

STATISTICS						
Stat	Temporary Stat	Pote Basic Stat Bonus	Racia Spec Bns Bns	Stat Bns		
Agility	99	99	9	6	3	18
Constitution	100	100	10	6	0	16
Memory	90	90	5	0	0	5
Reasoning	92	92	6	0	0	6
Self Discipline	98	98	9	-3	0	6
Empathy	97	97	8	1	0	9
Intuition	71	71	1	0	0	1
Presence	85	85	4	-6	0	-2
Quickness	96	96	8	4	0	12
Strength	66	68	0	-8	0	-8

RESISTANCE		
	Total Resist Bonus	Race
Channeling	3	0
Essence	27	0
Mentalism	34	40
Channeling/Essence	15	0
Channeling/Mentalism	17	20
Essence/Mentalism	29	20
Arcane	8	0
Poison	78	30
Disease	63	15
Fear	18	0

+30 RR vs heat and cold

RECOVERY		
hits/hour resting	8	
hits/3 hours sleeping	32	
PPs/hour resting	4.5	
PPs/3 hours sleeping	57	
Recovery Modifier	0.5	
MOVEMENT		
recover 1 hit/PP per 3 hours active		
Character Height(in)		41
Stride Modifier	(ft/rnd)	-25
Base Movement Rate		61
walk	1	61
fast walk	1.5	92
run	2	122
sprint	3	183
fast sprint	4	244
dash	5	305

ENCUMBRANCE		
Character Weight		55
Dead Weight		4.8
Encumbrance Penalty		0
Offensive Missile Penalty		0
Moving Maneuver Penalty		0
Weight Penalty		0

SKILLS		Total Bonus	Dev Cost	Skill Cat	Skill Rank	Skill Bonus	Skill Rank	Prof Temp	Race Item	Cat Stat1	Cat Stat2	Cat Stat3	Cat Stat4	Cat B1	Cat B2	Cat B3	Cat Skill B4
ARMOR-HEAVY	Plate (17-20)	-28	11	0		-15	-15			St	Ag	St	St	-8	18		-8
	Armored Exoskeleton (17-20)	-2		0		-15	-15			St	Ag	St	Ag	-8	18		18
ARMOR-MEDIUM	Chain (13-16)	-28	10	0		-15	-15			St	Ag	St	St	-8	18		-8
	ABS III (9-12)	-2		0		-15	-15			St	Ag	St	Ag	-8	18		18
	ABS IV (13-16)	-2		0		-15	-15			St	Ag	St	Ag	-8	18		18
ARMOR-LIGHT	Soft Leather	15	5/5/5	1	0	2	-15			Ag	St	Ag	Ag	18	-8		18
	Rigid Leather	15		1		2	-15			Ag	St	Ag	Ag	18	-8		18
	LBA I (5-6)	-2				-15	-15			Ag	St	Ag	Ag	18	-8		18
	LBA II (7-8)	-2				-15	-15			Ag	St	Ag	Ag	18	-8		18
ARMOR-POWERED	Light Powered Armor	-14		0		-15	-15			St	Ag	Re	Re	-8	18		6
	Full Powered Armor	-14		0		-15	-15			St	Ag	Re	Re	-8	18		6
ARTISTIC-ACTIVE	Acting	6	2/4	4		8	-15			Pr	Em	Ag	SD	-2	9		6
	Dancing	18		4		8	-15			Pr	Em	Ag	Ag	-2	9		18
	Mimery	6		4		8	-15			Pr	Em	Ag	SD	-2	9		6
	Mimicry	5		4		8	-15			Pr	Em	Ag	Me	-2	9		5
	Play Instrument	18		4		8	-15			Pr	Em	Ag	Ag	-2	9		18
	Poetic Improvisation	5		4		8	-15			Pr	Em	Ag	Me	-2	9		5
	Singing	5		4		8	-15			Pr	Em	Ag	Me	-2	9		5
	Tale Telling	50		4	5	8	15	15		Pr	Em	Ag	Me	-2	9		5
	Ventriloquism	6		4		8	-15			Pr	Em	Ag	SD	-2	9		6
ARTISTIC-PASSIVE	Music	-22	2/5	0		-15	-15			Em	In	Pr	Pr	9	1		-2
	Painting	-2		0		-15	-15			Em	In	Pr	Ag	9	1		18
	Poetry	-14		0		-15	-15			Em	In	Pr	Re	9	1		6
	Sculpting	-2		0		-15	-15			Em	In	Pr	Ag	9	1		18
ATHLETIC-BRAWN	Athletic Games*	13	3/9	1		2	-15			St	Co	Ag	Ag	-8	16		18
	Jumping	31		1	1	2	3			St	Co	Ag	Ag	-8	16		18

Char Name	Haer Gronagin	
Player Name	D. Gentry	Dabbler
Level	21	Halfing (Waerlin)
PHYSICAL		Training Package
Appearance	90	Finder
Sex	M	Burglar
Skin	fair	Cut Purse
Apparent Age	48	Adventurer
Actual Age	48	Traveller
Hair	Brown	
Eyes	Green	Exp: 562,101

ROLE TRAITS

Personality	short attention span
Motivations	acquisition of shiny objects
Alignment	north by north-west

Realm Stats

Channeling	In	Will:	100
Essence	Em	Insanity:	0
Mentalism	Pr	Corruption:	0
Arcane	Em/In/Pr	Fate:	1

Magic Leather Coat

DEFENSIVE		Mele	Miss	Basic Spells	Dir Spells	Area Spells	Prj	Egy
Armor Quick Penalty	0	0	---	0	0	0	0	0
Quickness Bns (3*Qu)	36	36	---	36	36	18	9	
Adrenal Defense	0	0	---	0	---	0	0	0
Armor Quality/Magic	10	10	---	10	5	10	10	
Special Items	0	0	0	0	0	0	0	0
Shield Bonu Type: None	0	0	*	0	0	0	0	0
Weapon	0	0		0	0	0	0	0
Total DB	46	46	0	46	41	28	19	

*Special if Channeling spell with Metal shield

PSYCHIC	
Mental Exhaustion Pts	38
Bndry Infl & Sens(BIS)	324
Mental Defense Bonus	18

TALENTS (30)

Underground Uprising (7)
 Acrobat (7)
 Stat Bonus: Ag +3 (10)
 Gourmand (3)
 Rival: Thief (-10)
 Minor Kleptomaniac (-9)
 Addiction/Simple (smoking) (-5)

