STATISTICS							M	YST2	Name)	Mysti	ical					
	Temporary	Pote	ı Basic	Racia	Spec	Sta	ıt		Playe	r	Lisa I	Paulick		Mage	hunter, /	Alu-De	emon
Stat	Stat	Stat	Bonus	Bns	Bns	Bns	,		Level		21		,	Train	ing Pac	kage	
Agility	97	97	8	2	0	1	0							D	emonolo	gist	
Constitution	96	96	8	2	0	1	0		PHYS	SICAI				A	ssassin	-	
Memory	88	88			0		2		Appea	arance	Э	108		S	ру		
Reasoning	85				0		2		Sex			F			odyguar		
Self Discipline	84	84			0		1		Skin			Fair an	d pale		ity Guar	b	
Empathy	98				0		9		Appai		•	25		Т	raveller		
ntuition	98	98		-	0		9		Actua	I Age		1000+					
Presence	100				0		4		Hair			black v		own s			
Quickness	90	90			0		7		Eyes			bright	blue		Exp:	56	62,45
Strength	92	92	6	2	0		8										
RESISTANCE				VITA	1						E TRA		Elirtati	ious	fliahtv		
(LOID TANGE	Total Resist Bonus	Race	•	Hits			7	216			ations		anti-O	,	iligility		
Channeling	32	5	-	Exhus	stion F	rts	1	70			ment		chaoti		vt		
Essence	32			Powe	r Poin	ts	J	185									
Mentalism	42	0		Dev. I	Points			90			Real	m Stats	;				
Channeling/Essence	28	10)								Chan	neling		ln			
Channeling/Mentalism	28	5	i	ARM	OR						Esser	nce		Em			
Essence/Mentalism	28	5	i	Armo	г Туре	9		M6			Ment	alism		Pr			
Arcane	42	10)	Armo	Skill	Bns	ı	40			Arcai	ne		Em/Ii	n/Pr		
Poison	50	20)					Magic	Leath	ner Co	at						
Disease	70	40)	DEFE	ENSIV	Æ		- 3									
ear	23	20)								Basic	;	Dir	Α	rea		
				Categ	ory				Mele	Missi	Spell	s	Spells	S	pells	Prj	Egy
RECOVERY	recover 1 hit/PP per 3 hours	active		Armo	Quic	k Pe	na	lty	0	0	0		0		0	0	
nits/hour resting	5			Quick			,	Qu)	21	21			21	2	1	10	
nits/3 hours sleeping	20			Adren					0	0			0			0	
PPs/hour resting	5.33	In		Armo		•	Иa	gic	10	10			10		5	10	1
PPs/3 hours sleeping	92.5	l		Speci					0	0	0		0		0	0	
MOVEMENT			7	Shield		і Тур	e:		0	0	*		0		0	0	
Character Height(in)		71	J	Weap					0	0			0		0	0	
Stride Modifier	(ft/rnd)			Total	DB				31	31	0		31		6	20	1
Base Movement Rate		71							*Spec	ial if	Chann	eling sp	ell with	h Met	al shield		
valk	1	71		PSYC								1					
ast walk	1.5	107		Menta							23		WILL:		115		
un	2 3	142			•				ns(BIS)	9		Fate:		3		
sprint ast sprint	3 4	284		Menta	ii Dete	ensiv	e E	sonus			3	1	Corru		0		
·	5			0	9		0	5	4	Dad	, Day	, alanm		•	ession		
dash	5	355	2	0	6		8 5	4	3		•	int Pro		-	2551011		
ENCUMBRANCE				U	0		J	-	J	. Ow	ei i c	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	gress	31011			
