

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	5/5/5	-	ST/AG/ST	-15/2/1/0,5/0		-15	26	-	0			-				11
Plate	5/5/5	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Armor - Light	2/2/2	-	AG/ST/AG	-15/2/1/0,5/0	3	6	22	-	0			-				28
Soft Leather	2/2/2	S	-	-15/3/2/1/0,5	2	6	-	28	-							34
Rigid Leather	2/2/2	S	-	-15/3/2/1/0,5	1	3	-	28	-							31
Armor - Medium	3/3/3	-	ST/AG/ST	-15/2/1/0,5/0	3	6	26	-	0			-				32
Chain	3/3/3	S	-	-15/3/2/1/0,5	10	30	-	32	-							62
Artistic - Active	1/2	-	PR/EM/AG	-15/2/1/0,5/0	8	16	21	-	5			-				42
Acting	1/2	S	-	-15/3/2/1/0,5	0	-15	-	42	-				0			27
Dancing	1/2	S	-	-15/3/2/1/0,5	0	-15	-	42	-							27
Mimery	1/2	S	-	-15/3/2/1/0,5		-15	-	42	-							27
Mimicry	1/2	S	-	-15/3/2/1/0,5		-15	-	42	-							27
Play Instrument "Lute"	1/2	S	-	-15/3/2/1/0,5	8	24	-	42	-						10	76
Play Instrument ""	1/2	S	-	-15/3/2/1/0,5		-15	-	42	-							27
Poetic Improvisation	1/2	S	-	-15/3/2/1/0,5		-15	-	42	-							27
Singing	1/2	S	-	-15/3/2/1/0,5	8	24	-	42	-							66
Tale Telling	1/2	S	-	-15/3/2/1/0,5	0	-15	-	42	-				0			27
Ventriloquism	1/2	S	-	-15/3/2/1/0,5		-15	-	42	-							27
Artistic - Passive	1/3	-	EM/IN/PR	-15/2/1/0,5/0	1	2	15	-	0			-				17
Music	1/3	S	-	-15/3/2/1/0,5	1	3	-	17	-							20
Painting	1/3	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Poetry	1/3	S	-	-15/3/2/1/0,5	0	-15	-	17	-							2
Sculpting	1/3	S	-	-15/3/2/1/0,5		-15	-	17	-							2
Athletic - Brawn	4/9	-	ST/CO/AG	-15/2/1/0,5/0	1	2	30	-	0			-				32
Athletic Games (Brawn)	4/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Jumping	4/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Power-striking	4/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Power-throwing	4/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Weight-lifting	4/9	S	-	-15/3/2/1/0,5		-15	-	32	-			0				17
Athletic - Endurance	2/7	-	CO/AG/ST	-15/2/1/0,5/0	9	18	30	-	0			-				48
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	48	-			0				33
Distance Running	2/7	S	-	-15/3/2/1/0,5		-15	-	48	-			0				33
Rowing	2/7	S	-	-15/3/2/1/0,5		-15	-	48	-			0	0			33
Scaling	2/7	S	-	-15/3/2/1/0,5		-15	-	48	-			0	0			33
Sprinting	2/7	S	-	-15/3/2/1/0,5		-15	-	48	-			0				33
Swimming	2/7	S	-	-15/3/2/1/0,5	9	27	-	48	-			0				75
Athletic - Gymnastics	2/6	-	AG/QU/AG	-15/2/1/0,5/0	9	18	21	-	0			-				39
Acrobatics	2/6	S	-	-15/3/2/1/0,5	0	-15	-	39	-			0	0			24
Athletic Games (Gymn.)	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Climbing	2/6	S	-	-15/3/2/1/0,5	9	27	-	39	-			0	0			66
Contortions	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Diving	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Flying/Gliding	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Juggling	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Pole-vaulting	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Rappelling	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Skating	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Skiing	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Stilt-walking	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Surfing	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Tightrope-walking	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Tumbling	2/6	S	-	-15/3/2/1/0,5		-15	-	39	-			0				24
Awareness - Percept.	4/12	-	IN/SD/IN	0/0/0/0/0	-	0	6	-	5			-				11
Alertness	4/12	S	-	0/1/1/0,5/0	2	2	-	11	-							13
Sense Ambush	4/12	S	-	0/1/1/0,5/0		0	-	11	-							11

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Awareness - Search.	2/6	-	IN/RE/SD	-15/2/1/0,5/0	9	18	11	-	5			-				34
Detect Traps	2/6	S	-	-15/3/2/1/0,5	9	27	-	34	-							61
Lie Perception	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-							19
