

STATISTICS						
sasfiry6.xls						
Stat	Temporary Stat	Poter Basic Stat Bonus	Racial Bns	Speci Bns	Stat Bns	
Agility	72	80	1	2	0	3
Constitution	89	90	4	2	0	6
Memory	96	96	8	0	0	8
Reasoning	91	91	5	0	0	5
Self Discipline	71	92	1	-3	0	-2
Empathy	88	88	4	0	0	4
Intuition	96	97	8	0	2	10
Presence	100	100	10	4	0	14
Quickness	71	71	1	4	0	5
Strength	79	79	2	2	0	4

Name	Sasfiry	
Player	Lisa Paulick	Cleric, Half-Elf
Level	6	Training Package
		Amateur mage (L)
		Doctor (V)

PHYSICAL		
Appearance	108	
Sex	F	
Skin	Fair	
Apparent Age	15	
Actual Age	UNK	
Hair	auburn	
Eyes	bright blue	Exp: 78,900

RESISTANCE		
	Total Resist Bonus	Race
Channeling	25	-5
Essence	7	-5
Mentalism	37	-5
Channeling/Essence	4	-10
Channeling/Mentalism	14	-10
Essence/Mentalism	8	-10
Arcane	28	0
Poison	18	0
Disease	68	50
Fear	-6	0

RECOVERY		
	+5 RR +5 DB to cold	
	recover 1 hit/PP per 3 hours active	
hits/hour resting	3	
hits/3 hours sleeping	12	
PPs/hour resting	5	In
PPs/3 hours sleeping	28.5	

MOVEMENT		
Character Height(in)		75
Stride Modifier	(ft/rnd)	0
Base Movement Rate		65
walk	1	65
fast walk	1.5	98
run	2	130
sprint	3	195
fast sprint	4	260
dash	5	325

ENCUMBRANCE	
Character Weight	176
Dead Weight	13.2
Encumbrance Penalty	0
Offensive Missile Penalty	5
Moving Maneuver Penalty (M)	0
Weight Penalty	0

SKILLS	
Category	Skill
ARMOR-HEAVY	Plate (17-20)
	Armored Exoskeleton (17-20)
ARMOR-MEDIUM	Chain (13-16)
	ABS III (9-12)
	ABS IV (13-16)
ARMOR-LIGHT	Soft Leather
	Rigid Leather
	LBA I (5-6)
	LBA II (7-8)
ARMOR-POWERED	Light Powered Armor
	Full Powered Armor

VITAL	
Hits	62
Exhustion Pts	58
Power Points	57
Dev. Points	84

ARMOR	
Armor Type	6
Armor Skill Bns	23

DEFENSIVE							
Category	Melee	Missile	Basic Spells	Dir Spells	Area Spells	Prj	Egy
Armor Quick Penalty	0	0	0	0	0	0	0
Quickness Bns (3*Qu)	15	15	---	15	15	7	3
Adrenal Defense	0	0	---	0	---	0	0
Armor Quality/Magic	1	1	---	1	0	1	1
Special Iter instinct def	20	20	20	20	20	20	20
Shield Bonu <i>Type: Veloc</i>	30	45	*	0	0	60	0
Weapon	0	0		0	0	0	0
Total DB	66	81	20	36	35	88	24

PSYCHIC	
Mental Exhaustion Points	14
Boundary of Infl and Sens(BIS)	36
Mental Defensive Bonus	-6

0	7	3	2	1
0	6	5	4	3

TALENTS	
Succor (10):	reduce nerve damage by 1 severity; 1/day
Item Lore (7):	+25 Lore: Magical
Ear For Music (7):	+25 Singing/Play Instrument, reproduce any song
Instinctive Defense (15):	+20 DB to attacks aware of, +10 if not aware
Addiction (-5):	Caffeine
Stubborn (-5)	
Compulsive Behavior (-5):	Cleanliness