Character Weight	176	ľ		TALE	ENTS	(35	5)										
Dead Weight	20.6			Assas		_	_	(5)	Dark	Temr	otation	(-10)					
Encumbrance Penalty	-8	ł		Rege			-	(5)	Sadis			,,					
Offensive Missile Penalty	-0			Inner				,	Secre	,	,	-10)					
ZITOTIOTY O TYTIOOTIO I GITAILY	U	1		1111101		100	٠υ,	,	00010	i iuc	inity (.0)					
Moving Maneuver Penalty (M	0			Ambio	deyter	ity /	(5)		V/0W.	deetr	nv Or	cus's m	inione	(-3)			

						. ,											
SKILLS																	
	·			Skill				Prof/	Temp)							
		Total	Dev	Cat	Skill	Cat	Skill	Racia	Item	Cat	Cat	Cat	Skil	Cat	Cat	Cat	Skill
Category	Skill	bonus	Cost	Ranks	Ranks	Bonus	Bonus	Bonus	bonu	Stat1	Stat2	Stat	3itat	В1	B2	В3	B4
ARMOR-HEAVY	Plate (17-20)	1	7/7/7	0	0	-15	-15	5		St	Ag	St	St	8	10		8
	Armored Exoskeleton (17-20	3		0		-15	-15	5		St	Ag	St	Ag	8	10		10
ARMOR-MEDIUM	Chain (13-16)	1	6/6/6	0		-15	-15	5		St	Ag	St	St	8	10		8
	ABS III (9-12)	3		0		-15	-15	5		St	Ag	St	Ag	8	10		10
-	ABS IV (13-16)	3		0		-15	-15	5		St	Ag	St	Ag	8	10		10
ARMOR-LIGHT	Soft Leather	40	5/5/5	2	1	4	3	5		Ag	St	Ag	Ag	10	8		10
	Rigid Leather	43		2	2	4	6	5		Ag	St	Ag	Ag	10	8		10
	LBA I (5-6)	22		2		4	-15	5		St	Ag	St	Ag	8	10		10
_	LBA II (7-8)	22		2		4	-15	5		St	Ag	St	Ag	8	10		10
ARMOR-POWERED	Light Powered Armor	-5		0		-15	-15	5		St	Ag	Re	Re	8	10		2
	Full Powered Armor	-5		0		-15	-15	5		St	Ag	Re	Re	8	10		2
ARTISTIC-ACTIVE	Acting	61	2/5	8	7	16	21			Pr	Em	Ag	SD	14	9		1
	Dancing	70		8	7	16	21			Pr	Em	Ag	Ag	14	9		10
	Mimery	25		8		16	-15			Pr	Em	Ag		14	9		1
	Mimicry	26		8		16	-15			Pr	Em	Ag	Me	14	9		2
	Play Instrument*	34		8		16	-15			Pr	Em	Ag	Ag	14	9		10
	Poetic Improv.	26		8		16	-15			Pr	Em	Ag	Me	14	9		2
	Singing	62		8	7	16	21			Pr	Em	Ag	Me	14	9		2
	Tale Telling	26		8		16	-15			Pr	Em	Ag	Me	14	9		2
	Ventriloquism	25		8		16	-15			Pr	Em	Ag	SD	14	9		1
ARTISTIC-PASSIVE	Music	2	2/5	0		-15	-15			Em	In	Pr	Pr	9	9		14
	Painting	-2		0		-15	-15			Em	In	Pr	Ag	9	9		10
	Poetry	-10		0		-15	-15			Em	In	Pr	Re	9	9		2
	Sculpting	-2		0		-15	-15			Em	In	Pr	Ag	9	9		10
ATHLETIC-BRAWN	Athletic Games*	15	3/6	1		2	-15			St	Co	Ag	Ag	8	10		10
·	Jumping	15		1		2	-15			St	Co	Ag	Ag	8	10		10
	Power-Striking	13		1		2	-15			St	Co	Ag	St	8	10		8
	Power-Throwing	13		1		2	-15			St	Co	Ag	St	8	10		8
	Weight-Lifting	13		1		2	-15			St	Co	Ag	St	8	10		8

				Skill				Prof/	-								
Category	Skill	Total bonus	Dev Cost	Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus				Cat 1 Stat2		Skil (3itat		Cat B2	Cat B3	Skill B4