0	6	2	2	1
0	6	5	4	3

Body Development Progression

Power Point Progression

Category	Skill	Total bonus	Dev Cost	Skill		Cat		Prof Temp		Race Bns	Item Bns	Cat				Skill			
				Ranks	Ranks	Bonus	Bonus	Bns	Bns			Stat1	Stat2	Stat3	Stat4	B1	B2	B3	B4
	Power-Striking	-13		1		2	-15					St	Co	Ag	St	-8	16		-8
	Power-Throwing	-13		1		2	-15					St	Co	Ag	St	-8	16		-8
	Weight-Lifting	-13		1		2	-15					St	Co	Ag	St	-8	16		-8
ATHLETIC-ENDURANCE	Athletic Games*	55	2/7	10		20	-15					Co	Ag	St	Co	16	18		16
	Distance Running	73		10	1	20	3					Co	Ag	St	Co	16	18		16
	Rowing	31		10		20	-15					Co	Ag	St	St	16	18		-8
	Scaling	78		10	11	20	32					Co	Ag	St	St	16	18		-8
	Sprinting	69		10	1	20	3					Co	Ag	St	Qu	16	18		12
	Swimming	84		10	8	20	24					Co	Ag	St	SD	16	18		6
	Bicycling	57		10		20	-15					Co	Ag	St	Ag	16	18		18
ATHLETIC-GYMNASTICS	Acrobatics	124	2/4	21	10	31	30	15				Ag	Qu	Ag	Ag	18	12		18
	Athletic Games*	77		21		31	-15	15				Ag	Qu	Ag	Co	18	12		16
	Climbing	128		21	20	31	50	15	10			Ag	Qu	Ag	St	18	12		-8
	Contortions	112		21	10	31	30	15				Ag	Qu	Ag	SD	18	12		6
	Diving	109		21	5	31	15	15				Ag	Qu	Ag	Ag	18	12		18
	Flying/Gliding	83		21	2	31	6	15				Ag	Qu	Ag	In	18	12		1
	Juggling	89		21	4	31	12	15				Ag	Qu	Ag	In	18	12		1
	Pole-vaulting	124		21	10	31	30	15				Ag	Qu	Ag	Ag	18	12		18
	Rappelling	83		21	5	31	15	15				Ag	Qu	Ag	St	18	12		-8
	Skating	97		21	1	31	3	15				Ag	Qu	Ag	Ag	18	12		18
	Skiing	95		21	1	31	3	15				Ag	Qu	Ag	Co	18	12		16
	Stilt Walking	106		21	4	31	12	15				Ag	Qu	Ag	Ag	18	12		18
	Surfing	95		21	1	31	3	15				Ag	Qu	Ag	Co	18	12		16
	Tightrope-walking	109		21	9	31	27	15				Ag	Qu	Ag	SD	18	12		6
	Tumbling	106		21	4	31	12	15				Ag	Qu	Ag	Ag	18	12		18
	Skydiving	79		21		31	-15	15				Ag	Qu	Ag	Ag	18	12		18
AWARENESS-PERCEPTION	Alertness	31	4/12	N/A	13	N/A	13	10				In	SD	In	In	1	6		1
	Sense Ambush (e)	49		N/A	26	N/A	23	10				In	SD	In	Em	1	6		9
AWARENESS-SEARCHING	Detect Traps (e)	110	2/6	21	32	31	61	10				In	Re	SD	In	1	6		1
	Lie Perception	66		21	3	31	9	10				In	Re	SD	Em	1	6		9
	Locate Hidden (e)	109		21	30	31	60	10				In	Re	SD	In	1	6		1
	Observation	105		21	21	31	51	10				In	Re	SD	SD	1	6		6
	Poison Perception	74		21	7	31	21	10				In	Re	SD	Me	1	6		5
	Reading Tracks	78		21	8	31	24	10				In	Re	SD	SD	1	6		6
	Surveillance	63		21	3	31	9	10				In	Re	SD	SD	1	6		6
	Tracking	81		21	9	31	27	10				In	Re	SD	SD	1	6		6
AWARENESS-SENSES	Direction Sense	-12	3/7	0		-15	-15	10				In	SD	In	In	1	6		1
	Reality Awareness (r)	-4		0		-15	-15	10				In	SD	In	Em	1	6		9
	Sense Awareness*	-15		0		-15	-15	10				In	SD	In	Pr	1	6		-2
	Sense Awareness: Hearing	-15		0		-15	-15	10				In	SD	In	Pr	1	6		-2
	Sense Awareness: Touch	-15		0		-15	-15	10				In	SD	In	Pr	1	6		-2
	Situational Awareness: Combat	-12		0		-15	-15	10				In	SD	In	In	1	6		1
	Situational Awareness: Ammo	-12		0		-15	-15	10				In	SD	In	In	1	6		1
	Spacial Location Awareness (r)	-15		0		-15	-15	10				In	SD	In	Pr	1	6		-2
	Time Sense (e)	-4		0		-15	-15	10				In	SD	In	Em	1	6		9
BODY DEVELOPMENT	Body Development	113	6/14	N/A	10	N/A	60	5				Co	SD	Co	Co	16	6		16
COMBAT MANEUVERS	Blind Fighting (r)	6	6/14	N/A		N/A	-30					Ag	Qu	SD	SD	18	12		6
	Missile Deflecting (r)	6		N/A		N/A	-30					Ag	Qu	SD	SD	18	12		6
	Mounted Combat	9		N/A		N/A	-30					Ag	Qu	SD	Em	18	12		9
	Quickdraw	6		N/A		N/A	-30					Ag	Qu	SD	SD	18	12		6
	Reverse Stroke	-2		N/A		N/A	-30					Ag	Qu	SD	Pr	18	12		-2
	Subdual	6		N/A		N/A	-30					Ag	Qu	SD	SD	18	12		6
	Swashbuckling	-2		N/A		N/A	-30					Ag	Qu	SD	Pr	18	12		-2
	Tumbling Evasion (r)	18		N/A		N/A	-30					Ag	Qu	SD	Ag	18	12		18
	Two-Weapon Combat*	6		N/A		N/A	-30					Ag	Qu	SD	SD	18	12		6
	Weapon Style (Basic)*	18		N/A		N/A	-30					Ag	Qu	SD	Ag	18	12		18
	Weapon Style (Adv)* (r)	18		N/A		N/A	-30					Ag	Qu	SD	Ag	18	12		18
	Suppression Fire (e)	18		N/A		N/A	-30					Ag	Qu	SD	Ag	18	12		18
	Rapid Fire	6		N/A		N/A	-30					Ag	Qu	SD	SD	18	12		6
	Combat Pilot	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
	Crewmember AFV	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
	Demolitions	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
	Mounted Weapons Ambush	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
	Gunnery: Heavy Energy Project	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
	Gunnery: Missiles	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
	Gunnery: Projectile Gunnery	1		N/A		N/A	-30					Ag	Qu	SD	In	18	12		1
COMMUNICATIONS	Language: Small Speech (S)	46	2/2/2	1	8	2	24					Re	Me	Em	Em	6	5		9
	Language: Small Speech (W)	40		1	6	2	18					Re	Me	Em	Em	6	5		9
	Language: Common (S)	46		1	8	2	24					Re	Me	Em	Em	6	5		9
	Language: Common (W)	40		1	6	2	18					Re	Me	Em	Em	6	5		9
	Language: High Elvish (S)	40		1	6	2	18					Re	Me	Em	Em	6	5		9
	Lip Reading	4		1		2	-15					Re	Me	Em	SD	6	5		6
	Magical Languages (r)	4		1		2	-15					Re	Me	Em	SD	6	5		6
	Signaling	3		1		2	-15					Re	Me	Em	Me	6	5		5
	Speed Reading	7		1		2	-15					Re	Me	Em	Me	6	5		5
CRAFTS	Cooking (e)	79	4/10	N/A	4	N/A	20	25	10			Ag	Me	SD	In	18	5		1
	Drafting	-1		N/A		N/A	-30					Ag	Me	SD	SD	18	5		6
	Fletching	-6		N/A		N/A	-30					Ag	Me	SD	In	18	5		1
	Horticulture (e)	2		N/A		N/A	-30					Ag	Me	SD	Em	18	5		9
	Leather-crafts (e)	-1		N/A		N/A	-30					Ag	Me	SD	SD	18	5		6

