

STATISTICS						
Stat	Temporary Stat	Pote Basic Stat Bonus	Racia Bns	Spec Bns	Stat Bns	
Agility	95	95	7	-2	3	8
Constitution	94	94	7	4	0	11
Memory	80	80	3	0	0	3
Reasoning	96	96	8	0	0	8
<i>Self Discipline</i>	99	99	9	0	0	9
Empathy	72	76	1	0	0	1
Intuition	70	72	1	0	0	1
<i>Presence</i>	100	100	10	4	0	14
Quickness	80	81	3	-2	0	1
Strength	98	98	9	4	0	13

Char Name	Sigmund McCleod	
Player Name	D. Gentry	Magent, High Man
Level	6	
Training Package		
Amateur Mage (L)		
Traveller (V)		
City Guard (V)		
Exp: 80,300		

PHYSICAL

Appearance	102	
Sex	M	
Skin	Light	
Apparent Age	26	
Actual Age	26	
Hair	Shaven bald	
Eyes	Blue	

ROLE TRAITS

Personality	loud, boisterous
Motivations	restore family prestige
Alignment	

Realm Stats

Channeling	In	Will:	84
Essence	Em	Insanity:	13
Mentalism	Pr	Corruption:	0
Arcane	Em/In/Pr	Fate:	3
		Grace:	0

Magic lightweight Chain Hauberk

VITAL

Hits	102
Exhaustion Pts	73
Power Points	42
Dev. Points	93

ARMOR

Armor Type	S16
Armor Skill Bns	56

DEFENSIVE

Category	Mele	Miss	Basic Spells	Dir Spells	Area Spells	Prj	Egy
Armor Quick Penalty	0	0	---	0	0	0	0
Quickness Bns (3*Qu)	3	3	---	3	3	1	0
Adrenal Defense	0	0	---	0	---	0	0
Armor Quality/Magic	10	10	---	10	5	10	10
Special Items	0	0	0	0	0	0	0
Shield Bonu Type: None	0	0	*	0	0	0	0
Weapon	0	0	0	0	0	0	0
Total DB	13	13	0	13	8	11	10

*Special if Channeling spell with Metal shield

PSYCHIC

Mental Exhaustion Pts	47
Bndry Infl & Sens(BIS)	729
Mental Defense Bonus	27

TALENTS

10 - Scope Skill (2x Targets)
 5 - Skilled: Transcend Armor +10
 5 - Special Item (wheeled transport)
 10 - Stat Bonus: Ag +3
 -5 Vow - Restore Family Prestige

RESISTANCE		
Total Resist Bonus	Race	
Channeling	-2	-5
Essence	-2	-5
Mentalism	37	-5
Channeling/Essence	-2	-5
Channeling/Mentalism	16	-5
Essence/Mentalism	16	-5
Arcane	11	-5
Poison	33	0
Disease	33	0
Fear	27	0

RECOVERY

hits/hour resting	5.5
hits/3 hours sleeping	22
PPs/hour resting	7 Pr
PPs/3 hours sleeping	21
Recovery Modifier	.

MOVEMENT

Character Height(in)	78
Stride Modifier	(ft/rnd) 5
Base Movement Rate	58
walk	1 58
fast walk	1.5 87
run	2 116
sprint	3 174
fast sprint	4 232
dash	5 290

ENCUMBRANCE

Character Weight	240
Dead Weight	56.2
Encumbrance Penalty	-16
Offensive Missile Penalty	0
Moving Maneuver Penalty	0
Weight Penalty	0

0	7	5	3	1
0	7	6	5	4

Body Development Progression

Power Point Progression

SKILLS

Category		Total Bonus	Dev Cost	Skill Cat	Skill Rank	Prof Temp	Cat	Skill	Race	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill
ARMOR-HEAVY																		
Plate (17-20)		4	6/6/6	0		-15	-15				St	Ag	St	St	13	8		13
Armored Exoskeleton (17-20)		-1		0		-15	-15				St	Ag	St	Ag	13	8		8
ARMOR-MEDIUM																		
Chain (13-16)		56	4/4/4	5	4	10	12				St	Ag	St	St	13	8		13
ABS III (9-12)		24		5		10	-15				St	Ag	St	Ag	13	8		8
ABS IV (13-16)		24		5		10	-15				St	Ag	St	Ag	13	8		8
ARMOR-LIGHT																		
Soft Leather		16	2/2/2	1		2	-15				Ag	St	Ag	Ag	8	13		8
Rigid Leather		34		1	1	2	3				Ag	St	Ag	Ag	8	13		8
LBA I (5-6)		16		1		2	-15				Ag	St	Ag	Ag	8	13		8
LBA II (7-8)		16		1		2	-15				Ag	St	Ag	Ag	8	13		8
ARMOR-POWERED																		
Light Powered Armor		-1		0		-15	-15				St	Ag	Re	Re	13	8		8
Full Powered Armor		-1		0		-15	-15				St	Ag	Re	Re	13	8		8
ARTISTIC-ACTIVE																		
Acting		41	2/4	2	1	4	3	10			Pr	Em	Ag	SD	14	1		9
Dancing		12		2		4	-15				Pr	Em	Ag	Ag	14	1		8
Mimery		13		2		4	-15				Pr	Em	Ag	SD	14	1		9
Mimicry		7		2		4	-15				Pr	Em	Ag	Me	14	1		3
Play Instrument		12		2		4	-15				Pr	Em	Ag	Ag	14	1		8
Poetic Improvisation		17		2		4	-15	10			Pr	Em	Ag	Me	14	1		3
Singing		7		2		4	-15				Pr	Em	Ag	Me	14	1		3
Tale Telling		35		2	1	4	3	10			Pr	Em	Ag	Me	14	1		3