ATHLETIC-ENDURANCE	Athletic Games*	19	2/6	2		4	-15			Со	Ag	St		10	10		10
	Distance Running Rowing	19 17		2		4	-15 -15			Co Co	Ag Ag	St St		10 10	10 10		10 8
	Scaling	17		2		4	-15			Со	Ag	St		10	10		8
	Sprinting	16		2		4	-15			Со	Ag	St	Qu		10		7
	Swimming Bicycling	31 0		2	2	-15	6 -15			Co Co	Ag Ag	St St		10 10	10 10		1 10
ATHLETIC-GYMNASTICS	Acrobatics	22	1/5	5		10	-15			Ag	Qu	Ag	Ag		7		10
•	Athletic Games*	22		5		10	-15			Ag	Qu	Ag		10	7		10
	Climbing	38 13		5 5	1	10 10	3 -15			Ag	Qu Qu	Ag		10 10	7 7		8 1
	Contortions Diving	22		5		10	-15			Ag Ag	Qu	Ag Ag		10	7		10
	Flying/Gliding (e)	86		5	20	10	50			Ag	Qu	Ag	-	10	7		9
	Juggling	21		5		10	-15			Ag	Qu	Ag		10	7		9
	Pole-vaulting Rappeling	22 20		5 5		10 10	-15 -15			Ag Ag	Qu Qu	Ag Ag	_	10 10	7 7		10 8
	Skating	22		5		10	-15			Ag	Qu	Ag		10	7		10
	Skiing	22		5		10	-15			Ag	Qu	Ag		10	7		10
	Stilt Walking Surfing	22 22		5 5		10 10	-15 -15			Ag Ag	Qu Qu	Ag Ag	_	10 10	7 7		10 10
	Tightrope-walking	13		5		10	-15			Ag	Qu	Ag		10	7		1
	Tumbling	22		5		10	-15			Ag	Qu	Ag		10	7		10
AWADENESS DEDOCRATION	Skydiving	-3	0/40	N1 / A	4.0	-15 N/A	-15	_		Ag	Qu	Ag		10	7		10
AWARENESS-PERCEPTION	Alertness Sense Ambush	34 36	2/10	N/A N/A	10 12	N/A N/A	10 12	5 5		In In	SD SD	In In	In Em	9	1 1		9
AWARENESS-SEARCHING	Detect Traps	85	2/6	20	10	30	30	5		In	Re	SD	In	9	2		9
	Lie Perception	73		20	6	30	18	5		ln	Re	SD	Em	9	2		9
	Locate Hidden Observation	89		20	12	30 30	34	5		In In	Re Re	SD SD	In SD	9	2		9
	Poison Perception	85 66		20 20	14 6	30	38 18	5 5		in In	Re Re	SD	Me	9	2		2
	Reading Tracks	50		20	1	30	3	5		ln	Re	SD	SD	9	2		1
	Surveillance	65		20	6	30	18	5		ln	Re	SD	SD	9	2		1
AWARENESS-SENSES	Tracking Direction Sense	50 21	1/5	20 6	1	30 12	-15	5 5		In In	Re Sd	SD In	SD In	9	1		1 9
7117111211200 0211020	Reality Awareness	45	., 0	6	3	12	9	5		ln	Sd	ln	Em	9	1		9
	Sense Awareness: Sight	53		6	4	12	12	5		ln	Sd	ln	Pr	9	1		14
	Sense Awareness: Hearing Sense Awareness: Smell	53 50		6 6	4	12 12	12 9	5 5		In In	Sd Sd	In In	Pr Pr	9	1		14 14
	Sense Awareness: Touch	53		6	4	12	12	5		ln	Sd	ln	Pr	9	1		14
	Sense Awareness: Taste	47		6	2	12	6	5		In	Sd	In	Pr	9	1		14
	Situational Awareness: Comba	39		6	1	12	3	5		ln In	Sd	ln In	ln In	9	1		9
	Situational Awareness: Ammo Spacial Location Awareness	21 26		6 6		12 12	-15 -15	5 5		In In	Sd Sd	In In	In Pr	9	1 1		9 14
<u></u>	Time Sense	21		6		12	-15	5		In	Sd	In	Em	9	1		9
