3	6	30	-	0			-				36
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Distance Running	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Rowing	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0	0			21
Scaling	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0	0			21
Sprinting	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-			0				21
Swimming	2/7	S	-	-15/3/2/1/0,5	2	6	-	36	-			0				42
Athletic - Gymnastics	2/4	-	AG/QU/AG	-15/2/1/0,5/0	8	16	51	-	0			-				67
Acrobatics	2/4	S	-	-15/3/2/1/0,5	1	3	-	67	-			0	0			70
Athletic Games (Gymn.)	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Climbing	2/4	S	-	-15/3/2/1/0,5	4	12	-	67	-			0	0			79
Contortions	2/4	S	-	-15/3/2/1/0,5	1	3	-	67	-			0				70
Diving	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Flying/Gliding	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Juggling	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Pole-vaulting	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Rappelling	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Skating	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Skiing	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Stilt-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Surfing	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Tightrope-walking	2/4	S	-	-15/3/2/1/0,5		-15	-	67	-			0				52
Tumbling	2/4	S	-	-15/3/2/1/0,5	1	3	-	67	-			0				70
Awareness - Percept.	4/12	-	IN/SD/IN	0/0/0/0/0	-	0	11	-	10			-				21
Alertness	4/12	S	-	0/1/1/0,5/0	6	6	-	21	-							27
Sense Ambush	4/12	E	-	0/1/1/0,5/0		0	-	21	-							21

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	32	-	0			-				32
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0	0			2
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	32	-			0				2
Directed Spells	5	-	AG/SD/AG	-15/2/1/0,5/0		-15	47	-	0			-				32
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
	5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Influence	2/4	-	PR/EM/IN	-15/2/1/0,5/0	8	16	15	-	5			-	0			36
Bribery	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Diplomacy	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Duping	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Interrogation	2/4	S	-	-15/3/2/1/0,5	0	-15	-	36	-							21
Leadership	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Propaganda	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Public Speaking	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-				0			21
Seduction	2/4	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Trading	2/4	S	-	-15/3/2/1/0,5	8	24	-	36	-							60
Lore - General	1/3	-	ME/RE/ME	-15/2/1/0,5/0	7	14	16	-	0			-				30
Culture Lore "Own"	1/3	S	-	-15/3/2/1/0,5	3	9	-	30	-							39
Culture Lore "Moria"	1/3	S	-	-15/3/2/1/0,5	1	3	-	30	-							33
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	0	-15	-	30	-							15
Flora Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Heraldry	1/3	S	-	-15/3/2/1/0,5	2	6	-	30	-							36
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
History ""	1/3	S	-	-15/3/2/1/0,5	0	-15	-	30	-							15
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	30	-							39
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Religion	1/3	S	-	-15/3/2/1/0,5	0	-15	-	30	-							15
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Lore - Magical	2/6	-	ME/RE/ME	-15/2/1/0,5/0	0	-15	16	-	5			-				6
Artefact Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	6	-							-9
Circle Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	6	-							-9
Planar Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Spell Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	6	-							-9
Symbol Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	6	-							-9
Undead Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	6	-							-9
Warding Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	6	-							-9