Category	Skill	Total Bonus	Dev Cost	Skill		Prof Temp		Race	Item	Cat				Cat B1	Cat B2	Cat B3	Skill B4
				Cat	Skill	Cat	Skill			Stat	Stat	Stat	Stat				
ARTISTIC-PASSIVE	Ventriloquism	13	2/5	2		4	-15	15		Pr	Em	Ag	SD	14	1		9
	Music	-14		0		-15	-15			Em	In	Pr	Pr	1	1		14
	Painting	-20		0		-15	-15			Em	In	Pr	Ag	1	1		8
	Poetry	-5		0		-15	-15			Em	In	Pr	Re	1	1		8
	Sculpting	-20		0		-15	-15			Em	In	Pr	Ag	1	1		8
ATHLETIC-BRAWN	Athletic Games*	21	3/9	2		4	-15			St	Co	Ag	Ag	13	11		8
	Jumping	39		2	1	4	3			St	Co	Ag	Ag	13	11		8
	Power-Striking	26		2		4	-15			St	Co	Ag	St	13	11		13
	Power-Throwing	26		2		4	-15			St	Co	Ag	St	13	11		13
	Weight-Lifting	26		2		4	-15			St	Co	Ag	St	13	11		13
ATHLETIC-ENDURANCE	Athletic Games*	19	2/7	2		4	-15			Co	Ag	St	Co	11	8		11
	Distance Running	19		2		4	-15			Co	Ag	St	Co	11	8		11
	Rowing	21		2		4	-15			Co	Ag	St	St	11	8		13
	Scaling	39		2	1	4	3			Co	Ag	St	St	11	8		13
	Sprinting	9		2		4	-15			Co	Ag	St	Qu	11	8		1
	Swimming	38		2	2	4	6			Co	Ag	St	SD	11	8		9
	Bicycling	16		2		4	-15			Co	Ag	St	Ag	11	8		8
ATHLETIC-GYMNASTICS	Acrobatics	6	2/4	2		4	-15	20		Ag	Qu	Ag	Ag	8	1		8
	Athletic Games*	9		2		4	-15			Ag	Qu	Ag	Co	8	1		11
	Climbing	29		2	1	4	3			Ag	Qu	Ag	St	8	1		13
	Contortions	7		2		4	-15			Ag	Qu	Ag	SD	8	1		9
	Diving	6		2		4	-15			Ag	Qu	Ag	Ag	8	1		8
	Flying/Gliding	-1		2		4	-15			Ag	Qu	Ag	In	8	1		1
	Juggling	19		2		4	-15			Ag	Qu	Ag	In	8	1		1
	Pole-vaulting	6		2		4	-15			Ag	Qu	Ag	Ag	8	1		8
	Rappelling	11		2		4	-15			Ag	Qu	Ag	St	8	1		13
	Skating	6		2		4	-15			Ag	Qu	Ag	Ag	8	1		8
	Skiing	9		2		4	-15			Ag	Qu	Ag	Co	8	1		11
	Stilt Walking	6		2		4	-15			Ag	Qu	Ag	Ag	8	1		8
	Surfing	9		2		4	-15			Ag	Qu	Ag	Co	8	1		11
	Tightrope-walking	25		2	1	4	3			Ag	Qu	Ag	SD	8	1		9
	Tumbling	6		2		4	-15			Ag	Qu	Ag	Ag	8	1		8
	Skydiving	6		2		4	-15			Ag	Qu	Ag	Ag	8	1		8
AWARENESS-PERCEPTION	Alertness	26	3/10	N/A	5	N/A	5	10		In	SD	In	In	1	9		1
	Sense Ambush	22		N/A	1	N/A	1			In	SD	In	Em	1	9		1
AWARENESS-SEARCHING	Detect Traps	54	1/5	8	6	16	18	10		In	Re	SD	In	1	8		1
	Lie Perception	42		8	2	16	6			In	Re	SD	Em	1	8		1
	Locate Hidden	54		8	6	16	18			In	Re	SD	In	1	8		1
	Observation	68		8	8	16	24			In	Re	SD	SD	1	8		9
	Poison Perception	41		8	1	16	3			In	Re	SD	Me	1	8		3
	Reading Tracks	50		8	2	16	6			In	Re	SD	SD	1	8		9
	Surveillance	50		8	2	16	6			In	Re	SD	SD	1	8		9
	Tracking	50		8	2	16	6			In	Re	SD	SD	1	8		9
AWARENESS-SENSES	Direction Sense	8	2/6	1		2	-15	10	20	In	SD	In	In	1	9		1
	Reality Awareness (r)	8		1		2	-15			In	SD	In	Em	1	9		1
	Sense Awareness*	21		1		2	-15			In	SD	In	Pr	1	9		14
	Sense Awareness: Hearing	39		1	1	2	3			In	SD	In	Pr	1	9		14
	Sense Awareness: Touch	59		1	1	2	3			In	SD	In	Pr	1	9		14
	Situational Awareness: Combat	26		1	1	2	3			In	SD	In	In	1	9		1
	Situational Awareness: Ammo	8		1		2	-15			In	SD	In	In	1	9		1
	Spacial Location Awareness (r)	21		1		2	-15			In	SD	In	Pr	1	9		14
BODY DEVELOPMENT	Time Sense	8	6/14	1		2	-15	10	5	In	SD	In	Em	1	9		1
	Body Development	102		N/A	8	N/A	56			Co	SD	Co	Co	11	9		11
COMBAT MANEUVERS	Blind Fighting (r)	-12	6/14	N/A		N/A	-30			Ag	Qu	SD	SD	8	1		9
	Missile Deflecting (r)	-12		N/A		N/A	-30			Ag	Qu	SD	SD	8	1		9
	Mounted Combat	-20		N/A		N/A	-30			Ag	Qu	SD	Em	8	1		1
	Quickdraw	-12		N/A		N/A	-30			Ag	Qu	SD	SD	8	1		9
	Reverse Stroke	-7		N/A		N/A	-30			Ag	Qu	SD	Pr	8	1		14
	Subdual	-12		N/A		N/A	-30			Ag	Qu	SD	SD	8	1		9
	Swashbuckling	-7		N/A		N/A	-30			Ag	Qu	SD	Pr	8	1		14
	Tumbling Evasion (r)	-13		N/A		N/A	-30			Ag	Qu	SD	Ag	8	1		8
	Two-Weapon Combat*	-12		N/A		N/A	-30			Ag	Qu	SD	SD	8	1		9
	Weapon Style (Basic)*	-13		N/A		N/A	-30			Ag	Qu	SD	Ag	8	1		8
	Weapon Style (Adv)* (r)	-13		N/A		N/A	-30			Ag	Qu	SD	Ag	8	1		8
	Suppression Fire (e)	-13		N/A		N/A	-30			Ag	Qu	SD	Ag	8	1		8
	Rapid Fire	-12		N/A		N/A	-30			Ag	Qu	SD	SD	8	1		9
	Combat Pilot	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1
	Crewmember AFV	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1
	Demolitions	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1
	Mounted Weapons Ambush	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1
	Gunnery: Heavy Energy Project	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1
	Gunnery: Missiles	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1
	Gunnery: Projectile Gunnery	-20		N/A		N/A	-30			Ag	Qu	SD	In	8	1		1

