



Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
Armor - Heavy	10	-	ST/AG/ST	-15/2/1/0,5/0		-15	26	-	0			-				11
Plate	10	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Armor - Light	8	-	AG/ST/AG	-15/2/1/0,5/0	3	6	25	-	0			-				31
Soft Leather	8	S	-	-15/3/2/1/0,5	1	3	-	31	-							34
Rigid Leather	8	S	-	-15/3/2/1/0,5	3	9	-	31	-							40
Armor - Medium	9	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	26	-	0			-				11
Chain	9	S	-	-15/3/2/1/0,5	0	-15	-	11	-							-4
Artistic - Active	2/5	-	PR/EM/AG	-15/2/1/0,5/0		-15	24	-	0			-				9
Acting	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-				0			-6
Dancing	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Mimery	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Mimicry	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Play Instrument ""	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Poetic Improvisation	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Singing	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Tale Telling	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-				0			-6
Ventriloquism	2/5	S	-	-15/3/2/1/0,5		-15	-	9	-							-6
Artistic - Passive	2/5	-	EM/IN/PR	-15/2/1/0,5/0		-15	16	-	0			-				1
Music	2/5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Painting	2/5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Poetry	2/5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Sculpting	2/5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Athletic - Brawn	3/7	-	ST/CO/AG	-15/2/1/0,5/0	2	4	24	-	10			-				38
Athletic Games (Brawn)	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-			0				23
Jumping	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-			0				23
Power-striking	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-			0				23
Power-throwing	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-			0				23
Weight-lifting	3/7	S	-	-15/3/2/1/0,5		-15	-	38	-			0				23
Athletic - Endurance	2/7	-	CO/AG/ST	-15/2/1/0,5/0	10	20	24	-	10			-				54
Athletic Games (Endu.)	2/7	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Distance Running	2/7	S	-	-15/3/2/1/0,5	0	-15	-	54	-			0				39
Rowing	2/7	S	-	-15/3/2/1/0,5	0	-15	-	54	-			0	0			39
Scaling	2/7	S	-	-15/3/2/1/0,5		-15	-	54	-			0	0			39
Sprinting	2/7	S	-	-15/3/2/1/0,5		-15	-	54	-			0				39
Swimming	2/7	S	-	-15/3/2/1/0,5	10	30	-	54	-			0				84
Athletic - Gymnastics	3/7	-	AG/QU/AG	-15/2/1/0,5/0	10	20	29	-	10			-				59
Acrobatics	3/7	S	-	-15/3/2/1/0,5	1	3	-	59	-			0	0			62
Athletic Games (Gymn.)	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Climbing	3/7	S	-	-15/3/2/1/0,5	10	30	-	59	-			0	0			89
Contortions	3/7	S	-	-15/3/2/1/0,5	1	3	-	59	-			0				62
Diving	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Flying/Gliding	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Juggling	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Pole-vaulting	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Rappelling	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Skating	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Skiing	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Stilt-walking	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Surfing	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Tightrope-walking	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Tumbling	3/7	S	-	-15/3/2/1/0,5		-15	-	59	-			0				44
Awareness - Percept.	4/12	-	IN/SD/IN	0/0/0,0/0	-	0	4	-	5			-				9
Alertness	4/12	S	-	0/1/1/0,5/0	4	4	-	9	-							13
Sense Ambush	4/12	S	-	0/1/1/0,5/0		0	-	9	-							9



Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Crafts</b>	4/10	-	AG/ME/SD	0/0/0/0	-	0	18	-	0			-				18
Cooking	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Drafting	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Fletching	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Horticulture	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Leather-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Mapping	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Metal-crafts	4/10	E	-	-30/5/3/1,5/0,5	20	80	-	18	-							98
Rope Mastery	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-				0			-12
Scribing	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Service	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Sewing/Weaving	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Skinning	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Stone-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Trapping	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
Wood-crafts	4/10	E	-	-30/5/3/1,5/0,5		-30	-	18	-							-12
<b>Directed Spells</b>	4	-	AG/SD/AG	-15/2/1/0,5/0	10	20	20	-	0			-				40
Firebolt	4	S	-	-15/3/2/1/0,5	10	30	-	40	-							70
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
	4	S	-	-15/3/2/1/0,5		-15	-	40	-							25
<b>Influence</b>	2/6	-	PR/EM/IN	-15/2/1/0,5/0	3	6	16	-	0			-	0			22
Bribery	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Diplomacy	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Duping	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Interrogation	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Leadership	2/6	S	-	-15/3/2/1/0,5	0	-15	-	22	-							7
Propaganda	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Public Speaking	2/6	S	-	-15/3/2/1/0,5	0	-15	-	22	-				0			7
Seduction	2/6	S	-	-15/3/2/1/0,5		-15	-	22	-							7
Trading	2/6	S	-	-15/3/2/1/0,5	3	9	-	22	-							31
<b>Lore - General</b>	1/3	-	ME/RE/ME	-15/2/1/0,5/0	9	18	17	-	0			-				35
Culture Lore "Hillmen"	1/3	S	-	-15/3/2/1/0,5	3	9	-	35	-							44
Culture Lore "Elves"	1/3	S	-	-15/3/2/1/0,5	1	3	-	35	-							38
Fauna Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	35	-							38
Flora Lore	1/3	S	-	-15/3/2/1/0,5	1	3	-	35	-							38
Heraldry	1/3	S	-	-15/3/2/1/0,5	2	6	-	35	-							41
History "Own"	1/3	S	-	-15/3/2/1/0,5		-15	-	35	-							20
History ""	1/3	S	-	-15/3/2/1/0,5	0	-15	-	35	-							20
Martial Arts Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	35	-							20
Philosophy	1/3	S	-	-15/3/2/1/0,5		-15	-	35	-							20
Region Lore "home"	1/3	S	-	-15/3/2/1/0,5	3	9	-	35	-							44
Region Lore ""	1/3	S	-	-15/3/2/1/0,5		-15	-	35	-							20
Religion	1/3	S	-	-15/3/2/1/0,5	1	3	-	35	-							38
Weapon Style Lore	1/3	S	-	-15/3/2/1/0,5		-15	-	35	-							20
<b>Lore - Magical</b>	2/6	-	ME/RE/ME	-15/2/1/0,5/0	3	6	17	-	0			-				23
Artefact Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Circle Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Planar Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Spell Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Symbol Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Undead Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Warding Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Lore - Obscure</b>	3/7	-	ME/RE/ME	-15/2/1/0,5/0		-15	17	-	0			-				2