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Prof/Temp													
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Cat
ARTISTIC-ACTIVE	Acting (e)	56	2/5	6	6	12	18	10		Pr	Em	Ag	SD	14	4		-2		
category is everyman as Cleric of Kieron	Dancing (e)	51		6	6	12	18			Pr	Em	Ag	Ag	14	4		3		
	Mimery (e)	13		6		12	-15			Pr	Em	Ag	SD	14	4		-2		
	Mimicry (e)	23		6		12	-15			Pr	Em	Ag	Me	14	4		8		
	Play Instrument* (e)	43		6		12	-15	25		Pr	Em	Ag	Ag	14	4		3		
	Play Lute/Mandolin (e)	82		6	8	12	24	25		Pr	Em	Ag	Ag	14	4		3		
	Poetic Improv. (e)	43		6		12	-15	20		Pr	Em	Ag	Me	14	4		8		
	Singing (e)	87		6	8	12	24	25		Pr	Em	Ag	Me	14	4		8		
	Tale Telling (e)	64		6	2	12	6	20		Pr	Em	Ag	Me	14	4		8		
	Ventriloquism (e)	13		6		12	-15			Pr	Em	Ag	SD	14	4		-2		
ARTISTIC-PASSIVE	Music (e)	58	2/5	6	6	12	18			Em	In	Pr	Pr	4	10		14		
category is everyman as Cleric of Kieron	Painting (e)	14		6		12	-15			Em	In	Pr	Ag	4	10		3		
	Poetry (e)	52		6	2	12	6	15		Em	In	Pr	Re	4	10		5		
	Sculpting (e)	14		6		12	-15			Em	In	Pr	Ag	4	10		3		
ATHLETIC-BRAWN	Athletic Games*	0	5	1		2	-15			St	Co	Ag	Ag	4	6		3		
	Jumping	0		1		2	-15			St	Co	Ag	Ag	4	6		3		
	Power-Striking	1		1		2	-15			St	Co	Ag	St	4	6		4		
	Power-Throwing	1		1		2	-15			St	Co	Ag	St	4	6		4		
	Weight-Lifting	1		1		2	-15			St	Co	Ag	St	4	6		4		
ATHLETIC-ENDURANCE	Athletic Games*	22	3	2	1	4	3			Co	Ag	St	Co	6	3		6		
	Distance Running	4		2		4	-15			Co	Ag	St	Co	6	3		6		
	Rowing	20		2	1	4	3			Co	Ag	St	St	6	3		4		
	Scaling	2		2		4	-15			Co	Ag	St	St	6	3		4		
	Sprinting	3		2		4	-15			Co	Ag	St	Qu	6	3		5		
	Swimming	23		2	4	4	12			Co	Ag	St	SD	6	3		-2		
	Bicycling	-18				-15	-15			Co	Ag	St	Ag	6	3		3		
ATHLETIC-GYMNASTICS	Acrobatics	21	3	2	2	4	6			Ag	Qu	Ag	Ag	3	5		3		
	Athletic Games*	3		2		4	-15			Ag	Qu	Ag	Co	3	5		6		
	Climbing	22		2	2	4	6			Ag	Qu	Ag	St	3	5		4		
	Contortions	-5		2		4	-15			Ag	Qu	Ag	SD	3	5		-2		
	Diving	18		2	1	4	3			Ag	Qu	Ag	Ag	3	5		3		
	Flying/Gliding	25		2	1	4	3			Ag	Qu	Ag	In	3	5		10		
	Juggling	7		2		4	-15			Ag	Qu	Ag	In	3	5		10		
	Pole-vaulting	0		2		4	-15			Ag	Qu	Ag	Ag	3	5		3		
	Rappeling	1		2		4	-15			Ag	Qu	Ag	St	3	5		4		
	Skating	0		2		4	-15			Ag	Qu	Ag	Ag	3	5		3		
	Skiing	3		2		4	-15			Ag	Qu	Ag	Co	3	5		6		
	Stilt Walking	0		2		4	-15			Ag	Qu	Ag	Ag	3	5		3		
	Surfing	3		2		4	-15			Ag	Qu	Ag	Co	3	5		6		
	Tightrope-walking	-5		2		4	-15			Ag	Qu	Ag	SD	3	5		-2		
	Tumbling	0		2		4	-15			Ag	Qu	Ag	Ag	3	5		3		
	Skydiving	-19				-15	-15			Ag	Qu	Ag	Ag	3	5		3		
AWARENESS-PERCEPTION	Alertness	30	6	N/A	7	N/A	7	5		In	SD	In	In	10	-2		10		
	Sense Ambush	17		N/A	0	N/A	0	5		In	SD	In	Em	10	-2		4		
AWARENESS-SEARCHING	Detect Traps	21	2/6	3		6	-15	5		In	Re	SD	In	10	5		10		
	Lie Perception	36		3	2	6	6	5		In	Re	SD	Em	10	5		4		
	Locate Hidden	42		3	2	6	6	5		In	Re	SD	In	10	5		10		
	Observation	33		3	3	6	9	5		In	Re	SD	SD	10	5		-2		
	Poison Perception	40		3	2	6	6	5		In	Re	SD	Me	10	5		8		
	Reading Tracks	9		3		6	-15	5		In	Re	SD	SD	10	5		-2		
	Surveillance	9		3		6	-15	5		In	Re	SD	SD	10	5		-2		
	Tracking	9		3		6	-15	5		In	Re	SD	SD	10	5		-2		
AWARENESS-SENSES	Direction Sense	10	3/7	1		2	-15	5		In	Sd	In	In	10	-2		10		
	Reality Awareness	4		1		2	-15	5		In	Sd	In	Em	10	-2		4		
	Sense Awareness: Touch	35		1	2	2	6	5		In	Sd	In	Pr	10	-2		14		
	Situational Awareness: Combat	10		1		2	-15	5		In	Sd	In	In	10	-2		10		
	Situational Awareness: Ammo	10		1		2	-15	5		In	Sd	In	In	10	-2		10		
	Spacial Location Awareness	14		1		2	-15	5		In	Sd	In	Pr	10	-2		14		
	Time Sense (e)	4		1		2	-15	5		In	Sd	In	Em	10	-2		4		
BODY DEVELOPMENT	Body Development	62	10	N/A	6	N/A	42			Co	Sd	Co	Co	6	-2		6		
COMBAT MANEUVERS	Blind Fighting	-24	10	N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2		
	Missile Deflecting	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2		
	Mounted Combat	-18		N/A		N/A	-30			Ag	Qu	SD	Em	3	5		4		
	Quickdraw	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2		
	Reverse Stroke*	-8		N/A		N/A	-30			Ag	Qu	SD	Pr	3	5		14		
	Subdual	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2		
	Swashbuckling	-8		N/A		N/A	-30			Ag	Qu	SD	Pr	3	5		14		