		Total	Dev	Skill		Prof Temp													
Category	Skill	bonus	Cost	Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Race Bns	Item Bns	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4		
COMMUNICATIONS	Language: High Speech (S)	57	1/1/1	5	10	10	30	5		Re	Me	Em	Em	8	3		1		
	Language: High Speech (W)	51		5	8	10	24	5		Re	Me	Em	Em	8	3		1		
	Language: Emerian (S)	51		5	8	10	24	5		Re	Me	Em	Em	8	3		1		
	Language: Emerian (W)	51		5	8	10	24	5		Re	Me	Em	Em	8	3		1		
	Language: Anglo-man (S)	42		5	5	10	15	5		Re	Me	Em	Em	8	3		1		
	Language: Anglo-man (W)	39		5	4	10	12	5		Re	Me	Em	Em	8	3		1		
	Language: Grey Elvish (S)	45		5	6	10	18	5		Re	Me	Em	Em	8	3		1		
	Language: Grey Elvish (W)	45		5	6	10	18	5		Re	Me	Em	Em	8	3		1		
	Language: High Elvish (S)	51		5	8	10	24	5		Re	Me	Em	Em	8	3		1		
	Language: High Elvish (W)	33		5	2	10	6	5		Re	Me	Em	Em	8	3		1		
	Lip Reading	20		5		10	-15	5		Re	Me	Em	SD	8	3		9		
	Magical Languages (r)	20		5		10	-15	5		Re	Me	Em	SD	8	3		9		
	Signaling	14		5		10	-15	5		Re	Me	Em	Me	8	3		3		
	Speed Reading	14		5		10	-15	5		Re	Me	Em	Me	8	3		3		
CRAFTS	Cooking	-18	4/10	N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
	Drafting	-10		N/A		N/A	-30			Ag	Me	SD	SD	8	3		9		
	Fletching	-18		N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
	Horticulture	-18		N/A		N/A	-30			Ag	Me	SD	Em	8	3		1		
	Leather-crafts	-10		N/A		N/A	-30			Ag	Me	SD	SD	8	3		9		
	Metal-crafts	-18		N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
	Rope Mastery	37		N/A	1	N/A	5		20	Ag	Me	SD	In	8	3		1		
	Scribing	-10		N/A		N/A	-30			Ag	Me	SD	SD	8	3		9		
	Service	-10		N/A		N/A	-30			Ag	Me	SD	SD	8	3		9		
	Sewing/weaving	-18		N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
	Skinning	-18		N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
	Stone-crafts	-18		N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
	Trapping	-18		N/A		N/A	-30			Ag	Me	SD	Em	8	3		1		
	Wood-crafts	-18		N/A		N/A	-30			Ag	Me	SD	In	8	3		1		
DIRECTED SPELLS	Any*	-5	10			-15	-15			Ag	SD	Ag	Ag	8	9		8		
INFLUENCE	Bribery	36	1/5	6	1	12	3	5		Pr	Em	In	In	14	1		1		
	Diplomacy	36		6	1	12	3	5		Pr	Em	In	In	14	1		1		
	Duping	39		6	2	12	6	5		Pr	Em	In	In	14	1		1		
	Interrogation	47		6	2	12	6	5		Pr	Em	In	SD	14	1		9		
	Leadership	49		6	1	12	3	5		Pr	Em	In	Pr	14	1		14		
	Propaganda	25		6		12	-15	5		Pr	Em	In	Re	14	1		8		
	Public Speaking	36		6	1	12	3	5		Pr	Em	In	In	14	1		1		
	Seduction	51		6	6	12	18	5		Pr	Em	In	In	14	1		1		
	Teaching	36		6	1	12	3	5		Pr	Em	In	Em	14	1		1		
	Trading	50		6	3	12	9	5		Pr	Em	In	SD	14	1		9		
	Brainwashing	26		6		12	-15	5		Pr	Em	In	SD	14	1		9		
	Mediation	31		6		12	-15	5		Pr	Em	In	Pr	14	1		14		
	Proselytism	18		6		12	-15	5		Pr	Em	In	Em	14	1		1		
LORE-ACADEMIC	Art History	-16	1/4			-15	-15			Me	Re	Me	Me	3	8		3		
	Canon	-10				-15	-15			Me	Re	Me	SD	3	8		9		
	Comparative Religion	-16				-15	-15			Me	Re	Me	Me	3	8		3		
	Education	-10				-15	-15			Me	Re	Me	SD	3	8		9		
	Journalism	-5				-15	-15			Me	Re	Me	Pr	3	8		14		
	Philosophic/Religious Doctrine	-16				-15	-15			Me	Re	Me	Me	3	8		3		
	Political Science	-5				-15	-15			Me	Re	Me	Pr	3	8		14		
	Religious History	-11				-15	-15			Me	Re	Me	Re	3	8		8		
	Sociology	-18				-15	-15			Me	Re	Me	Em	3	8		1		
	Visual Arts	-18				-15	-15			Me	Re	Me	In	3	8		1		
LORE-GENERAL	Culture Lore: High Men	33	1/3	5	3	10	9			Me	Re	Me	Me	3	8		3		
	Fauna Lore	7		5		10	-15			Me	Re	Me	Em	3	8		1		
	Flora Lore	7		5		10	-15			Me	Re	Me	Em	3	8		1		
	Heraldry	27		5	1	10	3			Me	Re	Me	Me	3	8		3		
	History*	9		5		10	-15			Me	Re	Me	Me	3	8		3		
	Martial Styles Lore	9		5		10	-15			Me	Re	Me	Me	3	8		3		
	Philosophy	7		5		10	-15			Me	Re	Me	In	3	8		1		
	Region Lore: Emer	33		5	3	10	9			Me	Re	Me	Me	3	8		3		
	Religion	9		5		10	-15			Me	Re	Me	Me	3	8		3		
	Weapon Styles Lore	9		5		10	-15			Me	Re	Me	Me	3	8		3		
	Efficiency Expertise	-18				-15	-15			Me	Re	Me	In	3	8		1		
	Fashion	-18				-15	-15			Me	Re	Me	In	3	8		1		
	Health Care	-16				-15	-15			Me	Re	Me	Me	3	8		3		
	Interior Design	-18				-15	-15			Me	Re	Me	In	3	8		1		
LORE-MAGICAL	Artifact Lore	3	3/6	2		4	-15			Me	Re	Me	Me	3	8		3		
	Circle Lore	3		2		4	-15			Me	Re	Me	Me	3	8		3		
	Divination Lore	3		2		4	-15			Me	Re	Me	Me	3	8		3		
	Dream Lore	1		2		4	-15			Me	Re	Me	In	3	8		1		
	Dreamworld Lore	1		2		4	-15			Me	Re	Me	In	3	8		1		
	Planar Lore	1		2		4	-15			Me	Re	Me	In	3	8		1		
	Spell Lore	3		2		4	-15			Me	Re	Me	Me	3	8		3		