Locate Hidden	2/6	S	-	-15/3/2/1/0,5	9	27	-	34	-							61
Observation	2/6	S	-	-15/3/2/1/0,5	9	27	-	34	-							61
Poison Perception	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-							19
Reading Tracks	2/6	S	-	-15/3/2/1/0,5	1	3	-	34	-							37
Surveillance	2/6	S	-	-15/3/2/1/0,5		-15	-	34	-							19
Tracking	2/6	S	-	-15/3/2/1/0,5	1	3	-	34	-							37
Awareness - Senses	3/7	-	IN/SD/IN	-15/2/1/0,5/0	1	2	6	-	5			-				13
Direction Sense	3/7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Reality Awareness	3/7	R	-	-15/3/2/1/0,5	2	6	-	13	-							19
Sense Aware. Vision	3/7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Sense Aware. Hearing	3/7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Situat. Aware. Combat	3/7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Situat. Aware. Camp	3/7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Situat. Aware. Bar	3/7	S	-	-15/3/2/1/0,5		-15	-	13	-							-2
Spatial Location Aware.	3/7	R	-	-15/3/2/1/0,5		-15	-	13	-							-2
Time Sense	3/7	E	-	-15/3/2/1/0,5		-15	-	13	-							-2
Body Development	6/14	-	CO/SD/CO	0/0/0/0/0	-	0	34	-	5			-				39
Body Development	6/14	S	-	0/7/5/3/1	13	85	-	39	-							124
Combat Maneuvers	6/14	-	AG/QU/SD	0/0/0/0,0/0	-	0	21	-	0			-				21
Blind Fighting	6/14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Missile Deflecting	6/14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Mounted Combat	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0	0			-9
Quickdraw	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Reverse Stroke	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Subdual	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Swashbuckling	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Tumbling Evasion	6/14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Two-Weapon Fighting	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Weapon Style (basic)	6/14	S	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Weapon Style (advan.)	6/14	R	-	-30/5/3/1,5/0,5		-30	-	21	-			0				-9
Communication	1/1/1	-	RE/ME/EM	-15/2/1/0,5/0	3	6	13	-	0			-				19
Lip Reading	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Magical Languages	1/1/1	R	-	-15/3/2/1/0,5		-15	-	19	-							4
Signaling	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Writing	1/1/1	S	-	-15/3/2/1/0,5		-15	-	19	-							4
Adunaic (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	19	-							43
Adunaic (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Westron (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	19	-							43
Westron (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Sindarin (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	8	24	-	19	-							43
Sindarin (Written)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Quenya (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	6	18	-	19	-							37
Quenya (Written)	1/1/1	S	-	-15/3/2/1/0,5	2	6	-	19	-							25
Dunael (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	4	12	-	19	-							31
Dunael (Written)	1/1/1	S	-	-15/3/2/1/0,5	2	6	-	19	-							25
Black Speech (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	19	-							4
Black Speech (Written)	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	19	-							4
Orcish (Spoken)	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	19	-							4
Orcish (Written)	1/1/1	S	-	-15/3/2/1/0,5	0	-15	-	19	-							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	19	-	0			-				19