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Prof/Temp												
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat
	Tumbling Evasion	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3	
	Two-Weapon Combat:	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2	
	Weapon Style (Basic)*	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3	
	Weapon Style (Adv)* (r)	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3	
	Suppression Fire	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3	
	Rapid Fire	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2	
	Combat Pilot	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
	Crewmember AFV	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
	Demolitions	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
	Mounted Weapons Ambush	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
	Gunnery: Heavy Energy Project	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
	Gunnery: Missiles	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
	Gunnery: Projectile Gunnery	-12		N/A		N/A	-30			Ag	Qu	SD	In	3	5		10	
COMMUNICATIONS	Language: High Elvish (S)	55	2/2/2	4	10	8	30			Re	Me	Em	Em	5	8		4	
	Language: High Elvish (W)	55		4	10	8	30			Re	Me	Em	Em	5	8		4	
	Language: Grey Elvish (S)	49		4	8	8	24			Re	Me	Em	Em	5	8		4	
	Language: Grey Elvish (W)	43		4	6	8	18			Re	Me	Em	Em	5	8		4	
	L: Ancient Emerian (S)	55		4	10	8	30			Re	Me	Em	Em	5	8		4	
	L: Ancient Emerian (W)	55		4	10	8	30			Re	Me	Em	Em	5	8		4	
	Language: High Speech (S)	55		4	10	8	30			Re	Me	Em	Em	5	8		4	
	Language: High Speech (W)	49		4	10	8	30			Re	Me	Em	SD	5	8		-2	
	Lip Reading	4		4		8	-15			Re	Me	Em	SD	5	8		-2	
	Magical Languages	14		4		8	-15			Re	Me	Em	Me	5	8		8	
	Signaling	14		4		8	-15			Re	Me	Em	Me	5	8		8	
	Speed Reading	14		4		8	-15			Re	Me	Em	Me	5	8		8	
CRAFTS	Cooking	26	4/10	N/A	1	N/A	5			Ag	Me	SD	In	3	8		10	
	Drafting	-21		N/A		N/A	-30			Ag	Me	SD	SD	3	8		-2	
	Fletching	-9		N/A		N/A	-30			Ag	Me	SD	In	3	8		10	
	Horticulture	-15		N/A		N/A	-30			Ag	Me	SD	Em	3	8		4	
	Leather-crafts	-21		N/A		N/A	-30			Ag	Me	SD	SD	3	8		-2	
	Metal-crafts	26		N/A	1	N/A	5			Ag	Me	SD	In	3	8		10	
	Rope Mastery	-9		N/A		N/A	-30			Ag	Me	SD	In	3	8		10	
	Scribing	14		N/A	1	N/A	5			Ag	Me	SD	SD	3	8		-2	
	Service	-21		N/A		N/A	-30			Ag	Me	SD	SD	3	8		-2	
	Sewing/weaving	36		N/A	3	N/A	15			Ag	Me	SD	In	3	8		10	
	Skinning	-9		N/A		N/A	-30			Ag	Me	SD	In	3	8		10	
	Stone-crafts	31		N/A	2	N/A	10			Ag	Me	SD	In	3	8		10	
	Trapping	-15		N/A		N/A	-30			Ag	Me	SD	Em	3	8		4	
	Wood-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	3	8		10	
DIRECTED SPELLS	Any	-26	3	0	0	-15	-15			Ag	SD	Ag	Ag	3	-2		3	
INFLUENCE	Bribery	22	2/4	2		4	-15	5		Pr	Em	In	In	14	4		10	
	Diplomacy	22		2		4	-15	5		Pr	Em	In	In	14	4		10	
	Duping	40		2	1	4	3	5		Pr	Em	In	In	14	4		10	
	Interrogation	10		2		4	-15	5		Pr	Em	In	SD	14	4		-2	
	Leadership	26		2		4	-15	5		Pr	Em	In	Pr	14	4		14	
	Propaganda	17		2		4	-15	5		Pr	Em	In	Re	14	4		5	
	Public Speaking	22		2		4	-15	5		Pr	Em	In	In	14	4		10	
	Seduction	43		2	2	4	6	5		Pr	Em	In	In	14	4		10	
	Trading	28		2	1	4	3	5		Pr	Em	In	SD	14	4		-2	
	Training	16		2		4	-15	5		Pr	Em	In	Em	14	4		4	
	Brainwashing	10		2		4	-15	5		Pr	Em	In	SD	14	4		-2	
	Mediation	26		2		4	-15	5		Pr	Em	In	Pr	14	4		14	
	Proselytism	16		2		4	-15	5		Pr	Em	In	Em	14	4		4	
LORE-ACADEMIC	Art History	10	2/4	2		4	-15			Me	Re	Me	Me	8	5		8	
	Canon	0		2		4	-15			Me	Re	Me	SD	8	5		-2	
	Comparative Religion	28		2	1	4	3			Me	Re	Me	Me	8	5		8	
	Education	21		2	2	4	6			Me	Re	Me	SD	8	5		-2	
	Journalism	16		2		4	-15			Me	Re	Me	Pr	8	5		14	
	Philosophic/Religious Doctrine	28		2	1	4	3			Me	Re	Me	Me	8	5		8	
	Political Science	16		2		4	-15			Me	Re	Me	Pr	8	5		14	
	Religious History	25		2	1	4	3			Me	Re	Me	Re	8	5		5	
	Sociology	6		2		4	-15			Me	Re	Me	Em	8	5		4	
	Visual Arts	12		2		4	-15			Me	Re	Me	In	8	5		10	
LORE-GENERAL	Culture Lore: High Elvish	36	1/3	3	3	6	9			Me	Re	Me	Me	8	5		8	
	Fauna Lore	26		3	1	6	3			Me	Re	Me	Em	8	5		4	
	Flora Lore	26		3	1	6	3			Me	Re	Me	Em	8	5		4	
	Heraldry	12		3		6	-15			Me	Re	Me	Me	8	5		8	