BODY DEVELOPMENT	Body Development	216	6/12	N/A	22	N/A	180	5		Co	Sd	Co		10	1		10
COMBAT MANEUVERS	Blind Fighting Missile Deflecting	-12 -12	4/12	N/A N/A		N/A N/A	-30 -30			Ag Ag	Qu Qu	SD SD	SD SD	10 10	7 7		1 1
	Mounted Combat	-4		N/A		N/A	-30			Ag	Qu	SD	Em		7		9
	Quickdraw	-12		N/A		N/A	-30			Ag	Qu	SD		10	7		1
	Reverse Stroke*	1 -12		N/A N/A		N/A N/A	-30 -30			Ag	Qu Qu	SD SD		10 10	7		14
	Subdual Swashbuckling	1		N/A		N/A	-30			Ag Ag	Qu	SD		10	7		14
	Tumbling Evasion	-3		N/A		N/A				Ag	Qu	SD	Ag		7		10
	Two-Weapon Combat:	118		N/A	20	N/A		10	10	_	Qu	SD	SD		7		1
	Weapon Style (Basic)* Weapon Style (Adv)* (r)	-3 -3		N/A N/A		N/A N/A				Ag Ag	Qu Qu	SD SD	Ag Ag		7 7		10 10
	Suppression Fire	-3		N/A		N/A				Ag	Qu	SD	Ag		7		10
	Rapid Fire	-12		N/A		N/A				Ag	Qu	SD	SD		7		1
	Combat Pilot Crewmember AFV	-4 -4		N/A N/A		N/A N/A	-30 -30			Ag Ag	Qu Qu	SD SD		10 10	7 7		9
	Demolitions	-4		N/A		N/A				Ag	Qu	SD		10	7		9
	Mounted Weapons Ambush	-4		N/A		N/A	-30			Ag	Qu	SD	ln '	10	7		9
	Gunnery: Heavy Energy Project			N/A		N/A				Ag Ag	Qu	SD		10	7		9
	Gunnery: Missiles Gunnery: Projectile Gunnery	-4 -4		N/A N/A		N/A N/A	-30 -30			Ag Ag	Qu Qu	SD SD		10 10	7 7		9
COMMUNICATIONS	Language: Demonic (S)	57	3/3/3	7	10	14	30			Re	Me	Em	Em	2	2		9
	Language: Demonic (W)	54		7	9	14				Re	Me	Em	Em	2	2		9
	Language: Common (S) Language: Common (W)	51 48		7 7	8 7	14 14				Re Re	Me Me	Em Em	Em Em	2	2		9
	Language: high elvish (S)	42		7	5	14	15			Re	Me	Em	Em	2	2		9
	Language: high elvish (W)	42		7	5	14	-			Re	Me	Em	Em	2	2		9
	Lip Reading Magical Languages	4 5		7 7		14 14	-15 -15			Re Re	Me Me	Em Em	SD Me	2	2		1 2
	Signaling	5		7		14				Re	Me	Em	Me	2	2		2
ODAFTO	Speed Reading	5		7		14				Re	Me	Em	Me	2	2		2
CRAFTS	Cooking Drafting	26 -17	4/10	N/A N/A	1	N/A N/A	5 -30			Ag Ag	Me Me	SD SD	In SD	10 10	2		9
	Fletching	-17		N/A		N/A				Ag	Me	SD		10	2		9
	Horticulture	-9		N/A		N/A	-30			Ag	Me	SD	Em	10	2		9
	Leather-crafts	-17		N/A		N/A				Ag	Me	SD	SD		2		1
	Metal-crafts Rope Mastery	-9 -9		N/A N/A		N/A N/A	-30 -30			Ag Ag	Me Me	SD SD		10 10	2		9
	Scribing	-17		N/A		N/A				Ag	Me	SD	SD		2		1
	Service	-17		N/A		N/A	-30			Ag	Me	SD	SD	10	2		1

				Skill				Prof/	Temp)							
Category	Skill	Total bonus	Dev Cost	Cat Ranks	Skill Ranks		Skill Bonus				Cat I Stat2		Skil 3itat		Cat B2	Cat B3	Skill B4
	Sewing/weaving	26		N/A	1	N/A	5			Ag	Me	SD	ln	10	2		9