Chi Powers Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Demon/Devil Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Dragon Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Faerie Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Vital Points Lore	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Xeno-Lore "humanoid"	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
Xeno-Lore ""	3/7	S	-	-15/3/2/1/0,5		-15	-	2	-							-13
<b>Lore - Technical</b>	2/6	-	ME/RE/ME	-15/2/1/0,5/0	3	6	17	-	0			-				23
Herb Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Lock Lore	2/6	S	-	-15/3/2/1/0,5	0	-15	-	23	-							8
Metal Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Poison Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Stone Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
Trading Lore	2/6	S	-	-15/3/2/1/0,5		-15	-	23	-							8
<b>MA - Combat Maneuv.</b>	8	-	AG/QU/SD	0/0/0/0/0	-	0	25	-	0			-				25
Adrenal Deflecting	8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Adrenal Evasion	8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Blind Fighting	8	R	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Chi Powers: ""	8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Chi Powers: ""	8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Martial Arts Style (basic)	8	S	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
Martial Arts Style (adva.)	8	R	-	-30/5/3/1,5/0,5		-30	-	25	-							-5
<b>Martial Arts - Striking</b>	4	-	ST/AG/ST	-15/2/1/0,5/0		-15	26	-	0			-				11
Boxing	4	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Martial Arts Striking	4	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
Nerve Strikes	4	R	-	-15/3/2/1/0,5		-15	-	11	-							-4
Tackling	4	S	-	-15/3/2/1/0,5		-15	-	11	-							-4
<b>Martial Arts - Sweeps</b>	4	-	AG/ST/AG	-15/2/1/0,5/0		-15	25	-	0			-				10
Blocking	4	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Locking Holds	4	R	-	-15/3/2/1/0,5		-15	-	10	-							-5
Martial Arts Sweeps	4	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
Wrestling	4	S	-	-15/3/2/1/0,5		-15	-	10	-							-5
<b>Outdoor - Animal</b>	2/7	-	EM/AG/EM	-15/2/1/0,5/0	10	20	24	-	0			-				44
Animal Handling "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Animal Handling ""	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Animal Mastery "horse"	2/7	R	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Animal Mastery ""	2/7	R	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Animal Training "horse"	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Animal Training ""	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Driving	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Herding	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
Riding "horse"	2/7	S	-	-15/3/2/1/0,5	12	34	-	44	-				0		30	108
Riding ""	2/7	S	-	-15/3/2/1/0,5		-15	-	44	-				0			29
<b>Outdoor - Enviromen.</b>	2/7	-	SD/IN/ME	-15/2/1/0,5/0	4	8	10	-	0			-				18
Caving	2/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Foraging	2/7	S	-	-15/3/2/1/0,5		-15	-	18	-				0			3
Hunting	2/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Star-gazing	2/7	S	-	-15/3/2/1/0,5		-15	-	18	-				0			3
Survival	2/7	S	-	-15/3/2/1/0,5		-15	-	18	-							3
Weather Watching	2/7	S	-	-15/3/2/1/0,5		-15	-	18	-				0			3
<b>Power Awareness</b>	2/7	-	EM/IN/PR	-15/2/1/0,5/0	10	20	16	-	5			-				41
Attunement	2/7	S	-	-15/3/2/1/0,5	13	36	-	41	-				20			97
Divination	2/7	S	-	-15/3/2/1/0,5		-15	-	41	-							26
Power Perception	2/7	R	-	-15/3/2/1/0,5		-15	-	41	-							26
Read Runes	2/7	S	-	-15/3/2/1/0,5	0	-15	-	41	-							26