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Prof/Temp													
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Cat
	History*	12		3		6	-15			Me	Re	Me	Me	8	5		8		
	Martial Styles Lore	12		3		6	-15			Me	Re	Me	Me	8	5		8		
	Philosophy	14		3		6	-15			Me	Re	Me	In	8	5		10		
	Region Lore: Ancient Emer	36		3	3	6	9			Me	Re	Me	Me	8	5		8		
	1/3 Religion (o)	36		3	3	6	9			Me	Re	Me	Me	8	5		8		
	Weapon Style Lore	36		3	3	6	9			Me	Re	Me	Me	8	5		8		
	Efficiency Expertise	-7				-15	-15			Me	Re	Me	In	8	5		10		
	Fashion	32		3	1	6	3			Me	Re	Me	In	8	5		10		
	Health Care	-9				-15	-15			Me	Re	Me	Me	8	5		8		
	Interior Design	-7				-15	-15			Me	Re	Me	In	8	5		10		
LORE-MAGICAL	Artifact Lore	66	2/4	3	3	6	9	30		Me	Re	Me	Me	8	5		8		
	Circle Lore	42		3		6	-15	30		Me	Re	Me	Me	8	5		8		
1/2 cost at 6th level	Planar Lore	62		3	1	6	3	30		Me	Re	Me	In	8	5		10		
	Spell Lore	60		3	1	6	3	30		Me	Re	Me	Me	8	5		8		
	Symbol Lore	56		3	1	6	3	30		Me	Re	Me	Em	8	5		4		
	Undead Lore	60		3	1	6	3	30		Me	Re	Me	Me	8	5		8		
	Warding Lore	42		3		6	-15	30		Me	Re	Me	Me	8	5		8		
LORE-OBSCURE	Demon/Devil Lore	8	3/7	1		2	-15			Me	Re	Me	Me	8	5		8		
	Dragon Lore	8		1		2	-15			Me	Re	Me	Me	8	5		8		
	Faerie Lore	8		1		2	-15			Me	Re	Me	Me	8	5		8		
1/2 cost at 6th level	Unlife Lore	26		1	1	2	3			Me	Re	Me	Me	8	5		8		
	Vital Points Lore	8		1		2	-15			Me	Re	Me	Me	8	5		8		
	Xeno-lores*	8		1		2	-15			Me	Re	Me	Me	8	5		8		
LORE-TECHNICAL	Herb Lore	34	2/6	2	3	4	9			Me	Re	Me	Me	8	5		8		
	Lock Lore	10		2		4	-15			Me	Re	Me	Me	8	5		8		
	Metal Lore/Metallurgy	10		2		4	-15			Me	Re	Me	Me	8	5		8		
	Poison Lore	10		2		4	-15			Me	Re	Me	Me	8	5		8		
	Stone Lore	10		2		4	-15			Me	Re	Me	Me	8	5		8		
	Trading Lore	10		2		4	-15			Me	Re	Me	Me	8	5		8		
MARTIAL ARTS-STRIKING	Boxing	-19	6	0		-15	-15			St	Ag	St	St	4	3		4		
	MA Striking	-19		0		-15	-15			St	Ag	St	St	4	3		4		
	Nerve Strikes (r)	-20		0		-15	-15			St	Ag	St	Ag	4	3		3		
	Tackling	-18		0		-15	-15			St	Ag	St	Qu	4	3		5		
MARTIAL ARTS-SWEEPING	Blocking	-19	6	0		-15	-15			Ag	St	Ag	St	3	4		4		
	MA Sweeping	-20		0		-15	-15			Ag	St	Ag	Ag	3	4		3		
	Locking Holds (r)	-25		0		-15	-15			Ag	St	Ag	SD	3	4		-2		
	Wrestling	-25		0		-15	-15			Ag	St	Ag	SD	3	4		-2		
MRTL ARTS CMBT MNVR	Adrenal Deflecting	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2		
	Adrenal Evasion	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3		
	Blind Fighting	-24		N/A		N/A	-30			Ag	Qu	SD	SD	3	5		-2		
	MA Style (Basic)*	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3		
	MA Style (Adv)* (r)	-19		N/A		N/A	-30			Ag	Qu	SD	Ag	3	5		3		
OUTDOOR-ANIMAL	Animal Handling*	5	3	2		4	-15	5		Em	Ag	Em	Em	4	3		4		
	Animal Healing*	5		2		4	-15	5		Em	Ag	Em	Em	4	3		4		
	Animal Mastery*	15		2		4	-15	5		Em	Ag	Em	Pr	4	3		14		
	Animal Training*	-1		2		4	-15	5		Em	Ag	Em	SD	4	3		-2		
	Driving*	11		2		4	-15	5		Em	Ag	Em	In	4	3		10		
	Herding*	5		2		4	-15	5		Em	Ag	Em	Em	4	3		4		
	Riding: Equestrian	26		2	2	4	6	5		Em	Ag	Em	Em	4	3		4		
OUTDOOR-ENVIRONMENTAL	Caving	12	2/7	3		6	-15	5		SD	In	Me	Me	-2	10		8		
	Foraging	8		3		6	-15	5		SD	In	Me	Em	-2	10		4		
	Hunting	8		3		6	-15	5		SD	In	Me	Em	-2	10		4		
	Star-gazing	12		3		6	-15	5		SD	In	Me	Me	-2	10		8		
	Survival*	14		3		6	-15	5		SD	In	Me	In	-2	10		10		
	Weather Watching	14		3		6	-15	5		SD	In	Me	In	-2	10		10		
	Aquatics	7		3		6	-15	5		SD	In	Me	Ag	-2	10		3		
POWER AWARENESS	Attunement	54	2/5	5	2	10	6	10		Em	In	Pr	Pr	4	10		14		
	Divination (occ)	53		5	3	10	9	10		Em	In	Pr	In	4	10		10		
	Power Perception	51		5	1	10	3	10		Em	In	Pr	Pr	4	10		14		
	Read Runes	45		5	1	10	3	10		Em	In	Pr	Me	4	10		8		
POWER MANIPULATION	Channeling (e)	37	4/10	N/A	4	N/A	20	5		Em	In	Pr	SD	4	10		-2		
	Magic Ritual	-13		N/A		N/A	-30	5		Em	In	Pr	SD	4	10		-2		
	Spell Mastery*	3		N/A		N/A	-30	5		Em	In	Pr	Pr	4	10		14		
	Transcend Armor	3		N/A		N/A	-30	5		Em	In	Pr	Pr	4	10		14		
POWER POINT DEVEL	Power Point Dev: Channeling	57	4	N/A	6	N/A	42	5		In	In			10	10		0		
PSYCHIC DISCIPLINES	Any*	-16	*	N/A		N/A	-30			Em	In	SD		4	10		0		