			Total bonus	Dev Cost	Skill		Prof Temp												
Category	Skill	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		
LORE-OBSURE	Symbol Lore	1	3/7	2		4	-15					Me	Re	Me	Em	3	8		1
	Undead Lore	3		2		4	-15					Me	Re	Me	Me	3	8		3
	Warding Lore	24		2	2	4	6					Me	Re	Me	Me	3	8		3
LORE-TECHNICAL	Demon/Devil Lore	1	2/5	1		2	-15					Me	Re	Me	Me	3	8		3
	Dragon Lore	1		1		2	-15					Me	Re	Me	Me	3	8		3
	Faerie Lore	1		1		2	-15					Me	Re	Me	Me	3	8		3
LORE-TECHNICAL	Unlife Lore	1	6	1		2	-15					Me	Re	Me	Me	3	8		3
	Vital Points Lore	1		1		2	-15					Me	Re	Me	Me	3	8		3
	Xeno-lore*	1		1		2	-15					Me	Re	Me	Me	3	8		3
MA COMBAT MANEUVERS	Herb Lore	1	3	1		2	-15					Me	Re	Me	Me	3	8		3
	Lock Lore	19		1	1	2	3					Me	Re	Me	Me	3	8		3
	Metal Lore/Metallurgy	1		1		2	-15					Me	Re	Me	Me	3	8		3
MA COMBAT MANEUVERS	Poison Lore	1	3	1		2	-15					Me	Re	Me	Me	3	8		3
	Stone Lore	1		1		2	-15					Me	Re	Me	Me	3	8		3
	Trading Lore	1		1		2	-15					Me	Re	Me	Me	3	8		3
MARTIAL ARTS-STRIKING	Adrenal Deflecting	-12	3	N/A		N/A	-30					Ag	Qu	SD	SD	8	1		9
	Adrenal Evasion	-13		N/A		N/A	-30					Ag	Qu	SD	Ag	8	1		8
	Blind Fighting (r)	-12		N/A		N/A	-30					Ag	Qu	SD	SD	8	1		9
MARTIAL ARTS-STRIKING	MA Style (Adv) (r)	-13	3	N/A		N/A	-30					Ag	Qu	SD	Ag	8	1		8
	MA Style (Basic)	-13		N/A		N/A	-30					Ag	Qu	SD	Ag	8	1		8
	Boxing	21		1		2	-15					St	Ag	St	St	13	8		13
MARTIAL ARTS-SWEEPING	Striking	39	3	1	1	2	3					St	Ag	St	St	13	8		13
	Nerve Strikes (r)	16		1		2	-15					St	Ag	St	Ag	13	8		8
	Tackling	9		1		2	-15					St	Ag	St	Qu	13	8		1
MARTIAL ARTS-SWEEPING	Blocking	4	3	0		-15	-15					Ag	St	Ag	St	8	13		13
	Sweeps	-1		0		-15	-15					Ag	St	Ag	Ag	8	13		8
	Locking Holds (r)	-1		0		-15	-15					Ag	St	Ag	Ag	8	13		8
OUTDOOR-ANIMAL	Wrestling	0	2/7	0		-15	-15					Ag	St	Ag	SD	8	13		9
	Animal Handling*	-1		2		4	-15					Em	Ag	Em	Em	1	8		1
	Animal Healing*	-1		2		4	-15					Em	Ag	Em	Em	1	8		1
OUTDOOR-ANIMAL	Animal Mastery* (r)	12	2/6	2		4	-15					Em	Ag	Em	Pr	1	8		14
	Animal Training*	7		2		4	-15					Em	Ag	Em	SD	1	8		9
	Driving*	-1		2		4	-15					Em	Ag	Em	In	1	8		1
OUTDOOR-ENVIRONMENTAL	Herding*	-1	2/6	2		4	-15					Em	Ag	Em	Em	1	8		1
	Riding: Equestrian	20		2	2	4	6					Em	Ag	Em	Em	1	8		1
	Caving	2		2		4	-15					SD	In	Me	Me	9	1		3
OUTDOOR-ENVIRONMENTAL	Foraging	18	2/6	2	1	4	3					SD	In	Me	Em	9	1		1
	Hunting	18		2	1	4	3					SD	In	Me	Em	9	1		1
	Star-gazing	2		2		4	-15					SD	In	Me	Me	9	1		3
OUTDOOR-ENVIRONMENTAL	Survival*	0	2/6	2		4	-15					SD	In	Me	In	9	1		1
	Weather Watching	0		2		4	-15					SD	In	Me	In	9	1		1
	Aquatics	-12				-15	-15					SD	In	Me	Ag	9	1		8
POWER AWARENESS	Attunement	36	3/7	6	1	12	3	5				Em	In	Pr	Pr	1	1		14
	Divination	5		6		12	-15	5				Em	In	Pr	In	1	1		1
	Power Perception	36		6	1	12	3	5				Em	In	Pr	Pr	1	1		14
POWER AWARENESS	Read Runes	35	6/12	6	1	12	3	5	10			Em	In	Pr	Me	1	1		3
	Channeling (r)	-19		N/A		N/A	-30					Em	In	Pr	SD	1	1		9
	Magic Ritual	-19		N/A		N/A	-30					Em	In	Pr	SD	1	1		9
POWER MANIPULATION	Spell Mastery*	-14	6/12	N/A		N/A	-30					Em	In	Pr	Pr	1	1		14
	Transcend Armor (r)	31		N/A	1	N/A	5	10				Em	In	Pr	Pr	1	1		14
	Power Point Devel	42		8	N/A	4	N/A	28					Pr			0	14		0
PSYCHIC DISCIPLINES	Any*	-28	*	N/A		N/A	-30					Em	In	SD		1	1		0
PSYCHIC ENERGY MANIPULATION	Channeling	-27	6/14	N/A		N/A	-30					Em	In	Pr	In	1	1		1
	Directed Discipline Mastery	-20		N/A		N/A	-30					Em	In	Pr	Ag	1	1		8
	Massing	-19		N/A		N/A	-30					Em	In	Pr	SD	1	1		9
PSYCHIC ENERGY MANIPULATION	MetaConcert	-27	2/5	N/A		N/A	-30					Em	In	Pr	In	1	1		1
	Psychic Attunement	-14		N/A		N/A	-30					Em	In	Pr	Pr	1	1		14
	Psychic Perception	-14		N/A		N/A	-30					Em	In	Pr	Pr	1	1		14
SCIENCE/ANALYTIC-BASIC	Two-Discipline Combination	-19	2/5	N/A		N/A	-30					Em	In	Pr	SD	1	1		9
	Basic Math	6		1		2	-15					Re	Me	Re	Re	8	3		8
	Research	7		1		2	-15					Re	Me	Re	SD	8	3		9
SCIENCE/ANALYTIC-ENG	Chemical Engineer (Industrial)	-18	2/5	0		-15	-15					Re	Me	Re	In	8	3		1
	Chemical Engineer (Medical)	-18		0		-15	-15					Re	Me	Re	In	8	3		1
	Civil Engineering	-18		0		-15	-15					Re	Me	Re	In	8	3		1
SCIENCE/ANALYTIC-ENG	Computer Engineering	-18	2/5	0		-15	-15					Re	Me	Re	In	8	3		1
	Criminal Engineering	-18		0		-15	-15					Re	Me	Re	In	8	3		1
	Cybernetic Engineering	-18		0		-15	-15					Re	Me	Re	In	8	3		1
SCIENCE/ANALYTIC-ENG	Electronic Engineering	-18	2/5	0		-15	-15					Re	Me	Re	In	8	3		1
	Environmental Engineering	-18		0		-15	-15					Re	Me	Re	In	8	3		1
	Mechanical Engineering	-11		0		-15	-15					Re	Me	Re	Ag	8	3		8
SCIENCE/ANALYTIC-ENG	Medical Engineering	-18	2/5	0		-15	-15					Re	Me	Re	In	8	3		1
	Power System Theory	-18		0		-15	-15					Re	Me	Re	In	8	3		1
	Sanitation Engineering	-18		0		-15	-15					Re	Me	Re	In	8	3		1