Category	Skill	Total bonus	Dev Cost	Skill	Skill Ranks	Prof Temp													
				Cat Ranks		Skill Ranks	Cat Bonus	Skill Bonus	Race Bns	Item Bns	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat	Cat B1	Cat B2	Cat B3	Skill B4	
	Metal-crafts (e)	-6	5	N/A	10	N/A	-30	5	5	Ag	Me	SD	In	18	5		1		
	Rope Mastery (e)	74		N/A		50	Ag			Me	SD	In	18	5		1			
	Scribing	-1		N/A		-30	Ag			Me	SD	SD	18	5		6			
	Service	-1		N/A		-30	Ag			Me	SD	SD	18	5		6			
	Sewing/weaving	-6		N/A		-30	Ag			Me	SD	In	18	5		1			
	Skinning	-6		N/A		-30	Ag			Me	SD	In	18	5		1			
	Stone-crafts	-6		N/A		-30	Ag			Me	SD	In	18	5		1			
	Trapping	2		N/A		-30	Ag			Me	SD	Em	18	5		9			
	Wood-crafts (e)	-6		N/A		-30	Ag			Me	SD	In	18	5		1			
DIRECTED SPELLS	Any*	12	5			-15	-15			Ag	SD	Ag	Ag	18	6		18		
INFLUENCE	Bribery	0	2 / 4	1		2	-15	5		Pr	Em	In	In	-2	9		1		
	Diplomacy	0		1		2	-15	5		Pr	Em	In	In	-2	9		1		
	Duping	18		1	1	2	3	5		Pr	Em	In	In	-2	9		1		
	Interrogation	5		1		2	-15	5		Pr	Em	In	SD	-2	9		6		
	Leadership	-3		1		2	-15	5		Pr	Em	In	Pr	-2	9		-2		
	Propaganda	5		1		2	-15	5		Pr	Em	In	Re	-2	9		6		
	Public Speaking	0		1		2	-15	5		Pr	Em	In	In	-2	9		1		
	Seduction	0		1		2	-15	5		Pr	Em	In	In	-2	9		1		
	Teaching	8		1		2	-15	5		Pr	Em	In	Em	-2	9		9		
	Trading	5		1		2	-15	5		Pr	Em	In	SD	-2	9		6		
	Brainwashing	5		1		2	-15	5		Pr	Em	In	SD	-2	9		6		
	Mediation	-3		1		2	-15	5		Pr	Em	In	Pr	-2	9		-2		
	Proselytism	8		1		2	-15	5		Pr	Em	In	Em	-2	9		9		
LORE-ACADEMIC	Art History	-14	1 / 4	0		-15	-15			Me	Re	Me	Me	5	6		5		
	Canon	-13		0		-15	-15			Me	Re	Me	SD	5	6		6		
	Comparative Religion	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
	Education	-13		0		-15	-15			Me	Re	Me	SD	5	6		6		
	Journalism	-21		0		-15	-15			Me	Re	Me	Pr	5	6		-2		
	Philosophic/Religious Doctrine	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
	Political Science	-21		0		-15	-15			Me	Re	Me	Pr	5	6		-2		
	Religious History	-13		0		-15	-15			Me	Re	Me	Re	5	6		6		
	Sociology	-10		0		-15	-15			Me	Re	Me	Em	5	6		9		
	Visual Arts	-18		0		-15	-15			Me	Re	Me	In	5	6		1		
LORE-GENERAL	Culture Lore: Halfling	33	1 / 3	4	3	8	9			Me	Re	Me	Me	5	6		5		
	Culture Lore: a city	31		4	1	8	3			Me	Re	Me	Em	5	6		9		
	Fauna Lore	13		4		8	-15			Me	Re	Me	Em	5	6		9		
	Flora Lore	13		4		8	-15			Me	Re	Me	Em	5	6		9		
	Heraldry	27		4	1	8	3			Me	Re	Me	Me	5	6		5		
	History*	9		4		8	-15			Me	Re	Me	Me	5	6		5		
	Martial Styles Lore	9		4		8	-15			Me	Re	Me	Me	5	6		5		
	Philosophy	5		4		8	-15			Me	Re	Me	In	5	6		1		
	Region Lore: Halfling	33		4	3	8	9			Me	Re	Me	Me	5	6		5		
	Religion	9		4		8	-15			Me	Re	Me	Me	5	6		5		
	Weapon Styles Lore	9		4		8	-15			Me	Re	Me	Me	5	6		5		
	Efficiency Expertise	-18				-15	-15			Me	Re	Me	In	5	6		1		
	Fashion	-18				-15	-15			Me	Re	Me	In	5	6		1		
	Health Care	-14				-15	-15			Me	Re	Me	Me	5	6		5		
	Interior Design	-18				-15	-15			Me	Re	Me	In	5	6		1		
LORE-MAGICAL	Artifact Lore	-9	2 / 6	0		-15	-15	5		Me	Re	Me	Me	5	6		5		
	Circle Lore	-9		0		-15	-15	5		Me	Re	Me	Me	5	6		5		
	Divination Lore	-9		0		-15	-15	5		Me	Re	Me	Me	5	6		5		
	Dream Lore	-13		0		-15	-15	5		Me	Re	Me	In	5	6		1		
	Dreamworld Lore	-13		0		-15	-15	5		Me	Re	Me	In	5	6		1		
	Planar Lore	-13		0		-15	-15	5		Me	Re	Me	In	5	6		1		
	Spell Lore	-9		0		-15	-15	5		Me	Re	Me	Me	5	6		5		
	Symbol Lore	-5		0		-15	-15	5		Me	Re	Me	Em	5	6		9		
	Undead Lore	-9		0		-15	-15	5		Me	Re	Me	Me	5	6		5		
	Warding Lore	-9		0		-15	-15	5		Me	Re	Me	Me	5	6		5		
LORE-OBSCURE	Demon/Devil Lore	-14	3 / 7	0		-15	-15			Me	Re	Me	Me	5	6		5		
	Dragon Lore	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
	Faerie Lore	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
	Unlife Lore	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
	Vital Points Lore	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
	Xeno-lores*	-14		0		-15	-15			Me	Re	Me	Me	5	6		5		
LORE-TECHNICAL	Herb Lore	5	2 / 5	2		4	-15			Me	Re	Me	Me	5	6		5		
	Lock Lore (o)	71		2	21	4	51			Me	Re	Me	Me	5	6		5		
	Metal Lore/Metallurgy	23		2	1	4	3			Me	Re	Me	Me	5	6		5		
	Poison Lore	5		2		4	-15			Me	Re	Me	Me	5	6		5		
	Stone Lore	5		2		4	-15			Me	Re	Me	Me	5	6		5		
	Trading Lore	5		2		4	-15			Me	Re	Me	Me	5	6		5		
MA COMBAT MANEUVERS	Adrenal Deflecting	6	8	N/A		N/A	-30			Ag	Qu	SD	SD	18	12		6		
	Adrenal Evasion	18		N/A		N/A	-30			Ag	Qu	SD	Ag	18	12		18		
	Blind Fighting (r)	6		N/A		N/A	-30			Ag	Qu	SD	SD	18	12		6		
	MA Style (Adv) (r)	18		N/A		N/A	-30			Ag	Qu	SD	Ag	18	12		18		
	MA Style (Basic)	18		N/A		N/A	-30			Ag	Qu	SD	Ag	18	12		18		
MARTIAL ARTS-STRIKING	Boxing	-28	4	0		-15	-15			St	Ag	St	St	-8	18		-8		
	Striking	-28		0		-15	-15			St	Ag	St	St	-8	18		-8		
	Nerve Strikes (r)	-2		0		-15	-15			St	Ag	St	Ag	-8	18		18		
	Tackling	-8		0		-15	-15			St	Ag	St	Qu	-8	18		12		
MARTIAL ARTS-SWEEPING	Blocking	-11	4	1		2	-15			Ag	St	Ag	St	18	-8		-8		