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Prof/Temp													
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Cat
PSYCHIC ENERGY MANIPULATION	Channeling	-6	6/14	N/A		N/A	-30			Em	In	Pr	In	4	10		10		
	Directed Discipline Mastery	-13		N/A		N/A	-30			Em	In	Pr	Ag	4	10		3		
	Massing	-18		N/A		N/A	-30			Em	In	Pr	SD	4	10		-2		
	MetaConcert	-6		N/A		N/A	-30			Em	In	Pr	In	4	10		10		
	Psychic Attunement	-2		N/A		N/A	-30			Em	In	Pr	Pr	4	10		14		
	Psychic Perception	-2		N/A		N/A	-30			Em	In	Pr	Pr	4	10		14		
	Two-Discipline Combination	-18		N/A		N/A	-30			Em	In	Pr	SD	4	10		-2		
SCIENCE/ANALYTIC-BASIC	Basic Math	25	1/4	2	1	4	3			Re	Me	Re	Re	5	8		5		
	Research	18		2	1	4	3			Re	Me	Re	SD	5	8		-2		
SCIENCE/ANALYTIC-ENG	Chemical Engineer (Industrial)	-7	4/10	0		-15	-15			Re	Me	Re	In	5	8		10		
	Chemical Engineer (IMedical)	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Civil Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Computer Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Criminal Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Cybernetic Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Electronic Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Environmental Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Mechanical Engineering	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Medical Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Power System Theory	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Sanitation Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Sound Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Undersea Engineering	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Urban Design	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Weapon Design	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
SCIENCE/ANALYTIC-MEDICAL	Autopsy	12	4/10	2		4	-15			Re	Me	Re	In	5	8		10		
	Drug Therapy	7		2		4	-15			Re	Me	Re	Re	5	8		5		
	Internal Medicine	12		2		4	-15			Re	Me	Re	In	5	8		10		
	Medical Practice	36		2	2	4	6		10	Re	Me	Re	Ag	5	8		3		
	Medical Sciences*	12		2		4	-15			Re	Me	Re	In	5	8		10		
	Pharmaceuticals	12		2		4	-15			Re	Me	Re	In	5	8		10		
	Diagnosis: Medical	38		2	2	4	6		10	Re	Me	Re	Re	5	8		5		
SCIENCE/ANALYTIC-SPECIAL	Advanced Math	-12	6/14	N/A		N/A	-30			Re	Me	Re	Re	5	8		5		
	Anthropology*	-13		N/A		N/A	-30			Re	Me	Re	Em	5	8		4		
	Alchemy	-7		N/A		N/A	-30			Re	Me	Re	In	5	8		10		
	Astronomy	-3		N/A		N/A	-30			Re	Me	Re	Pr	5	8		14		
	Biochemistry*	-7		N/A		N/A	-30			Re	Me	Re	In	5	8		10		
	Psychology*	-3		N/A		N/A	-30			Re	Me	Re	Pr	5	8		14		
	Aerodynamics	-12		N/A		N/A	-30			Re	Me	Re	Re	5	8		5		
	Archeology (Xeno)*	-7		N/A		N/A	-30			Re	Me	Re	In	5	8		10		
	Atmospherics	-12		N/A		N/A	-30			Re	Me	Re	Re	5	8		5		
	Botany (Xeno)*	-13		N/A		N/A	-30			Re	Me	Re	Em	5	8		4		
	Cryptology	-7		N/A		N/A	-30			Re	Me	Re	In	5	8		10		
	Forensics	-12		N/A		N/A	-30			Re	Me	Re	Re	5	8		5		
	Metallurgy	-9		N/A		N/A	-30			Re	Me	Re	Me	5	8		8		
	Physics*	-7		N/A		N/A	-30			Re	Me	Re	In	5	8		10		
	Planetology	-7		N/A		N/A	-30			Re	Me	Re	In	5	8		10		
	Zoology (Xeno)*	-13		N/A		N/A	-30			Re	Me	Re	Em	5	8		4		
SCIENCE/ANALYTIC-TECHNICAL	Computer Technology	-12	5	0		-15	-15			Re	Me	Re	Re	5	8		5		
	Criminal Technology	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Cryogenic Operation	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Cybernetic Technology	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Electronic Technology	-12		0		-15	-15			Re	Me	Re	Re	5	8		5		
	Genetic Technology	-7		0		-15	-15			Re	Me	Re	In	5	8		10		
	Mechanical Technology	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Medical Technology	-13		0		-15	-15			Re	Me	Re	Em	5	8		4		
	Musical Technology	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Power System Technology	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Weapon Technology	-14		0		-15	-15			Re	Me	Re	Ag	5	8		3		
	Diagnosis: Electronic	-12		0		-15	-15			Re	Me	Re	Re	5	8		5		
	Diagnosis: Mechanical	-12		0		-15	-15			Re	Me	Re	Re	5	8		5		
SELF CONTROL	Adrenal Balance	2	5	1		2	-15			SD	Pr	SD	Ag	-2	14		3		
	Adrenal Concentration	13		1		2	-15			SD	Pr	SD	Pr	-2	14		14		
	Adrenal Landing	2		1		2	-15			SD	Pr	SD	Ag	-2	14		3		
	Adrenal Leaping	3		1		2	-15			SD	Pr	SD	St	-2	14		4		
	Adrenal Quickdraw	2		1		2	-15			SD	Pr	SD	Ag	-2	14		3		
	Adrenal Speed	4		1		2	-15			SD	Pr	SD	Qu	-2	14		5		