		Total	Dev	Skill	Prof Temp													
Category	Skill	bonus	Cost	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	
	Sound Engineering	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Undersea Engineering	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Urban Design	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Weapon Design	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
SCIENCE/ANALYTIC-MEDICAL	Autopsy	-18	8	0		-15	-15			Re	Me	Re	In	8	3		1	
	Drug Therapy	-11		0		-15	-15			Re	Me	Re	Re	8	3		8	
	Internal Medicine	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Medical Practice	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Medical Sciences*	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Pharmaceuticals	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Diagnosis: Medical	-11		0		-15	-15			Re	Me	Re	Re	8	3		8	
SCIENCE/ANALYTIC-SPECIAL	Advanced Math	-11	8	N/A		N/A	-30			Re	Me	Re	Re	8	3		8	
	Anthropology*	-18		N/A		N/A	-30			Re	Me	Re	Em	8	3		1	
	Alchemy	-18		N/A		N/A	-30			Re	Me	Re	In	8	3		1	
	Astronomy	-5		N/A		N/A	-30			Re	Me	Re	Pr	8	3		14	
	Biochemistry*	-18		N/A		N/A	-30			Re	Me	Re	In	8	3		1	
	Psychology*	-5		N/A		N/A	-30			Re	Me	Re	Pr	8	3		14	
	Aerodynamics	-11		N/A		N/A	-30			Re	Me	Re	Re	8	3		8	
	Archeology (Xeno)*	-18		N/A		N/A	-30			Re	Me	Re	In	8	3		1	
	Atmospherics	-11		N/A		N/A	-30			Re	Me	Re	Re	8	3		8	
	Botany (Xeno)*	-18		N/A		N/A	-30			Re	Me	Re	Em	8	3		1	
	Cryptology	-18		N/A		N/A	-30			Re	Me	Re	In	8	3		1	
	Forensics	-11		N/A		N/A	-30			Re	Me	Re	Re	8	3		8	
	Metallurgy	-16		N/A		N/A	-30			Re	Me	Re	Me	8	3		3	
	Physics*	-18		N/A		N/A	-30			Re	Me	Re	In	8	3		1	
	Planetology	-18		N/A		N/A	-30			Re	Me	Re	In	8	3		1	
	Zoology (Xeno)*	-18		N/A		N/A	-30			Re	Me	Re	Em	8	3		1	
SCIENCE/ANALYTIC-TECHNICAL	Computer Technology	-11		0		-15	-15			Re	Me	Re	Re	8	3		8	
	Criminal Technology	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Cryogenic Operation	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Cybernetic Technology	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Electronic Technology	-11		0		-15	-15			Re	Me	Re	Re	8	3		8	
	Genetic Technology	-18		0		-15	-15			Re	Me	Re	In	8	3		1	
	Mechanical Technology	7		0	1	-15	3			Re	Me	Re	Ag	8	3		8	
	Medical Technology	-18		0		-15	-15			Re	Me	Re	Em	8	3		1	
	Musical Technology	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Power System Technology	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Weapon Technology	-11		0		-15	-15			Re	Me	Re	Ag	8	3		8	
	Diagnosis: Electronic	-11		0		-15	-15			Re	Me	Re	Re	8	3		8	
	Diagnosis: Mechanical	-11		0		-15	-15			Re	Me	Re	Re	8	3		8	
SELF CONTROL	Adrenal Balance	59	2/6	6	2	12	6	10		SD	Pr	SD	Ag	9	14		8	
	Adrenal Concentration	62		6	1	12	3	10		SD	Pr	SD	Pr	9	14		14	
	Adrenal Landing	56		6	1	12	3	10		SD	Pr	SD	Ag	9	14		8	
	Adrenal Leaping	61		6	1	12	3	10		SD	Pr	SD	St	9	14		13	
	Adrenal Quickdraw*	38		6		12	-15	10		SD	Pr	SD	Ag	9	14		8	
	Adrenal Quickdraw (2H)	56		6	1	12	3	10		SD	Pr	SD	Ag	9	14		8	
	Adrenal Speed	31		6		12	-15	10		SD	Pr	SD	Qu	9	14		1	
	Adrenal Stabilization(r)	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Adrenal Strength	64		6	2	12	6	10		SD	Pr	SD	St	9	14		13	
	Cleansing Trance(r)	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Control Lycanthropy(r)	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Death Trance(r)	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Dream Control	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Dreamworld Control	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Frenzy	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Healing Trance	31		6		12	-15	10		SD	Pr	SD	Em	9	14		1	
	Meditation	57		6	1	12	3	10		SD	Pr	SD	SD	9	14		9	
	Mnemonics	33		6		12	-15	10		SD	Pr	SD	Me	9	14		3	
	Sleep Trance	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Spell Concentration	39		6		12	-15	10		SD	Pr	SD	SD	9	14		9	
	Stunned Manuevering	65		6	2	12	6	10		SD	Pr	SD	Pr	9	14		14	
	Cyber Attunement	38		6		12	-15	10		SD	Pr	SD	Re	9	14		8	
SPECIAL ATTACKS	Brawling	4	4	N/A		N/A	-30			St	Ag	SD	St	13	8		13	
	Disarm Foe (armed)*	-1		N/A		N/A	-30			St	Ag	SD	Ag	13	8		8	
	Disarm Foe (unarmed)*	-1		N/A		N/A	-30			St	Ag	SD	Ag	13	8		8	
	Feint (armed)*	-8		N/A		N/A	-30			St	Ag	SD	Qu	13	8		1	
	Feint (unarmed)*	-8		N/A		N/A	-30			St	Ag	SD	Qu	13	8		1	
	Jousting (Lancing)	0		N/A		N/A	-30			St	Ag	SD	SD	13	8		9	
	Weapon Kata*	0		N/A		N/A	-30			St	Ag	SD	SD	13	8		9	
	Sniping	-1		N/A		N/A	-30			St	Ag	SD	Ag	13	8		8	
	Targetting	0		N/A		N/A	-30			St	Ag	SD	SD	13	8		9	
SPECIAL DEFENSES	Adrenal Defense	-30	15	N/A		N/A	-30							0	0		0	
	Adrenal Resistance	-30		N/A		N/A	-30							0	0		0	