Cooking	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Drafting	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Fletching	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Horticulture	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Leather-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Mapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Metal-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Rope Mastery	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0	0			-11
Scribing	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Service	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Sewing/Weaving	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Skinning	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Stone-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Trapping	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Wood-crafts	4/10	S	-	-30/5/3/1,5/0,5		-30	-	19	-			0				-11
Directed Spells	10	-	AG/SD/AG	-15/2/1/0,5/0		-15	18	-	0			-				3
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
	10	S	-	-15/3/2/1/0,5		-15	-	3	-							-12
Influence	1/4	-	PR/EM/IN	-15/2/1/0,5/0	9	18	15	-	5			-	0			38
Bribery	1/4	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Diplomacy	1/4	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Duping	1/4	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Interrogation	1/4	S	-	-15/3/2/1/0,5	8	24	-	38	-							62
Leadership	1/4	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Propaganda	1/4	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Public Speaking	1/4	S	-	-15/3/2/1/0,5	1	3	-	38	-				0			41
Seduction	1/4	S	-	-15/3/2/1/0,5	8	24	-	38	-							62
Trading	1/4	S	-	-15/3/2/1/0,5	9	27	-	38	-							65
Lore - General	1/2	-	ME/RE/ME	-15/2/1/0,5/0	9	18	19	-	10			-				47
Culture Lore "Own"	1/2	S	-	-15/3/2/1/0,5	3	9	-	47	-							56
Culture Lore ""	1/2	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Fauna Lore	1/2	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Flora Lore	1/2	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Heraldry	1/2	S	-	-15/3/2/1/0,5	2	6	-	47	-							53
History "Own"	1/2	S	-	-15/3/2/1/0,5		-15	-	47	-							32
History ""	1/2	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Martial Arts Style Lore	1/2	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Philosophy	1/2	S	-	-15/3/2/1/0,5	0	-15	-	47	-							32
Region Lore "home"	1/2	S	-	-15/3/2/1/0,5	3	9	-	47	-							56
Region Lore ""	1/2	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Religion	1/2	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Weapon Style Lore	1/2	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Lore - Magical	1/4	-	ME/RE/ME	-15/2/1/0,5/0	9	18	19	-	10			-				47
Artifact Lore	1/4	S	-	-15/3/2/1/0,5	9	27	-	47	-							74
Circle Lore	1/4	S	-	-15/3/2/1/0,5	0	-15	-	47	-							32
Planar Lore	1/4	S	-	-15/3/2/1/0,5	0	-15	-	47	-							32
Spell Lore	1/4	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Symbol Lore	1/4	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Undead Lore	1/4	S	-	-15/3/2/1/0,5	9	27	-	47	-							74
Warding Lore	1/4	S	-	-15/3/2/1/0,5		-15	-	47	-							32

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Lore - Obscure	2/4	-	ME/RE/ME	-15/2/1/0,5/0	9	18	19	-	10			-				47
Chi Powers Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Demon/Devil Lore	2/4	S	-	-15/3/2/1/0,5	2	6	-	47	-							53
Dragon Lore	2/4	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Faerie Lore	2/4	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Giant Races Lore	2/4	S	-	-15/3/2/1/0,5	1	3	-	47	-							50
Xeno-Lore "humanoid"	2/4	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Xeno-Lore ""	2/4	S	-	-15/3/2/1/0,5		-15	-	47	-							32
Lore - Technical	2/4	-	ME/RE/ME	-15/2/1/0,5/0	8	16	19	-	10			-				45
Herb Lore	2/4	S	-	-15/3/2/1/0,5	0	-15	-	45	-							30
Lock Lore	2/4	S	-	-15/3/2/1/0,5	0	-15	-	45	-							30