Category	Skill	Total bonus	Dev Cost	Skill		Prof Temp								Skill B4					
				Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Race	Item	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat		Cat B1	Cat B2	Cat B3		
OUTDOOR-ANIMAL	Sweeps	33	2/6	1	1	2	3			Ag	St	Ag	Ag	18	-8		18		
	Locking Holds (r)	15		1		2	-15			Ag	St	Ag	Ag	18	-8		18		
	Wrestling	3		1		2	-15			Ag	St	Ag	SD	18	-8		6		
	Animal Handling*	23		1		2	-15			Em	Ag	Em	Em	9	18		9		
	Animal Healing*	23		1		2	-15			Em	Ag	Em	Em	9	18		9		
	Animal Mastery* (r)	12		1		2	-15			Em	Ag	Em	Pr	9	18		-2		
	Animal Training*	20		1		2	-15			Em	Ag	Em	SD	9	18		6		
	Driving*	15		1		2	-15			Em	Ag	Em	In	9	18		1		
OUTDOOR-ENVIRONMENTAL	Herding*	23	2/6	1		2	-15			Em	Ag	Em	Em	9	18		9		
	Riding: Equestrian	50		1	4	2	12			Em	Ag	Em	Em	9	18		9		
	Caving (e)	22		2	2	4	6			SD	In	Me	Me	6	1		5		
	Foraging	5		2		4	-15			SD	In	Me	Em	6	1		9		
	Hunting	5		2		4	-15			SD	In	Me	Em	6	1		9		
	Star-gazing	1		2		4	-15			SD	In	Me	Me	6	1		5		
	Survival*	-3		2		4	-15			SD	In	Me	In	6	1		1		
	Weather Watching	-3		2		4	-15			SD	In	Me	In	6	1		1		
POWER AWARENESS	Aquatics	-5	2/7			-15	-15			SD	In	Me	Ag	6	1		18		
	Attunement	72		11	14	21	38	5		Em	In	Pr	Pr	9	1		-2		
	Divination	22		11		21	-15	5		Em	In	Pr	In	9	1		1		
	Power Perception	55		11	7	21	21	5		Em	In	Pr	Pr	9	1		-2		
POWER MANIPULATION	Read Runes	53	6/12	11	4	21	12	5		Em	In	Pr	Me	9	1		5		
	Channeling (r)	-9		N/A		N/A	-30	5		Em	In	Pr	SD	9	1		6		
	Magic Ritual	-9		N/A		N/A	-30	5		Em	In	Pr	SD	9	1		6		
	Spell Mastery*	-17		N/A		N/A	-30	5		Em	In	Pr	Pr	9	1		-2		
POWER POINT DEVEL	Transcend Armor (r)	18	8	N/A	1	N/A	5	5		Em	In	Pr	Pr	9	1		-2		
	Power Point Dev: Essence	114		N/A	19	N/A	105			Em				0	9		0		
PSYCHIC DISCIPLINES	Any*	-20	*	N/A		N/A	-30			Em	In	SD		9	1		0		
PSYCHIC ENERGY MANIPULATION	Channeling	-19	6/14	N/A		N/A	-30			Em	In	Pr	In	9	1		1		
	Directed Discipline Mastery	-2		N/A		N/A	-30			Em	In	Pr	Ag	9	1		18		
	Massing	-14		N/A		N/A	-30			Em	In	Pr	SD	9	1		6		
	MetaConcert	-19		N/A		N/A	-30			Em	In	Pr	In	9	1		1		
	Psychic Attunement	-22		N/A		N/A	-30			Em	In	Pr	Pr	9	1		-2		
	Psychic Perception	-22		N/A		N/A	-30			Em	In	Pr	Pr	9	1		-2		
	Two-Discipline Combination	-14		N/A		N/A	-30			Em	In	Pr	SD	9	1		6		
	SCIENCE/ANALYTIC-BASIC	Basic Math		4	2/5	1		2	-15			Re	Me	Re	Re	6	5		6
Research	4	1		2		-15			Re	Me	Re	SD	6	5		6			
SCIENCE/ANALYTIC-ENG	Chemical Engineer (Industrial)	-18	8	0		-15	-15			Re	Me	Re	In	6	5		1		
	Chemical Engineer (Medical)	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Civil Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Computer Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Criminal Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Cybernetic Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Electronic Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Environmental Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Mechanical Engineering	-1		0		-15	-15			Re	Me	Re	Ag	6	5		18		
	Medical Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Power System Theory	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Sanitation Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Sound Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Undersea Engineering	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Urban Design	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	Weapon Design	-18		0		-15	-15			Re	Me	Re	In	6	5		1		
	SCIENCE/ANALYTIC-MEDICAL	Autopsy		-18	8	0		-15	-15			Re	Me	Re	In	6	5		1
		Drug Therapy		-13		0		-15	-15			Re	Me	Re	Re	6	5		6
Internal Medicine		-18	0			-15	-15			Re	Me	Re	In	6	5		1		
Medical Practice		-1	0			-15	-15			Re	Me	Re	Ag	6	5		18		
Medical Sciences*		-18	0			-15	-15			Re	Me	Re	In	6	5		1		
Pharmaceuticals		-18	0			-15	-15			Re	Me	Re	In	6	5		1		
Diagnosis: Medical		-13	0			-15	-15			Re	Me	Re	Re	6	5		6		
SCIENCE/ANALYTIC-SPECIAL		Advanced Math	-13	8		N/A		N/A	-30			Re	Me	Re	Re	6	5		6
Anthropology*	-10	N/A			N/A	-30			Re	Me	Re	Em	6	5		9			
Alchemy	-18	N/A			N/A	-30			Re	Me	Re	In	6	5		1			
Astronomy	-21	N/A			N/A	-30			Re	Me	Re	Pr	6	5		-2			
Biochemistry*	-18	N/A			N/A	-30			Re	Me	Re	In	6	5		1			
Psychology*	-21	N/A			N/A	-30			Re	Me	Re	Pr	6	5		-2			
Aerodynamics	-13	N/A			N/A	-30			Re	Me	Re	Re	6	5		6			
Archeology (Xeno)*	-18	N/A			N/A	-30			Re	Me	Re	In	6	5		1			
Atmospherics	-13	N/A			N/A	-30			Re	Me	Re	Re	6	5		6			
Botany (Xeno)*	-10	N/A			N/A	-30			Re	Me	Re	Em	6	5		9			
Cryptology	-18	N/A			N/A	-30			Re	Me	Re	In	6	5		1			
Forensics	-13	N/A			N/A	-30			Re	Me	Re	Re	6	5		6			
Metallurgy	-14	N/A			N/A	-30			Re	Me	Re	Me	6	5		5			
Physics*	-18	N/A			N/A	-30			Re	Me	Re	In	6	5		1			
Planetology	-18	N/A			N/A	-30			Re	Me	Re	In	6	5		1			
Zoology (Xeno)*	-10	N/A			N/A	-30			Re	Me	Re	Em	6	5		9			
SCIENCE/ANALYTIC-TECHNICAL	Computer Technology	-13	8		0		-15	-15			Re	Me	Re	Re	6	5		6	
	Criminal Technology	-1			0		-15	-15			Re	Me	Re	Ag	6	5		18	
	Cryogenic Operation	-1		0		-15	-15			Re	Me	Re	Ag	6	5		18		
	Cybernetic Technology	-1		0		-15	-15			Re	Me	Re	Ag	6	5		18		
	Electronic Technology	-13		0		-15	-15			Re	Me	Re	Re	6	5		6		