Category	Skill	Total bonus	Dev Cost	Skill Cat Rank	Skill Rank	Prof/Temp													
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Cat
	Adrenal Stabilization*	-3		1		2	-15			SD	Pr	SD	SD	-2	14		-2		
	Adrenal Strength	3		1		2	-15			SD	Pr	SD	St	-2	14		4		
	Cleansing Trance (r)	-3		1		2	-15			SD	Pr	SD	SD	-2	14		-2		
	Control Lycanthropy (r)	-3		1		2	-15			SD	Pr	SD	SD	-2	14		-2		
	Death Trance (r)	-3		1		2	-15			SD	Pr	SD	SD	-2	14		-2		
	Frenzy	-3		1		2	-15			SD	Pr	SD	SD	-2	14		-2		
	Healing Trance	3		1		2	-15			SD	Pr	SD	Em	-2	14		4		
	Meditation (e)	18		1	2	2	6			SD	Pr	SD	SD	-2	14		-2		
	Mnemonics	7		1		2	-15			SD	Pr	SD	Me	-2	14		8		
	Sleep Trance	-3		1		2	-15			SD	Pr	SD	SD	-2	14		-2		
	Stunned Manuevering	13		1		2	-15			SD	Pr	SD	Pr	-2	14		14		
	<i>Cyber Attunement</i>	-13				-15	-15			SD	Pr	SD	Re	-2	14		5		
SPECIAL ATTACKS	Brawling	-19	10	N/A		N/A	-30			St	Ag	SD	St	4	3		4		
	Disarm Foe (armed)*	-20		N/A		N/A	-30			St	Ag	SD	Ag	4	3		3		
	Disarm Foe (unarmed)*	-20		N/A		N/A	-30			St	Ag	SD	Ag	4	3		3		
	Feint (armed)*	-18		N/A		N/A	-30			St	Ag	SD	Qu	4	3		5		
	Feint (unarmed)*	-18		N/A		N/A	-30			St	Ag	SD	Qu	4	3		5		
	Jousting (Lancing)	-25		N/A		N/A	-30			St	Ag	SD	SD	4	3		-2		
	Weapon Kata*	-25		N/A		N/A	-30			St	Ag	SD	SD	4	3		-2		
	<i>Sniping</i>	-20		N/A		N/A	-30			St	Ag	SD	Ag	4	3		3		
	<i>Targetting</i>	-25		N/A		N/A	-30			St	Ag	SD	SD	4	3		-2		
SPECIAL DEFENSES	Adrenal Defense	-30	40	N/A		N/A	-30							0	0		0		
	Adrenal Resistance	-30		N/A		N/A	-30							0	0		0		
	Adrenal Toughness	-30		N/A		N/A	-30							0	0		0		
SPELL-ARCANE OPEN		15	6/6	N/A		N/A	0	5		In				10	0		0		
SPELL-OTH RLM BASE		15	50	N/A		N/A	0	5		In				10	0		0		
SPELL-OTH RLM CLSD		15	20	N/A		N/A	0	5		In				10	0		0		
SPELL-OTH RLM OPEN		15	10/10	N/A		N/A	0	5		In				10	0		0		
SPELL-OWN RLM CLSD	Channeling- Bone Law	22	3/3/3	N/A	7	N/A	7	5		In				10	0		0		
	Channeling- Muscle Law	22	3/3/3	N/A	7	N/A	7	5		In				10	0		0		
	Channeling- Blood Law	20	3/3/3	N/A	5	N/A	5	5		In				10	0		0		
SPELL-OWN RLM OPEN	Channeling-Concussion ways	20	3/3/3	N/A	5	N/A	5	5		In				10	0		0		
	Channeling-Purification	18	3/3/3	N/A	3	N/A	3	5		In				10	0		0		
SPELL-OWN RLM OTH BASE		15	8/8	N/A		N/A	0	5		In				10	0		0		
SPELL-OWN RLM OWN BASE	Cleric- Repulsions	22	3/3/3	N/A	7	N/A	7	5		In				10	0		0		
	Cleric- Life Mastery	22	3/3/3	N/A	7	N/A	7	5		In				10	0		0		
	Cleric- Protections	20	3/3/3	N/A	5	N/A	5	5		In				10	0		0		
	Bardic- Item Lore	22	3/3/3	N/A	7	N/A	7	5		In				10	0		0		
SUBTERFUGE-ATTACK	Ambush	-19	15	0		-15	-15			Ag	SD	In	In	3	-2		10		
	Silent Kill	-19		0		-15	-15			Ag	SD	In	In	3	-2		10		
	<i>Gunnery: Mounted Weapon A</i>	-19		0		-15	-15			Ag	SD	In	In	3	-2		10		
	<i>Gunnery: Sniping</i>	-19		0		-15	-15			Ag	SD	In	In	3	-2		10		
SUBTERFUGE-MECHANICS	Camouflage	4	7	1		2	-15			In	Ag	Re	Em	10	3		4		
	Disarming Traps	-2		1		2	-15			In	Ag	Re	SD	10	3		-2		
	Disguise	14		1		2	-15			In	Ag	Re	Pr	10	3		14		
	Counterfeiting	5		1		2	-15			In	Ag	Re	Re	10	3		5		
	Falsification	5		1		2	-15			In	Ag	Re	Re	10	3		5		
	Forgery	5		1		2	-15			In	Ag	Re	Re	10	3		5		
	Hiding Items	5		1		2	-15			In	Ag	Re	Re	10	3		5		
	Picking Locks: Archaic	5		1		2	-15			In	Ag	Re	Re	10	3		5		
	<i>Picking Locks: Tech</i>	-12				-15	-15			In	Ag	Re	Re	10	3		5		
	Setting Traps	-2		1		2	-15			In	Ag	Re	SD	10	3		-2		
	Trap Building	5		1		2	-15			In	Ag	Re	Re	10	3		5		
	Using/Removing Poison	-2		1		2	-15			In	Ag	Re	SD	10	3		-2		
	<i>Computer Crime</i>	-19				-15	-15			In	Ag	Re	SD	10	3		-2		
	<i>Computer Tapping</i>	-7				-15	-15			In	Ag	Re	In	10	3		10		
	<i>Electronic Countermeasures</i>	-7				-15	-15			In	Ag	Re	In	10	3		10		
	<i>Electronic Surveillance</i>	-19				-15	-15			In	Ag	Re	SD	10	3		-2		
	<i>Electronic Warfare</i>	-19				-15	-15			In	Ag	Re	SD	10	3		-2		
	<i>Safe Cracking</i>	-19				-15	-15			In	Ag	Re	SD	10	3		-2		
	<i>Security Operations</i>	-19				-15	-15			In	Ag	Re	SD	10	3		-2		
	<i>Tax Evasion</i>	-7				-15	-15			In	Ag	Re	In	10	3		10		
SUBTERFUGE-STEALTH	Hiding	21	5	2	2	4	6			Ag	SD	In	In	3	-2		10		
	Picking Pockets	4		2		4	-15			Ag	SD	In	Pr	3	-2		14		
	Stalking	9		2	2	4	6			Ag	SD	In	SD	3	-2		-2		
	Trickery	4		2		4	-15			Ag	SD	In	Pr	3	-2		14		