Metal Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-							30
Poison Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-							30
Stone Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-							30
Trading Lore	2/4	S	-	-15/3/2/1/0,5		-15	-	45	-							30
MA - Combat Maneuv.	6	-	AG/QU/SD	0/0/0/0/0	-	0	21	-	0			-				21
Adrenal Deflecting	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Adrenal Evasion	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Blind Fighting	6	R	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Martial Arts Style (basic)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Martial Arts Style (adva.)	6	R	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Martial Arts - Striking	3	-	ST/AG/ST	-15/2/1/0,5/0		-15	26	-	0			-				11
Boxing	3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Martial Arts Striking	3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Nerve Strikes	3	R	-	-15/3/2/1/0,5		-15	-	11	-							-4
Tackling	3	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Martial Arts - Sweeps	3	-	AG/ST/AG	-15/2/1/0,5/0		-15	22	-	0			-				7
Blocking	3	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Locking Holds	3	R	-	-15/3/2/1/0,5		-15	-	7	-							-8
Martial Arts Sweeps	3	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Wrestling	3	S	-	-15/3/2/1/0,5		-15	-	7	-							-8
Outdoor - Animal	2/7	-	EM/AG/EM	-15/2/1/0,5/0	1	2	8	-	0			-				10
Animal Handling "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Animal Handling ""	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Animal Mastery "horse"	2/7	R	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Animal Mastery ""	2/7	R	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Animal Training "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Animal Training ""	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Driving	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Herding	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Riding "horse"	2/7	S	-	-15/3/2/1/0,5	1	3	-	10	-			0	0			13
Riding ""	2/7	S	-	-15/3/2/1/0,5		-15	-	10	-			0	0			-5
Outdoor - Enviromen.	2/6	-	SD/IN/ME	-15/2/1/0,5/0	1	2	13	-	0			-				15
Caving	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Foraging	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-				0			0
Hunting	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Star-gazing	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-				0			0
Survival	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Weather Watching	2/6	S	-	-15/3/2/1/0,5		-15	-	15	-				0			0
Power Awareness	3/6	-	EM/IN/PR	-15/2/1/0,5/0	9	18	15	-	5			-				38
Attunement	3/6	S	-	-15/3/2/1/0,5	8	24	-	38	-				0			62
Divination	3/6	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Power Perception	3/6	R	-	-15/3/2/1/0,5	2	6	-	38	-							44
Read Runes	3/6	S	-	-15/3/2/1/0,5		-15	-	38	-							23

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	-	0			-				15
Channeling	6/12	R	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Transcend Armor	6/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	15	-							-15
Power Point Develop.	8	-	Realm Stat	0/0/0/0	-	0	14	-	0			-				14
Power Points	8	S	-	0/7/6/5/4	9	63	-	14	-							77
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	2	10	-	17	-							27
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	9	18	26	-	5			-				49
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	9	27	-	49	-							76
Adrenal Stabilization	2/7	R	-	-15/3/2/1/0,5		-15	-	49	-							34
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	49	-							34
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	49	-							34