Category	Skill	Total bonus	Dev Cost	Skill	Prof Temp										Skill B4				
				Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Race	Item	Cat	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat		Cat B1	Cat B2	Cat B3	
	Genetic Technology	-18		0		-15	-15					Re	Me	Re	In	6	5		1
	Mechanical Technology	-1		0		-15	-15					Re	Me	Re	Ag	6	5		18
	Medical Technology	-10		0		-15	-15					Re	Me	Re	Em	6	5		9
	Musical Technology	-1		0		-15	-15					Re	Me	Re	Ag	6	5		18
	Power System Technology	-1		0		-15	-15					Re	Me	Re	Ag	6	5		18
	Weapon Technology	-1		0		-15	-15					Re	Me	Re	Ag	6	5		18
	Diagnosis: Electronic	-13		0		-15	-15					Re	Me	Re	Re	6	5		6
	Diagnosis: Mechanical	-13		0		-15	-15					Re	Me	Re	Re	6	5		6
SELF CONTROL	Adrenal Balance	9	2 / 7	1		2	-15					SD	Pr	SD	Ag	6	-2		18
	Adrenal Concentration	-11		1		2	-15					SD	Pr	SD	Pr	6	-2		-2
	Adrenal Landing	9		1		2	-15					SD	Pr	SD	Ag	6	-2		18
	Adrenal Leaping	-17		1		2	-15					SD	Pr	SD	St	6	-2		-8
	Adrenal Quickdraw*	9		1		2	-15					SD	Pr	SD	Ag	6	-2		18
	Adrenal Quickdraw (2H)	9		1		2	-15					SD	Pr	SD	Ag	6	-2		18
	Adrenal Speed	3		1		2	-15					SD	Pr	SD	Qu	6	-2		12
	Adrenal Stabilization(r)	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Adrenal Strength	-17		1		2	-15					SD	Pr	SD	St	6	-2		-8
	Cleansing Trance(r)	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Control Lycanthropy(r)	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Death Trance(r)	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Dream Control	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Dreamworld Control	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Frenzy	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Healing Trance	0		1		2	-15					SD	Pr	SD	Em	6	-2		9
	Meditation	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Mnemonics	-4		1		2	-15					SD	Pr	SD	Me	6	-2		5
	Sleep Trance	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Spell Concentration	-3		1		2	-15					SD	Pr	SD	SD	6	-2		6
	Stunned Maneuvering	-11		1		2	-15					SD	Pr	SD	Pr	6	-2		-2
	Cyber Attunement	-3		1		2	-15					SD	Pr	SD	Re	6	-2		6
SPECIAL ATTACKS	Brawling	-28	6	N/A		N/A	-30					St	Ag	SD	St	-8	18		-8
	Disarm Foe (armed)*	-2		N/A		N/A	-30					St	Ag	SD	Ag	-8	18		18
	Disarm Foe (unarmed)*	23		N/A		N/A	-30		25			St	Ag	SD	Ag	-8	18		18
	Feint (armed)*	-8		N/A		N/A	-30					St	Ag	SD	Qu	-8	18		12
	Feint (unarmed)*	-8		N/A		N/A	-30					St	Ag	SD	Qu	-8	18		12
	Jousting (Lancing)	-14		N/A		N/A	-30					St	Ag	SD	SD	-8	18		6
	Weapon Kata*	-14		N/A		N/A	-30					St	Ag	SD	SD	-8	18		6
	Sniping	-2		N/A		N/A	-30					St	Ag	SD	Ag	-8	18		18
	Targetting	-14		N/A		N/A	-30					St	Ag	SD	SD	-8	18		6
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		9	12	N/A		N/A	0					Em				9	0		0
SPELL-OTH RLM BASE		9	80	N/A		N/A	0					Em				9	0		0
SPELL-OTH RLM CLSD		9	45	N/A		N/A	0					Em				9	0		0
SPELL-OTH RLM OPEN		9	30	N/A		N/A	0					Em				9	0		0
SPELL-OWN RLM CLSD	Shield Mastery	12	10/10	N/A	3	N/A	3					Em				9	0		0
SPELL-OWN RLM OPEN	Detecting Ways	17	8/8	N/A	8	N/A	8					Em				9	0		0
	Lesser Illusions	16		N/A	7	N/A	7					Em				9	0		0
	Sustain Body	11		N/A	2	N/A	2					Em				9	0		0
SPELL-OWN RLM OTH BASE		9	25	N/A		N/A	0					Em				9	0		0
SPELL-OWN RLM OWN BASE	Concealment Mastery	19	6/6/6	N/A	10	N/A	10					Em				9	0		0
	Influence	21		N/A	12	N/A	12					Em				9	0		0
	Mechanisms	29		N/A	20	N/A	20					Em				9	0		0
	Movement	29		N/A	20	N/A	20					Em				9	0		0
	Senses	28		N/A	19	N/A	19					Em				9	0		0
	Thieving Law	22		N/A	13	N/A	13					Em				9	0		0
SUBTERFUGE-ATTACK	Ambush	0	6/12	0		-15	-15	5				Ag	SD	In	In	18	6		1
	Silent Kill	0		0		-15	-15	5				Ag	SD	In	In	18	6		1
	Gunnery: Mounted Weapon Am	0		0		-15	-15	5				Ag	SD	In	In	18	6		1
	Gunnery: Sniping	0		0		-15	-15	5				Ag	SD	In	In	18	6		1
SUBTERFUGE-MECHANICS	Camouflage	80	2/6	21	2	31	6	15				In	Ag	Re	Em	1	18		9
	Disarming Traps	131		21	20	31	50	15	10			In	Ag	Re	SD	1	18		6
	Disguise	78		21	5	31	15	15				In	Ag	Re	Pr	1	18		-2
	Counterfeiting	77		21	2	31	6	15				In	Ag	Re	Re	1	18		6
	Forgery	86		21	5	31	15	15				In	Ag	Re	Re	1	18		6
	Hiding Items	101		21	10	31	30	15				In	Ag	Re	Re	1	18		6
	Picking Locks: Archaic (e)	141		21	30	31	60	15	10			In	Ag	Re	Re	1	18		6
	Picking Locks: Tech	56		21		31	-15	15				In	Ag	Re	Re	1	18		6
	Setting Traps	99		21	6	31	18	15	10			In	Ag	Re	SD	1	18		6
	Trap Building	74		21	1	31	3	15				In	Ag	Re	Re	1	18		6
	Using/Removing Poison	74		21	1	31	3	15				In	Ag	Re	SD	1	18		6
	Computer Crime	10				-15	-15	15				In	Ag	Re	SD	1	18		6
	Computer Tapping	5				-15	-15	15				In	Ag	Re	In	1	18		1
	Electronic Countermeasures	5				-15	-15	15				In	Ag	Re	In	1	18		1
	Electronic Surveillance	10				-15	-15	15				In	Ag	Re	SD	1	18		6
	Electronic Warfare	10				-15	-15	15				In	Ag	Re	SD	1	18		6
	Safe Cracking	10				-15	-15	15				In	Ag	Re	SD	1	18		6
	Security Operations	10				-15	-15	15				In	Ag	Re	SD	1	18		6
	Tax Evasion	5				-15	-15	15				In	Ag	Re	In	1	18		1