	Skinning Stone-crafts	-9 -9		N/A N/A		N/A N/A	-30 -30			Ag Ag	Me Me	SD SD	In In	10 10	2		9
	Trapping	-9		N/A		N/A	-30			Ag	Me	SD	Em		2		9
	Wood-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9
DIRECTED SPELLS INFLUENCE	Fire Mastery	65	3 2/4	20	16	20	42	_		Ag Pr	SD	Ag	Ag	10	<u>1</u> 9		10 9
INFLUENCE	Bribery Diplomacy	52 52	2/4	20		30 30	-15 -15	5 5		Pr	Em Em	In In	In In	14 14	9		9
	Duping	94		20	9	30	27	5		Pr	Em	In	ln	14	9		9
	Interrogation	86		20	9	30	27	5		Pr	Em	ln	SD	14	9		1
	Leadership Propaganda	57 45		20 20		30 30	-15 -15	5 5		Pr Pr	Em Em	In In	Pr Re	14 14	9		14 2
	Public Speaking	52		20		30	-15	5		Pr	Em	ln	In	14	9		9
	Seduction (e)	121		20	24	30	54	5		Pr	Em	In	ln	14	9		9
	Trading	89		20	10	30	30	5		Pr	Em	ln In		14	9		1
	Training Brainwashing	52 44		20 20		30 30	-15 -15	5 5		Pr Pr	Em Em	In In	Em SD	14	9		9
	Mediation	57		20		30	-15	5		Pr	Em	ln	Pr	14	9		14
	Proselytism	52		20		30	-15	5		Pr	Em	In	Em	14	9		9
LORE-ACADEMIC	Art History	-24	2/4	0		-15	-15			Me	Re	Me	Me	2	2		2
	Canon Comparative Religion	-25 -24		0		-15 -15	-15 -15			Me Me	Re Re	Me Me	SD Me	2	2		1 2
	Education	-25		0		-15	-15			Me	Re	Me	SD	2	2		1
	Journalism	-12		0		-15	-15			Me	Re	Me	Pr	2	2		14
	Philosophic/Religious Doctrine Political Science	-24 -12		0		-15 -15	-15 -15			Me Me	Re Re	Me Me	Me Pr	2	2		2 14
	Religious History	-12		0		-15 -15	-15 -15			ivie Me	Re Re	Me	Pr Re	2	2		14
	Sociology	-17		0		-15	-15			Me	Re	Me	Em	2	2		9
LODE CENEDAL	Visual Arts	-17		0		-15	-15			Me	Re	Me	ln N	2	2		9
LORE-GENERAL	Culture Lore: Demonic Fauna Lore	21 4	1/3	3	3	6 6	9 -15			Me Me	Re Re	Me Me	Me Em	2	2		2 9
	Flora Lore	4		3		6	-15			Me	Re	Me	Em	2	2		9
	Heraldry	15		3	1	6	3			Me	Re	Me	Me	2	2		2
	History*	-3		3		6	-15			Me	Re	Me	Me	2	2		2
	Martial Styles Lore Philosophy	-3 4		3		6 6	-15 -15			Me Me	Re Re	Me Me	Me In	2	2		2 9
	Region Lore: 2nd Ivl of Hell	21		3	3	6	9			Me	Re	Me	Me	2	2		2
	Religion	-3		3		6	-15			Me	Re	Me	Me	2	2		2
	Weapon Style Lore	-3 -17		3		6 -15	-15 -15			Me Me	Re Re	Me Me	Me In	2	2		2 9
	Efficiency Expertise Fashion	-17				-15	-15			Me	Re	Me	ln	2	2		9
	Health Care	-24				-15	-15			Me	Re	Me	Me	2	2		2
LODE MACIONI	Interior Design	-17	0/4			-15	-15			Me	Re	Me	In	2	2		9
LORE-MAGICAL	Artifact Lore Circle Lore	-7 -7	2/4	1 1		2	-15 -15			Me Me	Re Re	Me Me	Me Me	2	2		2 2
	Planar Lore (e)	61		1	18	2	46			Me	Re	Me	In	2	2		9
	Spell Lore	-7		1		2	-15			Me	Re	Me	Me	2	2		2