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	49	-							34
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Meditation	2/7	S	-	-15/3/2/1/0,5	1	3	-	49	-							52
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	49	-							34
Sleep Trance	2/7	S	-	-15/3/2/1/0,5	1	3	-	49	-							52
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5	9	27	-	49	-							76
Special Attacks	6	-	ST/AG/SD	0/0/0/0/0	-	0	22	-	0			-				22
Brawling	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Disarm Foe (armed)	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Disarm Foe (unarmed)	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Fent (armed)	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Fent (unarmed)	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Jousting (Lancing)	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Racial Attacks	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Racial Attacks	6	S	-	-30/5/3/1,5/0,5		-30	-	22	-							-8
Special Defenses	15	-	-	0/0/0/0/0	-	0	0	-	0			-				0
Adrenal Defense	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Resistance	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Adrenal Toughness	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	15	S	-	-30/5/3/1,5/0,5		-30	-	0	-							-30
Chi Powers: ""	15	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	14	-	0			-				14
Controlling Songs	6/6/6	S	-	-30/1/1/0,5/0	5	5	-	14	-							19
Entertaining Ways [0]	6/6/6	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Item Lore [5/11]	6/6/6	S	-	-30/1/1/0,5/0	3	3	-	14	-							17
Lores [12/oo]	6/6/6	S	-	-30/1/1/0,5/0	8	8	-	14	-							22
Sound Control [8]	6/6/6	S	-	-30/1/1/0,5/0	4	4	-	14	-							18
Sound Projection	6/6/6	S	-	-30/1/1/0,5/0	4	4	-	14	-							18
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Own Open	8/8	-	Realm Stat	0/0/0/0	-	0	14	-	0			-				14
Attack Avoidance [6]	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Cloaking [3]	8/8	S	-	-30/1/1/0,5/0	3	3	-	14	-							17
Detections [3]	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	8/8	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Own Closed	10/10	-	Realm Stat	0/0/0/0	-	0	14	-	0			-				14
Sense Mastery [3]	10/10	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
Movement [2]	10/10	S	-	-30/1/1/0,5/0	2	2	-	14	-							16
	10/10	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	10/10	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	10/10	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	10/10	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	10/10	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	10/10	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Spells Other	-	-	Realm Stat	0/0/0/0	-	0	14	-	0			-				14
Weapon Mastery (Armsmaster) [1]	-	S	-	-30/1/1/0,5/0	0	-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
	-	S	-	-30/1/1/0,5/0		-30	-	14	-							-16
Subterfuge - Attack	12	-	AG/SD/IN	-15/2/1/0,5/0		-15	12	-	0			-				-3
Ambush	12	S	-	-15/3/2/1/0,5		-15	-	-3	-							-18
Silent Attack	12	S	-	-15/3/2/1/0,5		-15	-	-3	-							-18
Subterfuge - Mechan.	4	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	11	-	0			-				-4
Camouflage	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Disarming Traps	4	S	-	-15/3/2/1/0,5	0	-15	-	-4	-						10	-9
Disguise	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Counterfeiting	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Forgery	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Hiding Items	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Picking Locks	4	S	-	-15/3/2/1/0,5	0	-15	-	-4	-						15	-4
Setting Traps	4	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Trap Building	4	S	-	-15/3/2/1/0,5	0	-15	-	-4	-							-19