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Power Manipulation</b>	6/12	-	EM/IN/PR	0/0/0/0	-	0	16	-	5							21
Channeling	6/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Hide Magic	6/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Magical Ritual	6/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Transcend Armor	6/12	S	-	-30/5/3/1,5/0,5	1	5	-	21	-							26
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Spell Mastery ""	6/12	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
<b>Power Point Develop.</b>	8	-	Realm Stat	0/0/0/0	-	0	8	-	0							8
Power Points	8	S	-	0/7/6/5/4	13	88	-	8	-							96
<b>Science - Basic</b>	2/5	-	RE/ME/RE	-15/2/1/0,5/0		-15	16	-	0							1
Math	2/5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
Research	2/5	S	-	-15/3/2/1/0,5		-15	-	1	-							-14
<b>Science - Specialized</b>	8	-	RE/ME/RE	0/0/0/0/0	-	0	16	-	0							16
Advanced Math	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Anthropology	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Alchemy	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Astronomy	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Biochemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Chemistry	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Physics	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
Psychology	8	S	-	-30/5/3/1,5/0,5		-30	-	16	-							-14
<b>Self Control</b>	2/7	-	SD/PR/SD	-15/2/1/0,5/0	12	22	16	-	0							38
Adrenal Balance	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Concentration	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Landing	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Leaping	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Quickdraw	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Speed	2/7	S	-	-15/3/2/1/0,5	12	34	-	38	-							72
Adrenal Stabilization	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Adrenal Strength	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Chi Powers: ""	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Cleansing Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Control Lycanthropy	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Death Trance	2/7	R	-	-15/3/2/1/0,5		-15	-	38	-							23
Frenzy	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Healing Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Meditation	2/7	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
Mnemonics	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Sleep Trance	2/7	S	-	-15/3/2/1/0,5		-15	-	38	-							23
Stunned Maneuvering	2/7	S	-	-15/3/2/1/0,5	0	-15	-	38	-							23
<b>Special Attacks</b>	6	-	ST/AG/SD	0/0/0/0/0	-	0	21	-	0							21
Brawling	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
Chi Powers: ""	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Disarm Foe (armed)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Disarm Foe (unarmed)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Fent (armed)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Fent (unarmed)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Jousting (Lancing)	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Racial Attacks	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
Racial Attacks	6	S	-	-30/5/3/1,5/0,5		-30	-	21	-							-9
<b>Special Defenses</b>	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
<b>Spells Own Base Lists</b>	6/6/6	-	Realm Stat	0/0/0/0	-	0	8	-	0			-				8
Combat Ways [18]	6/6/6	S	-	-30/1/1/0,5/0	10	10	-	8	-							18
Combat Illusions	6/6/6	S	-	-30/1/1/0,5/0	12	12	-	8	-							20
Spell Defense	6/6/6	S	-	-30/1/1/0,5/0	11	11	-	8	-							19
Warrior's Enhancements [5/10]	6/6/6	S	-	-30/1/1/0,5/0	3	3	-	8	-							11
Warrior's Weapon	6/6/6	S	-	-30/1/1/0,5/0	12	12	-	8	-							20
Will of the Warrior	6/6/6	S	-	-30/1/1/0,5/0	8	8	-	8	-							16
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	6/6/6	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
<b>Spells Own Open</b>	8/8	-	Realm Stat	0/0/0/0	-	0	8	-	0			-				8
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	8/8	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
<b>Spells Own Closed</b>	10/10	-	Realm Stat	0/0/0/0	-	0	8	-	0			-				8
Shield Mastery [2/7]	10/10	S	-	-30/1/1/0,5/0	2	2	-	8	-							10
Spirit Mastery [1]	10/10	S	-	-30/1/1/0,5/0	1	1	-	8	-							9
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	10/10	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
<b>Spells Other</b>	-	-	Realm Stat	0/0/0/0	-	0	8	-	0			-				8
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
	-	S	-	-30/1/1/0,5/0		-30	-	8	-							-22
<b>Subterfuge - Attack</b>	8	-	AG/SD/IN	-15/2/1/0,5/0		-15	12	-	0			-				-3
Ambush	8	S	-	-15/3/2/1/0,5		-15	-	-3	-							-18
Silent Attack	8	S	-	-15/3/2/1/0,5		-15	-	-3	-							-18
<b>Subterfuge - Mechan.</b>	4	-	IN/AG/RE	-15/2/1/0,5/0	0	-15	13	-	0			-				-2
Camouflage	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Disarming Traps	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Disguise	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Counterfeiting	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Forgery	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Hiding Items	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Picking Locks	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
Setting Traps	4	S	-	-15/3/2/1/0,5	0	-15	-	-2	-							-17
Trap Building	4	S	-	-15/3/2/1/0,5	0	-15	-	-2	-							-17
Using/Removing Poison	4	S	-	-15/3/2/1/0,5		-15	-	-2	-							-17
<b>Subterfuge - Stealth</b>	2/7	-	AG/SD/IN	-15/2/1/0,5/0	13	23	12	-	0			-				35
Hiding	2/7	S	-	-15/3/2/1/0,5	13	36	-	35	-				0			71
Pick Pockets	2/7	S	-	-15/3/2/1/0,5		-15	-	35	-							20
Stalking	2/7	S	-	-15/3/2/1/0,5	13	36	-	35	-				0			71
Trickery	2/7	S	-	-15/3/2/1/0,5		-15	-	35	-				0			20