Category	Skill	Total bonus	Dev Cost	Skill		Prof Temp		Race	Item	Cat								Skill B4
				Cat	Skill Ranks	Cat	Skill Bonus			Cat	Stat1	Cat	Stat2	Cat	Stat3	Cat	Stat4	
SUBTERFUGE-STEALTH	Hiding	125	1/4	21	24	31	54	15		Ag	SD	In	In	18	6			1
	Picking Pockets	122		21	24	31	54	15		Ag	SD	In	Pr	18	6			-2
	Stalking	130		21	24	31	54	15		Ag	SD	In	SD	18	6			6
	Trickery	108		21	15	31	40	15		Ag	SD	In	Pr	18	6			-2
	<i>Evidence Dispersal</i>	15				-15	-15	15		Ag	SD	In	SD	18	6			6
	<i>Guerrilla Tactics</i>	15				-15	-15	15		Ag	SD	In	SD	18	6			6
T/T-GENERAL	Begging	-2	3/7	2		4	-15			Re	Me	SD	Pr	6	5			-2
	First Aid	33		2	3	4	9			Re	Me	SD	Em	6	5			9
	Gambling	-2		2		4	-15			Re	Me	SD	Pr	6	5			-2
	Mapping	6		2		4	-15			Re	Me	SD	SD	6	5			6
	Orienteering	1		2		4	-15			Re	Me	SD	In	6	5			1
	Sailing	16		2		4	-15			Re	Me	SD	Co	6	5			16
	Tactical Games	6		2		4	-15			Re	Me	SD	SD	6	5			6
	Using Prepared Herbs	18		2		4	-15			Re	Me	SD	Ag	6	5			18
	Billiards	6		2		4	-15			Re	Me	SD	SD	6	5			6
	<i>Communications</i>	-18				-15	-15			Re	Me	SD	In	6	5			1
	<i>Cyberdeck Operations*</i>	-18				-15	-15			Re	Me	SD	In	6	5			1
	<i>Data Processing</i>	-13				-15	-15			Re	Me	SD	SD	6	5			6
	<i>Driving (Mechanical)</i>	-1				-15	-15			Re	Me	SD	Ag	6	5			18
	<i>Photography</i>	-1				-15	-15			Re	Me	In	Ag	6	5			18
	<i>Scanner Analysis*</i>	-18				-15	-15			Re	Me	SD	In	6	5			1
	<i>Sensor Analysis</i>	-18				-15	-15			Re	Me	SD	In	6	5			1
T/T-PROFESSIONAL	Advertising	-18	8	N/A		N/A	-30			Re	Me	In	In	6	5			1
	Architecture	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	Diagnostics	-10		N/A		N/A	-30			Re	Me	In	Em	6	5			9
	Dowsing	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	Engineering	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	Mechanition	-1		N/A		N/A	-30			Re	Me	In	Ag	6	5			18
	Military Organization	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	Mining	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	Sanity Healing*	-10		N/A		N/A	-30			Re	Me	In	Em	6	5			9
	Second Aid	-10		N/A		N/A	-30			Re	Me	In	Em	6	5			9
	Surgery	-10		N/A		N/A	-30			Re	Me	In	Em	6	5			9
	<i>Astrogration: Hyperspace</i>	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	Law	-13		N/A		N/A	-30			Re	Me	In	Re	6	5			6
	<i>Military Org.: Pwrd Armr Troops</i>	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	<i>Military Org.: Space Forces</i>	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
	<i>Pilot: Hyperspace</i>	-18		N/A		N/A	-30			Re	Me	In	In	6	5			1
T/T-VOCATIONAL	Administration	-26	5/12	N/A		N/A	-30			Me	In	Re	Pr	5	1			-2
	Appraisal	17		N/A	1	N/A	5			Me	In	Re	Re	5	1			6
	Boat Pilot	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	Cartography	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Evaluate Armor, Archaic	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Evaluate Armor, Tech	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Evaluate Metal	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Evaluate Stone	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Evaluate Weapon, Archaic	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Evaluate Weapon, Tech	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Gimmickry	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Hypnosis	-15		N/A		N/A	-30			Me	In	Re	Em	5	1			9
	Midwifery	-15		N/A		N/A	-30			Me	In	Re	Em	5	1			9
	Navigation	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Preparing Herbs	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	Preparing Poisons	-18		N/A		N/A	-30			Me	In	Re	SD	5	1			6
	Siege Engineering	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	Tactics	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	<i>AFV Driver</i>	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	<i>Alien Environments*</i>	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	<i>Astrogration: N-Space</i>	-19		N/A		N/A	-30			Me	In	Re	Me	5	1			5
	<i>Cosmetology</i>	-26		N/A		N/A	-30			Me	In	Re	Pr	5	1			-2
	<i>Criminal Investigation</i>	-23		N/A		N/A	-30			Me	In	Re	In	5	1			1
	<i>Pilot: Atmospheric</i>	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	<i>Pilot: Marine</i>	-23		N/A		N/A	-30			Me	In	Re	In	5	1			1
	<i>Pilot: N-Space</i>	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	<i>Pilot: Orbital</i>	-6		N/A		N/A	-30			Me	In	Re	Ag	5	1			18
	<i>Powered Armor AFV: Air Supp</i>	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
	<i>Powered Armor AFV: Infantry</i>	-18		N/A		N/A	-30			Me	In	Re	Re	5	1			6
URBAN	Contacting	89	1/5	21	19	31	48	5		In	Pr	Re	Re	1	-2			6
	Mingling	71		21	6	31	18	5		In	Pr	Re	Ag	1	-2			18
	Scrounging	87		21	18	31	46	5		In	Pr	Re	Re	1	-2			6
	Streetwise	92		21	19	31	48	5		In	Pr	Re	Em	1	-2			9
	<i>Booking</i>	-25				-15	-15	5		In	Pr	Re	In	1	-2			1
	<i>Drug Trafficking</i>	-28				-15	-15	5		In	Pr	Re	Pr	1	-2			-2
WEAPON-1H-Energy	<i>Organized Crime</i>	-28	15			-15	-15	5		In	Pr	Re	Pr	1	-2			-2
	Any*	3		0		-15	-15	5		Ag	Ag	St	St	18	18			-8
WEAPON-2H-Energy	Any*	3	15	0		-15	-15	5		Ag	Ag	St	St	18	18			-8
WEAPON-1H Firearm	Any*	29	15	0		-15	-15	5		Ag	Ag	St	Ag	18	18			18
WEAPON-2H Firearm	Any*	3	15	0		-15	-15	5		Ag	Ag	St	St	18	18			-8
WEAPON-1H Edged	Any*	22	6	2		4	-15	5		St	Ag	St	Ag	-8	18			18
	Dagger	53		2	2	4	6	5	10	St	Ag	St	Ag	-8	18			18