Category	Skill	Total bonus	Dev Cost	Skill Cat Rank	Skill Rank	Prof Temp													
						Cat	Skill	Race	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Cat
						Bonus	Bonus	Bns	Bns	Stat1	Stat2	Stat3	Stat4	B1	B2	B3	B4		
	Adrenal Toughness	-30		N/A		N/A	-30							0	0		0		
SPELL-ARCANE OPEN		14	12	N/A		N/A	0			Pr				14	0		0		
SPELL-OTH RLM BASE		14	80	N/A		N/A	0			Pr				14	0		0		
SPELL-OTH RLM CLSD		14	45	N/A		N/A	0			Pr				14	0		0		
SPELL-OTH RLM OPEN		14	30	N/A		N/A	0			Pr				14	0		0		
SPELL-OWN RLM CLSD	Mentalism: Movement	16	10/10	N/A	2	N/A	2			Pr				14	0		0		
SPELL-OWN RLM OPEN	Mentalism: Cloaking	16	8/8	N/A	2	N/A	2			Pr				14	0		0		
	Mentalism: Detection	18		N/A	4	N/A	4			Pr				14	0		0		
	Mentalism: Anticipatons	14		N/A	0	N/A	0			Pr				14	0		0		
SPELL-OWN RLM OTH BASE		14	25	N/A		N/A	0			Pr				14	0		0		
SPELL-OWN RLM OWN BASE	Magent: Assassination	17	6/6/6	N/A	3	N/A	3			Pr				14	0		0		
	Magent: Disguise	18		N/A	4	N/A	4			Pr				14	0		0		
	Magent: Escape	20		N/A	6	N/A	6			Pr				14	0		0		
	Magent: Escape (Tech)	14		N/A	0	N/A	0			Pr				14	0		0		
	Magent: Gathering Secrets	14		N/A	0	N/A	0			Pr				14	0		0		
	Magent: Misdirection	20		N/A	6	N/A	6			Pr				14	0		0		
SUBTERFUGE-ATTACK	Ambush	10	5/10	1		2	-15	5		Ag	SD	In	In	8	9		1		
	Silent Kill	10		1		2	-15	5		Ag	SD	In	In	8	9		1		
	Gunnery: Mounted Weapon Arm	10		1		2	-15	5		Ag	SD	In	In	8	9		1		
	Gunnery: Sniping	10		1		2	-15	5		Ag	SD	In	In	8	9		1		
SUBTERFUGE-MECHANICS	Camouflage	12	2/7	6		12	-15	5		In	Ag	Re	Em	1	8		1		
	Disarming Traps	67		6	4	12	12	5	20	In	Ag	Re	SD	1	8		9		
	Disguise	25		6		12	-15	5		In	Ag	Re	Pr	1	8		14		
	Counterfeiting	19		6		12	-15	5		In	Ag	Re	Re	1	8		8		
	Forgery	19		6		12	-15	5		In	Ag	Re	Re	1	8		8		
	Hiding Items	19		6		12	-15	5		In	Ag	Re	Re	1	8		8		
	Picking Locks: Archaic	78		6	3	12	9	5	35	In	Ag	Re	Re	1	8		8		
	Picking Locks: Tech	37		6	1	12	3	5		In	Ag	Re	Re	1	8		8		
	Setting Traps	40		6		12	-15	5	20	In	Ag	Re	SD	1	8		9		
	Trap Building	19		6		12	-15	5		In	Ag	Re	Re	1	8		8		
	Using/Removing Poison	20		6		12	-15	5		In	Ag	Re	SD	1	8		9		
	Computer Crime	-7				-15	-15	5		In	Ag	Re	SD	1	8		9		
	Computer Tapping	-15				-15	-15	5		In	Ag	Re	In	1	8		1		
	Electronic Countermeasures	-15				-15	-15	5		In	Ag	Re	In	1	8		1		
	Electronic Surveillance	-7				-15	-15	5		In	Ag	Re	SD	1	8		9		
	Electronic Warfare	-7				-15	-15	5		In	Ag	Re	SD	1	8		9		
	Safe Cracking	-7				-15	-15	5		In	Ag	Re	SD	1	8		9		
	Security Operations	-7				-15	-15	5		In	Ag	Re	SD	1	8		9		
	Tax Evasion	-15				-15	-15	5		In	Ag	Re	In	1	8		1		
SUBTERFUGE-STEALTH	Hiding	53	1/4	5	5	10	15	5	5	Ag	SD	In	In	8	9		1		
	Picking Pockets	72		5	2	10	6	5	20	Ag	SD	In	Pr	8	9		14		
	Stalking	55		5	3	10	9	5	5	Ag	SD	In	SD	8	9		9		
	Trickery	49		5	1	10	3	5		Ag	SD	In	Pr	8	9		14		
	Evidence Dispersal	1				-15	-15	5		Ag	SD	In	SD	8	9		9		
	Guerrilla Tactics	1				-15	-15	5		Ag	SD	In	SD	8	9		9		
T/T-GENERAL	Begging	14	3/7	2		4	-15			Re	Me	SD	Pr	8	3		14		
	First Aid	39		2	1	4	3		20	Re	Me	SD	Em	8	3		1		
	Gambling	14		2		4	-15			Re	Me	SD	Pr	8	3		14		
	Mapping	9		2		4	-15			Re	Me	SD	SD	8	3		9		
	Orienteering	1		2		4	-15			Re	Me	SD	In	8	3		1		
	Sailing	11		2		4	-15			Re	Me	SD	Co	8	3		11		
	Tactical Games	9		2		4	-15			Re	Me	SD	SD	8	3		9		
	Using Prepared Herbs	8		2		4	-15			Re	Me	SD	Ag	8	3		8		
	Billiards	9		2		4	-15			Re	Me	SD	SD	8	3		9		
	Communications	-18				-15	-15			Re	Me	SD	In	8	3		1		
	Cyberdeck Operations*	-18				-15	-15			Re	Me	SD	In	8	3		1		
	Data Processing	-10				-15	-15			Re	Me	SD	SD	8	3		9		
	Driving (Mechanical)	-11				-15	-15			Re	Me	SD	Ag	8	3		8		
	Photography	-11				-15	-15			Re	Me	In	Ag	8	3		8		
	Scanner Analysis*	-18				-15	-15			Re	Me	SD	In	8	3		1		
	Sensor Analysis	-18				-15	-15			Re	Me	SD	In	8	3		1		
T/T-PROFESSIONAL	Advertising	-18	8	N/A		N/A	-30			Re	Me	In	In	8	3		1		
	Architecture	-18		N/A		N/A	-30			Re	Me	In	In	8	3		1		
	Diagnostics	-18		N/A		N/A	-30			Re	Me	In	Em	8	3		1		
	Dowsing	-18		N/A		N/A	-30			Re	Me	In	In	8	3		1		
	Engineering	-18		N/A		N/A	-30			Re	Me	In	In	8	3		1		
	Mechanition	-11		N/A		N/A	-30			Re	Me	In	Ag	8	3		8		
	Military Organization	-18		N/A		N/A	-30			Re	Me	In	In	8	3		1		
	Mining	-18		N/A		N/A	-30			Re	Me	In	In	8	3		1		
	Sanity Healing*	-18		N/A		N/A	-30			Re	Me	In	Em	8	3		1		
	Second Aid	-18		N/A		N/A	-30			Re	Me	In	Em	8	3		1		
	Surgery	-18		N/A		N/A	-30			Re	Me	In	Em	8	3		1		
	Astrogration: Hyperspace	-18		N/A		N/A	-30			Re	Me	In	In	8	3		1		