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Prof/Temp													
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Cat	Cat	Cat
						Bonus	Bonus	Bonus	bonus	Stat1	Stat2	Stat3	Stat4	B1	B2	B3	B4		
T/T-GENERAL	Evidence Dispersal	-12	3/7	2		4	-15			Ag	SD	In	SD	3	-2		-2		
	Guerrilla Tactics	-12		2		4	-15			Ag	SD	In	SD	3	-2		-2		
	Begging	18		3		6	-15			Re	Me	SD	Pr	5	8		14		
	First Aid	61		3	6	6	18		20	Re	Me	SD	Em	5	8		4		
	Gambling	18		3		6	-15			Re	Me	SD	Pr	5	8		14		
	Mapping	2		3		6	-15			Re	Me	SD	SD	5	8		-2		
	Orienteering	14		3		6	-15			Re	Me	SD	In	5	8		10		
	Sailing	10		3		6	-15			Re	Me	SD	Co	5	8		6		
	Tactical Games	2		3		6	-15			Re	Me	SD	SD	5	8		-2		
	Using Prepared Herbs	37		3	5	6	15			Re	Me	SD	Ag	5	8		3		
	Billiards	2		3		6	-15			Re	Me	SD	SD	5	8		-2		
	Communications	-7				-15	-15			Re	Me	SD	In	5	8		10		
	Cyberdeck Operations*	-7				-15	-15			Re	Me	SD	In	5	8		10		
	Data Processing	-19				-15	-15			Re	Me	SD	SD	5	8		-2		
	Driving (Mechanical)	-14				-15	-15			Re	Me	SD	Ag	5	8		3		
	Photography	-14				-15	-15			Re	Me	In	Ag	5	8		3		
	Scanner Analysis*	-7				-15	-15			Re	Me	SD	In	5	8		10		
	Scanner Analysis: Medical	35		3	2	6	6			Re	Me	SD	In	5	8		10		
	Sensor Analysis	-7				-15	-15			Re	Me	SD	In	5	8		10		
T/T-PROFESSIONAL	Advertising	-7	8	N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Architecture	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Diagnostics*	-13		N/A		N/A	-30			Re	Me	In	Em	5	8		4		
	Dowsing	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Engineering*	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Mechanition*	-14		N/A		N/A	-30			Re	Me	In	Ag	5	8		3		
	Military Organization*	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Mining*	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Second Aid	72		N/A	7	N/A	35		20	Re	Me	In	Em	5	8		4		
	Surgery	72		N/A	5	N/A	25		30	Re	Me	In	Em	5	8		4		
	Astrogration: Hyperspace	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Law*	-12		N/A		N/A	-30			Re	Me	In	Re	5	8		5		
	Military Org.: Pwrdr Armr Troop	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Military Org.: Space Forces	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
	Pilot: Hyperspace	-7		N/A		N/A	-30			Re	Me	In	In	5	8		10		
T/T-VOCATIONAL	Administration	2	5/12	N/A		N/A	-30			Me	In	Re	Pr	8	10		14		
	Appraisal	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Boat Pilot*	-9		N/A		N/A	-30			Me	In	Re	Ag	8	10		3		
	Cartography	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Evaluate Armor*	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Evaluate Metal	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Evaluate Stone	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Evaluate Weapon*	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Gimmickry	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Hypnosis	-8		N/A		N/A	-30			Me	In	Re	Em	8	10		4		
	Midwifery	32		N/A	2	N/A	10			Me	In	Re	Em	8	10		4		
	Navigation	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Preparing Herbs	36		N/A	3	N/A	15			Me	In	Re	Ag	8	10		3		
	Preparing Poisons	21		N/A	1	N/A	5			Me	In	Re	SD	8	10		-2		
	Siege Engineering	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Tactics*	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	AFV Driver	-9		N/A		N/A	-30			Me	In	Re	Ag	8	10		3		
	Alien Environments*	-9		N/A		N/A	-30			Me	In	Re	Ag	8	10		3		
	Astrogration: N-Space	-4		N/A		N/A	-30			Me	In	Re	Me	8	10		8		
	Cosmetology	2		N/A		N/A	-30			Me	In	Re	Pr	8	10		14		
	Criminal Investigation	-2		N/A		N/A	-30			Me	In	Re	In	8	10		10		
	Pilot: Atmospheric	-9		N/A		N/A	-30			Me	In	Re	Ag	8	10		3		
	Pilot: Marine	-2		N/A		N/A	-30			Me	In	Re	In	8	10		10		
	Pilot: N-Space	-9		N/A		N/A	-30			Me	In	Re	Ag	8	10		3		
	Pilot: Orbital	-9		N/A		N/A	-30			Me	In	Re	Ag	8	10		3		
	Powered Armor AFV: Air Supp	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
	Powered Armor AFV: Infantry	-7		N/A		N/A	-30			Me	In	Re	Re	8	10		5		
URBAN	Contacting	-1	3	0		-15	-15			In	Pr	Re	Re	10	14		5		
	Mingling	-3		0		-15	-15			In	Pr	Re	Ag	10	14		3		
	Scrounging	-1		0		-15	-15			In	Pr	Re	Re	10	14		5		
	Streetwise	-2		0		-15	-15			In	Pr	Re	Em	10	14		4		
	Booking	4				-15	-15			In	Pr	Re	In	10	14		10		
	Drug Trafficking	8				-15	-15			In	Pr	Re	Pr	10	14		14		