Category	Skill	Total bonus	Dev Cost	Skill		Prof Temp		Race	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill
				Cat	Skill	Cat	Skill										
WEAPON-2H	Any*	-23	15	0		-15	-15	5		St	Ag	St	St	-8	18		-8
WEAPON-SUPPORT	Any*	-9	15			-15	-15	5		St	Re	Ag	Ag	-8	6		18
WEAPON-THROWN	Any*	20	7	1		2	-15	5		Ag	St	Ag	Ag	18	-8		18
	Dagger	38		1	1	2	3	5		Ag	St	Ag	Ag	18	-8		18
WEAPON-1H CONCUSSION	Any*	-23	8	0		-15	-15	5		St	Ag	St	St	-8	18		-8
		-23		0	0	-15	-15	5		St	Ag	St	St	-8	18		-8
WEAPON-MISSILE	Any*	48	3/9	20		30	-15	5		Ag	St	Ag	Ag	18	-8		18
	Sling	124		20	21	30	51	5	10	Ag	St	Ag	Ag	18	-8		18
WEAPON-MISSILE ARTILLERY	Any*	0	15			-15	-15	5		In	Ag	Re	Re	1	18		6
WEAPON-POLE ARMS	Any*	-23	10	0		-15	-15	5		St	Ag	St	St	-8	18		-8
		-23		0		-15	-15	5		St	Ag	St	St	-8	18		-8