	Symbol Lore Undead Lore	0 14		1	2	2	-15 6			Me Me	Re Re	Me Me	Em Me	2	2		9
	Warding Lore	-7		1		2	-15			Me	Re	Me	Me	2	2		2
LORE-OBSCURE	Demon/Devil Lore (e)	79	3/7	4	20	8	50		15	Me	Re	Me	Me	2	2		2
	Dragon Lore	-1		4		8	-15			Me	Re	Me	Me	2	2		2
	Faerie Lore Unlife Lore	-1 -1		4		8	-15 -15			Me Me	Re Re	Me Me	Me Me	2	2		2
	Vital Points Lore	-1		4		8	-15			Me	Re	Me	Me	2	2		2
	Xeno-lores*	23		4	3	8	9			Me	Re	Me	Me	2	2		2
LORE-TECHNICAL	Herb Lore Lock Lore	-7 -7	2/6	1 1		2	-15 -15			Me Me	Re Re	Me Me	Me Me	2	2		2
	Metal Lore/Metallurgy	-7		1		2	-15			Me	Re	Me	Me	2	2		2
	Poison Lore	11		1	1	2	3			Me	Re	Me	Me	2	2		2
	Stone Lore	-7		1		2	-15			Me	Re	Me	Me	2	2		2
MARTIAL ARTS-STRIKING	Trading Lore Boxing	-7 13	3	1		2	-15 -15			Me St	Re Ag	Me St	Me St	8	10		2 8
W attraction of the attraction	MA Striking	34	· ·	1	2	2	6			St	Ag	St	St	8	10		8
	Nerve Strikes (r)	15		1		2	-15			St	Ag	St	Ag	8	10		10
MARTIAL ARTS-SWEEPING	Tackling Blocking	12 -4	3	1 0		-15	-15 -15			St Ag	Ag St	St Ag	Qu St	10	10 8		7 8
WAITHAL AITTS-SWELFING	MA Sweeping	-2	3	0		-15	-15			Ag	St	Ag	Ag		8		10
	Locking Holds (r)	-11		0		-15	-15			Ag	St	Ag	SD		8		1
AADTI ADTO OMBT MANI/D	Wrestling	-11		0		-15	-15			Ag	St	Ag		10	8		1
MRTL ARTS CMBT MNVR	Adrenal Deflecting Adrenal Evasion	-12 -3		N/A N/A		N/A N/A	-30 -30			Ag Ag	Qu Qu	SD SD	SD Ag	10	7 7		1 10
	Blind Fighting	-12		N/A		N/A	-30			Ag	Qu	SD	SD		7		1
	MA Style (Basic)*	-3		N/A		N/A	-30			Ag	Qu	SD	Ag		7		10
OUTDOOR-ANIMAL	MA Style (Adv)* (r)	-3 15	2/0	N/A		N/A	-30			Ag Em	Qu	SD	Ag		7		10
OUTDOOK-ANIIVIAL	Animal Handling* Animal Healing*	15 15	2/6	1 1		2	-15 -15			Em Em	Ag Ag	Em Em	Em Em	9	10 10		9
	Animal Mastery*	20		1		2	-15			Em	Ag	Em	Pr	9	10		14
	Animal Training*	7		1		2	-15			Em	Ag	Em	SD	9	10		1
	Driving*	15 15		1 1		2	-15 -15			Em Em	Ag	Em Em	In Em	9	10 10		9
	Herding* Riding: Equestrian	15 51		1	7	2	-15 21			Em Em	Ag Ag	Em	Em	9	10		9
OUTDOOR-ENVIRONMENTAL	Caving	5	1/5	4		8	-15			SD	In	Me	Me	1	9		2
	Foraging	33		4	2	8	6			SD	In	Me	Em	1	9		9

				Skill				Prof/	Temp)							
Catogory	Skill	Total	Dev	Cat	Skill		Skill					t Cat			Cat	Cat	Skill
Category	Hunting	bonus 30	Cost	Ranks 4	Ranks 1	Bonus 8	Bonus 3	Onus	Jonus	Stati	In Stat	Me	Em	B1	B2	В3	B4
	Star-gazing	5		4		8	-15			SD	In	Me	Me	1	9		2
	Survival*	12		4		8	-15			SD	ln	Me	In	1	9		9
	Weather Watching	12		4		8	-15			SD	ln	Me	ln	1	9		9
POWER AWARENESS	Aquatics Attunement	13	4 / 5	11	1.0	8	-15 42	5		SD	ln .	Me	Ag	1	9		10 14