Category/Skill	Costs		Stats	Progress.	#R	RB	SB	CB	PB	TB	FB	MM	RA	IB	IB	Total
<b>Tech./Trade - General</b>	3/7	-	RE/ME/SD	-15/2/1/0,5/0	3	6	15	-	0							21
Begging	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
First Aid	3/7	S	-	-15/3/2/1/0,5	2	6	-	21	-							27
Gambling	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Operating Equipment	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Mapping	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Orienteering	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Sailing	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-				0			6
Tactical Games	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
Using Prepared Herbs	3/7	S	-	-15/3/2/1/0,5		-15	-	21	-							6
<b>Tech./Trade - Profes.</b>	8	-	RE/ME/IN	0/0/0/0,0/0	-	0	11	-	0							11
Advertising	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Architecure	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Diagnostics	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Dowsing	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Engineering	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Mechanition	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Military Organization	8	S	-	-30/5/3/1,5/0,5	1	5	-	11	-							16
Mining	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Second Aid	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Surgery	8	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
<b>Tech./Trade - Vocati.</b>	5/12	-	ME/RE/IN	0/0/0/0,0/0	-	0	11	-	0							11
Administration	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Appraisal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Boat Pilot	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-				0			-19
Cartography	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Armor	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Metal	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Stone	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Evaluate Weapon	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Gimmickry	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Hypnosis	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Midwifery	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Navigation	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-				0			-19
Prepare Herbs	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Prepare Poisons	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Siege Engineering	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
Tactics	5/12	S	-	-30/5/3/1,5/0,5		-30	-	11	-							-19
<b>Urban</b>	3/7	-	IN/PR/RE	-15/2/1/0,5/0	1	2	13	-	0							15
Contacting	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Mingling	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Scrouging	3/7	S	-	-15/3/2/1/0,5		-15	-	15	-							0
Streetwise	3/7	S	-	-15/3/2/1/0,5	1	3	-	15	-							18
			//	0/0/0/0,0/0		0	0	-								0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
	0	0	-	0/0/0/0,0/0		0	-	0	-							0
			//	0/0/0/0,0/0		0	0	-								0
	0	0	-	0/0/0/0,0/0		0	-	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
<b>Weapon - 1-H Edged</b>	3/9	-	ST/AG/ST	-15/2/1/0,5/0	23	31,5	26	-	5	-	-	-	-	-	62,5
Falchion	3/9	S	-	-15/3/2/1/0,5	26	56	-	62,5	-	10	-	-	-	20	149
	3/9	S	-	-15/3/2/1/0,5		-15	-	62,5	-		-	-	-		47,5
	3/9	S	-	-15/3/2/1/0,5		-15	-	62,5	-		-	-	-		47,5
	3/9	S	-	-15/3/2/1/0,5		-15	-	62,5	-		-	-	-		47,5
<b>Weapon - Missile</b>	6	-	AG/ST/AG	-15/2/1/0,5/0	1	2	25	-	5	-	-	-	-	-	32
Longbow	6	S	-	-15/3/2/1/0,5	1	3	-	32	-		-	-	-	10	45
	6	S	-	-15/3/2/1/0,5		-15	-	32	-		-	-	-		17
	6	S	-	-15/3/2/1/0,5		-15	-	32	-		-	-	-		17
	6	S	-	-15/3/2/1/0,5		-15	-	32	-		-	-	-		17
<b>Weapon - Thrown</b>	7	-	AG/ST/AG	-15/2/1/0,5/0	2	4	25	-	5	-	-	-	-	-	34
Javelin (thrown)	7	S	-	-15/3/2/1/0,5	2	6	-	34	-		-	-	-		40
	7	S	-	-15/3/2/1/0,5		-15	-	34	-		-	-	-		19
	7	S	-	-15/3/2/1/0,5		-15	-	34	-		-	-	-		19
<b>Weapon - 2-Handed</b>	8	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	26	-	5	-	-	-	-	-	16
	8	S	-	-15/3/2/1/0,5	0	-15	-	16	-		-	-	-		1
	8	S	-	-15/3/2/1/0,5		-15	-	16	-		-	-	-		1
	8	S	-	-15/3/2/1/0,5		-15	-	16	-		-	-	-		1
<b>Weapon - Pole Arms</b>	10	-	ST/AG/ST	-15/2/1/0,5/0	0	-15	26	-	5	-	-	-	-	-	16
	10	S	-	-15/3/2/1/0,5	0	-15	-	16	-		-	-	-		1
	10	S	-	-15/3/2/1/0,5		-15	-	16	-		-	-	-		1
<b>Weapon - 1-H Concus.</b>	15	-	ST/AG/ST	-15/2/1/0,5/0	1	2	26	-	5	-	-	-	-	-	33
Mace	15	S	-	-15/3/2/1/0,5	1	3	-	33	-		-	-	-		36
	15	S	-	-15/3/2/1/0,5		-15	-	33	-		-	-	-		18
<b>Weapon - Missile Artill.</b>	15	-	IN/AG/RE	-15/2/1/0,5/0		-15	13	-	5	-	-	-	-	-	3
	15	S	-	-15/3/2/1/0,5		-15	-	3	-		-	-	-		-12
	15	S	-	-15/3/2/1/0,5		-15	-	3	-		-	-	-		-12