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	16	-	0			-				1
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Lore - Technical	2/5	-	ME/RE/ME	-15/2/1/0,5/0	8	16	16	-	0			-				32
Herb Lore	2/5	S	-	-15/3/2/1/0,5	0	-15	-	32	-							17
Lock Lore	2/5	O	-	-15/3/2/1/0,5	23	53	-	32	-							85
Metal Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Poison Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Stone Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
Trading Lore	2/5	S	-	-15/3/2/1/0,5		-15	-	32	-							17
MA - Combat Maneuv.	8	-	AG/QU/SD	0/0/0/0/0	-	0	38	-	0			-				38
Adrenal Deflecting	8	S	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Adrenal Evasion	8	S	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Blind Fighting	8	R	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Chi Powers: ""	8	S	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Chi Powers: ""	8	S	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Martial Arts Style (basic)	8	S	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Martial Arts Style (adva.)	8	R	-	-30/5/3/1,5/0,5		-30	-	38	-							8
Martial Arts - Striking	4	-	ST/AG/ST	-15/2/1/0,5/0		-15	30	-	0			-				15
Boxing	4	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Martial Arts Striking	4	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Nerve Strikes	4	R	-	-15/3/2/1/0,5		-15	-	15	-							0
Tackling	4	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Martial Arts - Sweeps	4	-	AG/ST/AG	-15/2/1/0,5/0		-15	45	-	0			-				30
Blocking	4	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Locking Holds	4	R	-	-15/3/2/1/0,5		-15	-	30	-							15
Martial Arts Sweeps	4	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Wrestling	4	S	-	-15/3/2/1/0,5		-15	-	30	-							15
Outdoor - Animal	2/6	-	EM/AG/EM	-15/2/1/0,5/0	8	16	50	-	0			-				66
Animal Handling "pony"	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Animal Handling ""	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Animal Mastery "horse"	2/6	R	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Animal Mastery ""	2/6	R	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Animal Training "horse"	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Animal Training ""	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Driving	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Herding	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Riding "pony"	2/6	S	-	-15/3/2/1/0,5	8	24	-	66	-			0	0		5	95
Riding ""	2/6	S	-	-15/3/2/1/0,5		-15	-	66	-			0	0			51
Outdoor - Enviromen.	2/6	-	SD/IN/ME	-15/2/1/0,5/0	7	14	14	-	0			-				28
Caving	2/6	S	-	-15/3/2/1/0,5	2	6	-	28	-							34
Foraging	2/6	S	-	-15/3/2/1/0,5	2	6	-	28	-				0			34
Hunting	2/6	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Star-gazing	2/6	S	-	-15/3/2/1/0,5		-15	-	28	-				0			13
Survival	2/6	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Weather Watching	2/6	S	-	-15/3/2/1/0,5		-15	-	28	-				25			38
Power Awareness	2/7	-	EM/IN/PR	-15/2/1/0,5/0	8	16	15	-	5			-				36
Attunement	2/7	S	-	-15/3/2/1/0,5	8	24	-	36	-				0			60
Divination	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-							21
Power Perception	2/7	R	-	-15/3/2/1/0,5		-15	-	36	-							21
Read Runes	2/7	S	-	-15/3/2/1/0,5		-15	-	36	-							21

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	15	-	5			-				20
Channeling	6/12	R	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Transcend Armor	6/12	S	-	-30/5/3/1,5/0,5	1	5	-	20	-							25
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	20	-							-10
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	15	-	0			-				15
Power Points	8	S	-	0/7/6/5/4	8	56	-	15	-							71
Science - Basic	2/5	-	RE/ME/RE	-15/2/1/0,5/0		-15	17	-	0			-				2
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Science - Specialized	8	-	RE/ME/RE	0/0/0/0/0	-	0	17	-	0			-				17
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	17	-							-13
Self Control	2/7	-	SD/PR/SD	-15/2/1/0,5/0	8	16	12	-	0			-				28
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	8	24	-	28	-							52
Adrenal Stabilization	2/7	R	-	-15/3/2/1/0,5		-15	-	28	-							13
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	28	-							13
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	28	-							13
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	28	-							13
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Meditation	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Sleep Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	28	-							13
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5	8	24	-	28	-							52
Special Attacks	6	-	ST/AG/SD	0/0/0/0/0	-	0	32	-	0			-				32
Brawling	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Disarm Foe (armed)	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Disarm Foe (unarmed)	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Fent (armed)	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Fent (unarmed)	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Jousting (Lancing)	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Racial Attacks	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
Racial Attacks	6	S	-	-30/5/3/1,5/0,5		-30	-	32	-							2
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	-	0	15	-	0			-				15
Concealment Mastery [3/oo]	6/6/6	S	-	-30/1/1/0,5/0	2	2	-	15	-							17
Influences	6/6/6	S	-	-30/1/1/0,5/0	1	1	-	15	-							16
Mechanisms [1/7]	6/6/6	S	-	-30/1/1/0,5/0	1	1	-	15	-							16
Movement Mastery	6/6/6	S	-	-30/1/1/0,5/0	4	4	-	15	-							19
Senses [7]	6/6/6	S	-	-30/1/1/0,5/0	7	7	-	15	-							22
Thieving Law [0/7]	6/6/6	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
Spells Own Open	8/8	-	Realm Stat	0/0/0/0/0	-	0	15	-	0			-				15
Glyphstones	8/8	E	-	-30/1/1/0,5/0	10	10	-	15	-							25
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
	8/8	R	-	-30/1/1/0,5/0		-30	-	15	-							-15
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0/0	-	0	15	-	0			-				15
Shield Mastery [3]	10/10	S	-	-30/1/1/0,5/0	3	3	-	15	-							18
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	10/10	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
Spells Other	-	-	Realm Stat	0/0/0/0/0	-	0	15	-	0			-				15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
	-	S	-	-30/1/1/0,5/0		-30	-	15	-							-15
Subterfuge - Attack	6/12	-	AG/SD/IN	-15/2/1/0,5/0		-15	29	-	5			-				19
Ambush	6/12	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Silent Attack	6/12	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Subterfuge - Mechan.	2/6	-	IN/AG/RE	-15/2/1/0,5/0	8	16	28	-	5			-				49
Camouflage	2/6	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Disarming Traps	2/6	S	-	-15/3/2/1/0,5	8	24	-	49	-							73
Disguise	2/6	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Counterfeiting	2/6	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Forgery	2/6	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Hiding Items	2/6	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Picking Locks	2/6	S	-	-15/3/2/1/0,5	8	24	-	49	-						20	93
Setting Traps	2/6	S	-	-15/3/2/1/0,5	0	-15	-	49	-							34
Trap Building	2/6	S	-	-15/3/2/1/0,5	0	-15	-	49	-							34
Using/Removing Poison	2/6	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Subterfuge - Stealth	1/5	-	AG/SD/IN	-15/2/1/0,5/0	13	23	29	-	5			-				57
Hiding	1/5	E	-	-15/3/2/1/0,5	16	42	-	57	-			0	0		10	109
Pick Pockets	1/5	E	-	-15/3/2/1/0,5	2	6	-	57	-			0				63
Stalking	1/5	E	-	-15/3/2/1/0,5	21	51	-	57	-			0	0		10	118
Trickery	1/5	E	-	-15/3/2/1/0,5	2	6	-	57	-			0	0			63