POWER AWARENESS	Divination	38	1/5	11	16	21 21	-15	5 5		Em Em	In In	Pr Pr	Pr In	9	9		9
	Power Perception (e)	119		11	32	21	61	5		Em	ln	Pr	Pr	9	9		14
	Read Runes	67		11	7	21	21	5		Em	In	Pr	Me	9	9		2
POWER MANIPULATION	Channeling	-11	6/12	N/A		N/A	-30			Em	ln	Pr	SD	9	9		1
	Magic Ritual Spell Mastery(e): Arcane Barri	-11 115		N/A N/A	22	N/A N/A	-30 83			Em Em	In In	Pr Pr	SD Pr	9	9		1 14
	Transcend Armor	37		N/A	1	N/A	5			Em	ln	Pr	Pr	9	9		14
POWER POINT DEVEL	Power Point Dev: Arcane	185	8	N/A	21	N/A	175			In	ln	T		10	9		0
PSYCHIC DISCIPLINES	Any*	-12	*	N/A		N/A	-30			Em	ln	SD		9	9		0
PSYCHIC ENERGY MANIPULAT	Channeling	-3	6/14	N/A		N/A	-30			Em	ln	Pr	ln	9	9		9
	Directed Discipline Mastery	-2		N/A		N/A	-30			Em	In	Pr	Ag	9	9		10
	Massing MetaConcert	-11 -3		N/A N/A		N/A N/A	-30 -30			Em Em	In In	Pr Pr	SD In	9	9		1 9
	Psychic Attunement	2		N/A		N/A	-30			Em	In	Pr	Pr	9	9		14
	Psychic Perception	2		N/A		N/A	-30			Em	ln	Pr	Pr	9	9		14
	Two-Discipline Combination	-11		N/A		N/A	-30			Em	ln	Pr	SD	9	9		1
SCIENCE/ANALYTIC-BASIC	Basic Math	-24	2/4	0		-15	-15			Re	Me	Re	Re	2	2		2
SCIENCE/ANALYTIC-ENG	Research Chemical Engineer (Industrial)	-25 -17		0		-15 -15	-15 -15			Re Re	Me Me	Re Re	SD In	2	2		<u>1</u> 9
SSIENSE/NIVALT TO-LING	Chemical Engineer (IMedical)	-17		0		-15	-15			Re	Me	Re	In	2	2		9
	Civil Engineering	-17		0		-15	-15			Re	Me	Re	ln	2	2		9
	Computer Engineering	-17		0		-15	-15			Re	Me	Re	In	2	2		9
	Criminal Engineering	-17		0		-15	-15			Re	Me	Re	ln I	2	2		9
	Cybernetic Engineering Electronic Engineering	-17 -17		0		-15 -15	-15 -15			Re Re	Me Me	Re Re	In In	2	2		9
	Environmental Engineering	-17		0		-15	-15			Re	Me	Re	ln	2	2		9
	Mechanical Engineering	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10
	Medical Engineering	-17		0		-15	-15			Re	Me	Re	In	2	2		9
	Power System Theory	-17		0		-15	-15 -15			Re	Me	Re	ln In	2	2		9
	Sanitation Engineering Sound Engineering	-17 -17		0		-15 -15	-15			Re Re	Me Me	Re Re	In In	2	2		9
	Undersea Engineering	-17		0		-15	-15			Re	Me	Re	ln	2	2		9
	Urban Design	-17		0		-15	-15			Re	Me	Re	In	2	2		9
	Weapon Design	-17		0		-15	-15			Re	Me	Re	ln	2	2		9
SCIENCE/ANALYTIC-MEDICA	Autopsy Drug Thorany	-17 -24	4/10	0		-15	-15 -15			Re Re	Me Me	Re Re	In Re	2	2		9
	Drug Therapy Internal Medicine	-24		0		-15 -15	-15			Re	Me	Re	ne In	2	2		9
	Medical Practice	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10