## Specials

Culture: Highland Militaristic

Ring of Intense Attacks: Can keep one charge per level of the character, can be reloaded by sacrificing 2 hits / charge, a charge is a spell that can be activated at will and grants +10 OB to a Full Melee Attack and D10 + 2 hits per critical level if the opponent is hit

## Killed

Ape	2				
Man	2				
Scorpion	2				
Wolf	2				
Half Orc	2				
Orc	2				
Troll	2				
Infected Undead	2				
Undead Tree					
Specter					
Corrupted Spirit	2				
Ghost	2				
Giant	2				
Fell Beast					

## Training Packages

Adventurer, City Guard, Soldier [1-2]

Equipment	Weight	Weight
Superior Black Alloy Falchion (Warrior's Weapon +15)	8	+20 Black Alloy Broadsword [group]
Magic High Steel Falchion	8	+15 White Alloy AT 14 [group]
Longbow	2,5	
20 High Steel Arrows	3	
Quiver	0,5	
Standard Pack 1	25,5	
Trail Rations	14	
Iron Wood 85% light Full Shield	12,75	
Ring of Intense Attacks	0	
+15 Robe		Wear
[*2 Multiplier, deposited in Mithlond]	0	
*3 Multiplier	0	
Greater Warhorse		
Saddle		
2 Saddlebags		
Total weight (lbs)		74,25

Herbs					
Type	Name	Effect	Cost	Code	#
Bone	Arfandas	Doubles healing rate for fractures	2 sp	c-F-6	
Bone	Bursthelas	Shatter repairs	110 gp	t-S-8	
Bone	Gursamel	Mends bone	30 gp	t-S-7	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	10
Concussion	Cusamar	Heals 10 + 5D10	30 gp	c-H-7	
Concussion	Gefnul	Heals 100	90 gp	e-V-5	
Concussion	Winclamit	Heals 3-300	100 gp	c-C-7	
Life preserve	Nur-Oiolosse+S.N.	Lifegiving 1 day	200 gp	f-F-8	
Life preserve	Tyr-fira	Lifegiving 56 days	1200 gp	f-A-9	
Muscle etc.	Arnuminas	Doubles healing rate for sprains, torn ligaments and cartilage	6 bp	m-S-2	
Muscle etc.	Arpsusar	Mends muscle damage	30 gp	t-F-5	1
Muscle etc.	Dagmather	Heals cartilage damage	28 gp	s-S-5	
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	1
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	2
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	Elben's Friend	User can ignore -30 of accrued penalties for 10 min.			2
Alteration	Zulsendura	Haste 3 rnds	70 gp	a-U-4	
Stun relief	Suranie	Stun relief 1 rnd	2 gp	t-F-3	2
Stun relief	Welwal	Stun relief 3 rnds	12 gp	j-J-7	