Category	Skill	Total Bonus	Dev Cost	Skill Cat Ranks	Skill Rank	Prof Temp												Skill B4
						Cat Bonus	Skill Bonus	Race Bns	Item Bns	Stat1	Cat1	Cat2	Cat3	Skill Stat	Cat B1	Cat B2	Cat B3	
	Law	-11		N/A		N/A	-30			Re	Me	In	Re		8	3		8
	Military Org.: Pwrd Armr Troops	-18		N/A		N/A	-30			Re	Me	In	In		8	3		1
	Military Org.: Space Forces	-18		N/A		N/A	-30			Re	Me	In	In		8	3		1
	Pilot: Hyperspace	-18		N/A		N/A	-30			Re	Me	In	In		8	3		1
T/T-VOCATIONAL	Administration	-12	5/12	N/A		N/A	-30			Me	In	Re	Pr		3	1		14
	Appraisal	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Boat Pilot	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Cartography	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Evaluate Armor, Archaic	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Evaluate Armor, Tech	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Evaluate Metal	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Evaluate Stone	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Evaluate Weapon, Archaic	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Evaluate Weapon, Tech	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Gimmickry	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Hypnosis	-25		N/A		N/A	-30			Me	In	Re	Em		3	1		1
	Midwifery	-25		N/A		N/A	-30			Me	In	Re	Em		3	1		1
	Navigation	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Preparing Herbs	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Preparing Poisons	-17		N/A		N/A	-30			Me	In	Re	SD		3	1		9
	Siege Engineering	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Tactics	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	AFV Driver	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Alien Environments*	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Astrogation: N-Space	-23		N/A		N/A	-30			Me	In	Re	Me		3	1		3
	Cosmetology	-12		N/A		N/A	-30			Me	In	Re	Pr		3	1		14
	Criminal Investigation	-25		N/A		N/A	-30			Me	In	Re	In		3	1		1
	Pilot: Atmospheric	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Pilot: Marine	-25		N/A		N/A	-30			Me	In	Re	In		3	1		1
	Pilot: N-Space	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Pilot: Orbital	-18		N/A		N/A	-30			Me	In	Re	Ag		3	1		8
	Powered Armor AFV: Air Supp	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
	Powered Armor AFV: Infantry	-18		N/A		N/A	-30			Me	In	Re	Re		3	1		8
URBAN	Contacting	46	1/4	7	3	14	9			In	Pr	Re	Re		1	14		8
	Mingling	46		7	3	14	9			In	Pr	Re	Ag		1	14		8
	Scrounging	46		7	3	14	9			In	Pr	Re	Re		1	14		8
	Streetwise	45		7	5	14	15			In	Pr	Re	Em		1	14		1
	Booking	-14				-15	-15			In	Pr	Re	In		1	14		1
	Drug Trafficking	-1				-15	-15			In	Pr	Re	Pr		1	14		14
	Organized Crime	-1				-15	-15			In	Pr	Re	Pr		1	14		14
WEAPON-1H-Energy	Any*	4	9	0		-15	-15	5		Ag	Ag	St	St		8	8		13
	Blaster Pistol	4		0		-15	-15	5		Ag	Ag	St	St		8	8		13
WEAPON-2H-Energy	Any*	4	15			-15	-15	5		Ag	Ag	St	St		8	8		13
WEAPON-1H Firearm	Any*	-1	15			-15	-15	5		Ag	Ag	St	Ag		8	8		8
WEAPON-2H Firearm	Any*	21	6	1		2	-15	5		Ag	Ag	St	St		8	8		13
	Shotgun	21		1	0	2	-15	5		Ag	Ag	St	St		8	8		13
WEAPON-1H Edged	Any*	23	15	2		4	-15	5		St	Ag	St	Ag		13	8		8
	Dagger	41		2	1	4	3	5		St	Ag	St	Ag		13	8		8
	Broadsword	41		2	1	4	3	5		St	Ag	St	Ag		13	8		8
WEAPON-2H	Any*	40	3/7	8		16	-15	5		St	Ag	St	St		13	8		13
	Two Handed Sword	79		8	8	16	24	5		St	Ag	St	St		13	8		13
WEAPON-SUPPORT	Any*	4	7			-15	-15	5		St	Re	Ag	Ag		13	8		8
WEAPON-THROWN	Any*	4	10			-15	-15	5		Ag	St	Ag	Ag		8	13		8
WEAPON-1H CONCUSSION	Any*	9	15			-15	-15	5		St	Ag	St	St		13	8		13
WEAPON-MISSILE	Any*	25	4	3		6	-15	5		Ag	St	Ag	Ag		8	13		8
	Longbow	75		3	5	6	15	5	20	Ag	St	Ag	Ag		8	13		8
WEAPON-MISSILE ARTILLERY	Any*	-8	8			-15	-15	5		In	Ag	Re	Re		1	8		8
WEAPON-POLE ARMS	Any*	26	15	1		2	-15	5		St	Ag	St	St		13	8		13
	Halbard (Polearm)	44		1	1	2	3	5		St	Ag	St	St		13	8		13