Using/Removing Poison	4	S	-	-15/3/2/1/0,5		-15	-	-4	-							-19
Subterfuge - Stealth	2/7	-	AG/SD/IN	-15/2/1/0,5/0	9	18	12	-	0			-				30
Hiding	2/7	S	-	-15/3/2/1/0,5	8	24	-	30	-			0	0		10	64
Pick Pockets	2/7	S	-	-15/3/2/1/0,5		-15	-	30	-			0				15
Stalking	2/7	S	-	-15/3/2/1/0,5	8	24	-	30	-			0	0		10	64
Trickery	2/7	S	-	-15/3/2/1/0,5		-15	-	30	-			0	0			15

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	18	-	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	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	S	-	-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	S	-	-30/5/3/1,5/0,5	-	-30	-	12	-	-	-	-	-	-	-18
Tactics	5/12	S	-	-30/5/3/1,5/0,5	-	-30	-	12	-	-	-	-	-	-	-18
Urban	2/4	-	IN/PR/RE	-15/2/1/0,5/0	1	2	19	-	0	-	-	-	-	-	21
Contacting	2/4	S	-	-15/3/2/1/0,5	-	-15	-	21	-	-	-	-	-	-	6
Mingling	2/4	S	-	-15/3/2/1/0,5	-	-15	-	21	-	-	-	-	-	-	6
Scrouging	2/4	S	-	-15/3/2/1/0,5	-	-15	-	21	-	-	-	-	-	-	6
Streetwise	2/4	S	-	-15/3/2/1/0,5	1	3	-	21	-	-	-	-	-	-	24
	-	-	//	0/0/0/0,0/0	-	0	0	-	-	-	-	-	-	-	0
	0	0	-	0/0/0/0,0/0	-	0	-	0	-	-	-	-	-	-	0
	0	0	-	0/0/0/0,0/0	-	0	-	0	-	-	-	-	-	-	0
	0	0	-	0/0/0/0,0/0	-	0	-	0	-	-	-	-	-	-	0
	-	-	//	0/0/0/0,0/0	-	0	0	-	-	-	-	-	-	-	0
	0	0	-	0/0/0/0,0/0	-	0	-	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

City Guard, Soldier, Cultist [1-2]

Equipment	Weight	Weight
Holy Black Allow Longsword	6	1 cursed Dagger [group]
Heavy Crossbow	10	
Magic High Steel Longsword	6	
Black Alloy 85% light Full Shield	17	
20 High Steel Crossbow Bolts	3	
Quiver	0,5	
White Alloy 85% light Superior AT 14	Wear	
Standardpack 1	25,5	
Trail Rations	14	
+10 magic Lute	7	
+10 magic Lock Pick Kit	0,5	
+10 magic Disarm Trap Kit	0,5	
+10 magic Boots of Stalking	Wear	
+10 magic Cloak of Hiding	Wear	
Medium Horse + 2 Saddle Bags		
Total weight (lbs)		90

Herbs					
Type	Name	Effect	Cost	Code	#
Bone	Arfandas	Doubles healing rate for fractures	2 sp	c-F-6	1x2
Bone	Bursthelas	Shatter repairs	110 gp	t-S-8	
Bone	Gursamel	Mends bone	30 gp	t-S-7	
Burn relief	Culkas	Heals 10 sq' of burns (any)	35 gp	a-Z-4	
Circulatory	Fek	Stops any bleeding in D10 rounds, patient cannot move	50 gp	h-O-6	
Circulatory	Harfy	Immediately stops any form of bleeding	175 gp	s-S-6	
Concussion	Akbutege	Heals 1-10	3 sp	s-O-2	
Concussion	Draaf	Heals 1-10 for each of 2 consecutive rounds	7 sp	a-O-2	
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	1x2
Muscle etc.	Arpsusar	Mends muscle damage	30 gp	t-F-5	
Muscle etc.	Dagmather	Heals cartilage damage	28 gp	s-S-5	
Muscle etc.	Ebur	Repairs sprains	22 gp	m-O-4	
Nerve	Terbas	Doubles healing rate for nerve repairs	2 gp	m-D-3	
Nerve	Wifurwif	Nerve repairs	55 gp	t-M-7	
Organ	Wek-wek	Repairs organ damage	220 gp	h-J-8	
Organ	Pasamar	Preserves organic material	75 gp	h-S-8	
Alteration	Breldiar	+50 to spells and missile, -30 to melee and maneuver, lasts 1 hr	25 gp	m-V-4	
Alteration	Blue Eyes	+25 visual perception & 50' infravision for 3 hrs, only 1x per day	15 gp	m-S-7	
Alteration	Elben's Basket	Haste 1 rnd, using it more than once per hour is lethal	10 gp	t-S-7	
Alteration	Gylvir	Underwater breathing for 4 hours	45 gp	m-O-6	
Alteration	Kathkusa	+10 St bonus, 2x concussion hits for D10 rnds	50 gp	f-W-3	
Alteration	Marku	Darkvision 30' for 6 hrs	30 gp	s-H-6	
Alteration	Megillos	+25 to visual perception for 10 min.	12 sp	c-M-3	
Alteration	Splayfoot	+25 to all actions for D4 hrs	23 gp	m-F-4	
Alteration	Zulsendura	Haste 3 rnds	70 gp	a-U-4	
Stun relief	Suranie	Stun relief 1 rnd	2 gp	t-F-3	1x2
Stun relief	Welwal	Stun relief 3 rnds	12 gp	j-J-7	3x2
Ench. Bread	Hesguratu	+10 St bonus, 2x concussion hits for 6 rnds, keeps 2D10 weeks	45 gp	c-M-3	