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	3	6	18	-	0						24
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
First Aid	3/7	S	-	-15/3/2/1/0,5	2	6	-	24	-						30
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-			0			9
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	24	-						9
Tech./Trade - Profes.	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	13	-	0						13
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Military Organization	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Tech./Trade - Vocati.	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	13	-	0						13
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-			0			-17
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-			0			-17
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	13	-						-17
Urban	1/5	-	IN/PR/RE	-15/2/1/0,5/0	1	2	6	-	5						13
Contacting	1/5	R	-	-15/3/2/1/0,5		-15	-	13	-						-2
Mingling	1/5	R	-	-15/3/2/1/0,5		-15	-	13	-						-2
Scrouging	1/5	R	-	-15/3/2/1/0,5		-15	-	13	-						-2
Streetwise	1/5	R	-	-15/3/2/1/0,5	1	3	-	13	-						16
			//	0/0/0/0,0/0		0	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-						0
	0	0	-	0/0/0/0,0/0		0	-	0	-						0
	0	0	-	0/0/0/0,0/0		0	-	0	-						0
			//	0/0/0/0,0/0		0	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	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

Path Finder, City Guard, Burglar [1-2], Adventurer [6]

Equipment	Weight	Weight
+20 magic Sling of lesser reloading	0,5	
White Alloy Mace	5	
Iron Wood Buckler	6	
40 High Steel Bullets (30 Bitestone, 10 Hurlstone)	1,5	
Weather Resistant Clothing	Wear	
Trail Rations	14	
Standardpack 1	27	
*3 Multiplier Ring	0	
+15 Robe	Wear	
+15 Lock Pick Kit	0,5	
+10 Boots of Stalking	Wear	
+10 Cloak of Hiding	Wear	
Pony		
2 Saddle Bags		+25 Robe, protects as AT 16 [group w. Sludrig]
Total weight (lbs)		54,5

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	1
Bone	Gursamel	Mends bone	30 gp	t-S-7	2
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	3
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	1
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	2
Muscle etc.	Dagmather	Heals cartilage damage	28 gp	s-S-5	1
Muscle etc.	Ebur	Repairs sprains	22 gp	m-O-4	1
Nerve	Terbas	Doubles healing rate for nerve repairs	2 gp	m-D-3	
Nerve	Wifurwif	Nerve repairs	55 gp	t-M-7	2
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	10
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	2
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	