mithril	0
platinum	0
gold	10
silver	0
bronze	0
copper	0
tin	0

Equipment	total weight:	13	dead weigh	4.8						
Item	location			Cost	ID	Quantity	D?	Weight	Total	Enc
Leather coat	worn	+10 magical				1	0	8	8	0
Dagger	scabbard	+10 magical				1	1	0.2	0.2	0.2
belt pouch	belt					1	1	0.25	0.25	0.25
sling	pouch	+10 magical				1	1	0.25	0.25	0.25
sling bullets	pouch					20	1	0	1.8	1.8
fine lockpicks	pouch	+10 Pick Locks (archaic)				1	1	0.5	0.5	0.5
trap disarming kit	pouch	+10 Disarm and Set Traps				1	1	0.5	0.5	0.5
Montebank Cape	worn	Longdoor 1 once/day, +2 spell adder				1	0	0.5	0.5	0
Silver Comb	pouch	instantly clean and style hair, +10 Influence				1	1	0.05	0.05	0.05
dagger	inside vest	+5 non-magical				3	1	0.2	0.6	0.6
								0	0	0
								0	0	0
Bag of Holding	pouch					1	1	0.5	0.5	0.5
<u>weapons</u>										
sling	Bag of Holding	+5 magical				1	0	0	0	0
sling	Bag of Holding	+5 non-magical				3	0	0	0	0
short sword	Bag of Holding	+5 non-magical				3	0	0	0	0
leather coat	Bag of Holding	+5 magical				1	0	0	0	0
leather coat	Bag of Holding	+5 non-magical				2	0	0	0	0
sling bullets	Bag of Holding					500	0	0	0	0
sling bullets, pure silver	Bag of Holding					50	0	0	0	0
gold pieces	Bag of Holding					5000	0	0	0	0
platinum pieces	Bag of Holding					1000	0	0	0	0
gems	Bag of Holding	1000 gp value each				20	0	0	0	0
colorful glass beads	Bag of Holding	valueless but pretty round trade beads				1000	0	0	0	0
metal balls, 1/4" dia.	Bag of Holding					200	0	0	0	0
<u>thieving supplies</u>										
lockpicks	Bag of Holding	+5 pick locks				2	0	0	0	0
trap kit	Bag of Holding	+5 Disarm and Set traps				2	0	0	0	0
rope, superior hemp	Bag of Holding	supports 500 lbs				5000'	0	0	0	0
rope, silk	Bag of Holding	supports 350 lbs				1000'	0	0	0	0
rope, climbing	Bag of Holding	knotted every three feet for climbing				500'	0	0	0	0
grappling hook	Bag of Holding	+10 Climbing (non-magical)				5	0	0	0	0
5' flat steel bars	Bag of Holding	eyebolt in center (for tying rope)				10	0	0	0	0
Disguise Kit	Bag of Holding	+10 Disguise				2	0	0	0	0
crowbar	Bag of Holding					2	0	0	0	0
very, very thin crowbar	Bag of Holding	more a slim-jim than a crowbar				2	0	0	0	0
dark clothing, halfling size	Bag of Holding	with gloves, boots, facemask				2	0	0	0	0
black face paint	Bag of Holding					10	0	0	0	0
ear horn (amplify sounds)	Bag of Holding					1	0	0	0	0
blanket, circular weighted	Bag of Holding	10' diameter, weighted, various grey colors				5	0	0	0	0
glass-cutter	Bag of Holding	roughened center point, can be cemented				2	0	0	0	0
dripping candles	Bag of Holding	special, very flexible wax				10	0	0	0	0
low-viscosity grease	Bag of Holding	in glass vials w/ stoppers				4	0	0	0	0
adhesive	Bag of Holding	wood, stone, and metal formulations				2	0	0	0	0
bottle of acid/solvent	Bag of Holding					2	0	0	0	0
bullseye lantern	Bag of Holding	with dimming filter (two polarized lenses)				2	0	0	0	0
bucket w/ holes	Bag of Holding	holes filled w/ paper-mache, holds water 10 minutes				1	0	0	0	0
<u>dungeon crawl supplies</u>										
Candle	Bag of Holding					100	0	0	0	0
Torch	Bag of Holding					10	0	0	0	0
Caltrops	Bag of Holding					50	0	0	0	0
Climbing Pick	Bag of Holding	+10 Scaling				2	0	0	0	0
Chalk	Bag of Holding					20	0	0	0	0
Iron Pitons	Bag of Holding	eye in top for attaching rope				50	0	0	0	0
Large Canvas Sacks	Bag of Holding	Holds 50 lbs, 3 cubic feet				20	0	0	0	0
Wooden Pole	Bag of Holding	10'				2	0	0	0	0

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Prof Temp													
						Cat	Skill	Race	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Skill
						Bonus	Bonus	Bns	Bns	Stat1	Stat2	Stat3	Stat4	B1	B2	B3	B4		
Ladder	Bag of Holding												5	0	0	0	0		
Lantern	Bag of Holding												3	0	0	0	0		
Lantern Oil	Bag of Holding												30	0	0	0	0		
Silver Mirror	Bag of Holding												3	0	0	0	0		
Saw & Woodworking equip	Bag of Holding												1	0	0	0	0		
Metal Working kit	Bag of Holding												1	0	0	0	0		
Stone chisel + mallet	Bag of Holding												1	0	0	0	0		
Holy water	Bag of Holding												20	0	0	0	0		
<u>camping supplies</u>													0	0	0	0	0		
Bedroll (light)	Bag of Holding												5	0	0	0	0		
Bedroll (heavy)	Bag of Holding												5	0	0	0	0		
Shovel	Bag of Holding												2	0	0	0	0		
Large Canvas Tent	Bag of Holding												4	0	0	0	0		
Waterskins	Bag of Holding												20	0	0	0	0		
Cookware & Spices	Bag of Holding												1	0	0	0	0		
Hammock, silk	Bag of Holding												1	0	0	0	0		
Flint & Steel	Bag of Holding												2	0	0	0	0		
Saddle (pony)	Bag of Holding												1	0	0	0	0		
tobacco	Bag of Holding												lots	0	0	0	0		
bear traps	Bag of Holding												10	0	0	0	0		
<u>Wierd stuff</u>																			
marbles, in silk pouch	Bag of Holding												100	0	0	0	0		
Tin sheriff's star	Bag of Holding												1	0	0	0	0		
women's undergarments	Bag of Holding												1	0	0	0	0		
fine flute	Bag of Holding												1	0	0	0	0		
Goblin joke book	Bag of Holding												1	0	0	0	0		
small cask of vinegar	Bag of Holding												1	0	0	0	0		
rudder from war galley	Bag of Holding												1	0	0	0	0		
signet ring	Bag of Holding												1	0	0	0	0		
Holy Symbol of Trithereon	Bag of Holding												1	0	0	0	0		
velvet whip	Bag of Holding												1	0	0	0	0		
teeth from minor demon	Bag of Holding												1	0	0	0	0		
map of NYC sewer system	Bag of Holding												1	0	0	0	0		
broken wand	Bag of Holding												1	0	0	0	0		
bag of vampire dust	Bag of Holding												1	0	0	0	0		
bag of lich dust	Bag of Holding												1	0	0	0	0		