Category	Skill	Total bonus	Dev Cost	Skill Cat	Skill Ranks	Prof/Temp													
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Skill
	Organized Crime	8				-15	-15			In	Pr	Re	Pr	10	14		14		
WEAPON-1H-Energy	Any*	-15	20			-15	-15	5		Ag	Ag	St	St	3	3		4		
WEAPON-2H-Energy	Any*	-15	20			-15	-15	5		Ag	Ag	St	St	3	3		4		
WEAPON-1H Firearm	Any*	-16	20			-15	-15	5		Ag	Ag	St	Ag	3	3		3		
WEAPON-2H Firearm	Any*	-16	20			-15	-15	5		Ag	Ag	St	Ag	3	3		3		
WEAPON-1H Edged	Any*	2	9	1		2	-15	5		St	Ag	St	Ag	4	3		3		
	Broadsword	28		1	2	2	6	5	5	St	Ag	St	Ag	4	3		3		
WEAPON-2H	Any*	-14	20			-15	-15	5		St	Ag	St	St	4	3		4		
WEAPON-SUPPORT	Any*	-13	20			-15	-15	5		St	Re	Ag	Ag	4	5		3		
WEAPON-THROWN	Any*	-15	7			-15	-15	5		Ag	St	Ag	Ag	3	4		3		
WEAPON-1H CONCUSSION	Any*	-14	9			-15	-15	5		St	Ag	St	St	4	3		4		
WEAPON-MISSILE	Any*	4	6	2		4	-15	5		Ag	St	Ag	Ag	3	4		3		
	sling shot	35		2	2	4	6	5	10	Ag	St	Ag	Ag	3	4		3		
WEAPON-MISSILE ARTILLE	Any*	-7	20			-15	-15	5		In	Ag	Re	Re	10	3		5		
WEAPON-POLE ARMS	Any*	-14	9			-15	-15	5		St	Ag	St	St	4	3		4		

mithril	
platinum	
gold	38
silver	299
bronze	
copper	
tin	

Equipment	total weight:	25	dead weight:	13			
Item	location		Quan	D?	Wt Tot	Enc	
Soft Leather Shirt	worn	+1 DB (technomagical)	1	0	12	12	0
Broadsword +5	scabbard		1	1	3	3	3
ring: spell adder	worn	+2 spell adder	1	0	0.05	0	0
velocity shield	worn	+30 DB meele, +45 missile, +60 projectile. 2% failure, 3% drain	0	0	0	0	0
belt pouch, small	worn	holds 5 lbs	1	1	0.5	1	0.5
slingshot	pouch		1	1	0.05	0	0.1
sling bullets	pouch	shizlink enchanted, +10 one use	20	1	0.05	1	1
soap/comb/toiletries	pouch		1	1	0.2	0	0.2
change of silk clothes/under	pouch		1	1	0.5	1	0.5
superior med kit	pouch	+20 to first and second aid, +30 surgery	1	1	1	1	1
regener gun	pouch		1	1	1	1	1
med scanner	pouch		1	1	0.5	1	0.5
Comb of Beauty	pouch	+1 Pr, +15 Appearance	1	1	0.1	0	0.1
ID card: Darakon	pouch		1	1	0	0	0
Amulet of the Angelus	worn		1	1	0.05	0	0.1
				1	0	0	0
				1	0.25	0	0