mithril
platinum
gold
silver
bronze
copper
tin

100
1
6

Equipment		total weight:	92	dead weigh	56										
Item	location	Cost	ID	Quantity	D?	Weight	Total	Enc							
Chain Hauberk	worn	Magical +10DB, Dwarven make. Enc AT13		1	0	21	21	0							
Leather Helmet	carried/worn	15bp	118	1	0	2	2	0							
Frame Pack	worn	4bp	22	1	0	3	3	0							
cloak	worn	1sp	16	1	0	2	2	0							
weapon belt	worn	5bp	69	1	0	1	1	0							

Category	Skill	Total Bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bns	Temp Item Bns	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat	Cat B1	Cat B2	Cat B3	Skill B4
shoulder scabbard	worn							3sp	58	1	0			1.5		1.5	0
belt pouch, large	on belt	holds 10 lbs						1bp		1	1			1		1	1
<placeholder for sword>	shoulder scabbard											0	1	7		0	0
dagger	belt sheath							3sp	517	1	1			0.75		0.75	0.75
long bow, silver, +20	strapped to pack	2x normal range, +20 non-magical								1	1			4		4	4
arrows, normal	quiver on pack							4bp	1	0	1			0.15		0	0
arrows, +10	quiver on pack	Shizlink enchanted, +10								20	1			0.15		3	3
Shotgun SG20	shoulder holster									1	1			5		5	5
Shotgun slugs	pack									20	1			0.1		2	2
Arcane Leather Gloves	worn	+20 to rolls requiring manual deftness								1	0			0.2		0.2	0
Ring: +2 spell adder	worn									1	0			0.05		0.05	0
Magic ring w/ Sea motif	worn	Emits high pitched scream, scares sea monsters								1	0			0.05		0.05	0
Starlight goggles	worn	can see 2000 feet in total darkness								1	0			0.8		0.8	0
Soft boots	worn	+5 Hiding/Stalking (non-magical)								1	0			4		4	0
candles	belt pouch							8bp	9	2	1			0.25		0.5	0.5
Lock picks	belt pouch	+5 to pick locks (archaic)						1sp	33	1	1			0.5		0.5	0.5
whistle	belt pouch	1 mile range						2 sp	73	1	1			0.1		0.1	0.1
Healing Wand	belt pouch	2d10 hits/charge. 10 charges						-	-	1	1			0.02		0.02	0.02
ID: Darakon	belt pouch							-	-	1	1			0.001		0.001	0
raw emeralds	pack							-	-	1	1			3.688		3.688	3.69
coalition first aid kit	pack	+20 to first aid						-	-	1	1			0.4		0.4	0.4
flint & steel	pack							1bp	21	1	1			0.5		0.5	0.5
tinderbox	pack							2cp	65	1	1			0.25		0.25	0.25
candles	pack							8bp	9	8	1			0.25		2	2
caltrop	pack							8bp	8	5	1			0.4		2	2
Mentalism Pocket Computer	pack	Detection (to 50th level) Delving (to 50th level) Illusions (to 50th level)						-	-	1	1			0.4		0.4	0.4
Bedroll (heavy)	pack							10bp	4	1	1			8		8	8
rope (superior)	strapped to pack							2sp	52	1	1			2		2	2
trail rations, per week	pack							2bp	310	1	1			14		14	14
waterskin	pack							1cp	68	1	1			0.25		0.25	0.25
utility cells	pack							-	-	8	1			0.02		0.16	0.16
Arcane Power cell	pack	for Shizlink								1	1			0.02		0.02	0.02
10mm HEAP rounds	pack	for Shizlink								35	1			0.03		1.05	1.05
10mm Depleted Uranium	pack	for Shizlink								14	1			0.05		0.7	0.7
10mm GP rounds	pack	for Shizlink								62	1			0.03		1.86	1.86
Essence Pocket computer	pack	for Chantille								1	1			0.4		0.4	0.4
		Delving Ways (to 50th level)														0	0
		Detecting Ways (to 50th level)														0	0
		Essence Perceptions (to 50th level)														0	0
Magic Quill pen	pack	allows inscription of magic spell scrolls								1	1			0.001		0.001	0
																0	0
																0	0
																0	0
																0	0
2H sword, elven, +20	Edwin's shop	+20 nonmagical Claymore of elvish make								1	0			7		0	0
chain shirt, AT13	Edwin's shop	+1 technomagical chain shirt								1	0			16		0	0