	Medical Sciences*	-17		0		-15	-15			Re	Me	Re	In	2	2		9
	Pharmaceuticals	-17		0		-15	-15			Re	Me	Re	ln	2	2		9
SCIENCE/ANALYTIC-SPECIAL	Diagnosis: Medical	-24 -24	8	0 N/A		-15 N/A	-15 -30			Re Re	Me Me	Re Re	Re Re	2	2		2
SCIENCE/ANALT TIC-SFECIAL	Anthropology*	-17	0	N/A		N/A	-30			Re	Me	Re	Em	2	2		9
	Alchemy	-17		N/A		N/A	-30			Re	Me	Re	In	2	2		9
	Astronomy	-12		N/A		N/A	-30			Re	Me	Re	Pr	2	2		14
	Biochemistry*	-17		N/A		N/A	-30			Re	Me	Re	ln	2	2		9
	Psychology* Aerodynamics	-12 -24		N/A N/A		N/A N/A	-30 -30			Re Re	Me Me	Re Re	Pr Re	2	2		14 2
	Archeology (Xeno)*	-17		N/A		N/A	-30			Re	Me	Re	In	2	2		9
	Atmospherics	-24		N/A		N/A	-30			Re	Me	Re	Re	2	2		2
	Botany (Xeno)*	-17		N/A		N/A	-30			Re	Me	Re	Em	2	2		9
	Cryptology	-17		N/A		N/A	-30			Re	Me	Re	In De	2	2		9
	Forensics Metallurgy	-24 -24		N/A N/A		N/A N/A	-30 -30			Re Re	Me Me	Re Re	Re Me	2	2		2
	Physics*	-17		N/A		N/A	-30			Re	Me	Re	In	2	2		9
	Planetology	-17		N/A		N/A	-30			Re	Me	Re	In	2	2		9
	Zoology (Xeno)*	-17		N/A		N/A	-30			Re	Me	Re	Em	2	2		9
SCIENCE/ANALYTIC-TECHNIC	Computer Technology Criminal Technology	-24 -16		0		-15 -15	-15 -15			Re Re	Me Me	Re Re	Re	2	2		2 10
	Cryongenic Operation	-16		0		-15	-15			Re	Me	Re	Ag Ag	2	2		10
	Cybernetic Technology	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10
	Electronic Technology	-24		0		-15	-15			Re	Me	Re	Re	2	2		2
	Genetic Technology	-17		0		-15	-15			Re	Me	Re	In A	2	2		9
	Mechanical Technology Medical Technology	-16 -17		0		-15 -15	-15 -15			Re Re	Me Me	Re Re	Ag Em	2	2		10 9
	Medical Technology Musical Technology	-17		0		-15 -15	-15 -15			Re	Me	Re Re	Ag	2	2		10
	Power System Technology	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10
	Weapon Technology	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10
	Diagnosis: Electronic	-24		0		-15	-15			Re	Me	Re	Re	2	2		2
SELF CONTROL	Diagnosis: Mechanical Adrenal Balance	-24 -5	2/6	0		-15 -15	-15 -15			Re SD	Me Pr	Re SD	Re Ag	1	14		10
JELI JOHINGE	Adrenal Concentration (r)	-1	2/0	0		-15	-15			SD	Pr	SD	Pr	1	14		14
	Adrenal Landing	-5		0		-15	-15			SD	Pr	SD	Ag	1	14		10
	Adrenal Leaping	-7		0		-15	-15			SD	Pr	SD	St	1	14		8
	Adrenal Quickdraw	-5		0		-15				SD	Pr	SD	Ag	1	14		10
	Adrenal Speed Adrenal Stabilization*	-8 -14		0		-15 -15	-15 -15			SD SD	Pr Pr	SD SD	Qu SD	1	14 14		7 1
	Adrenal Stabilization*	-14		ı		-15	-15		1	UU	П	SU	SU	1	14		- 1

				Skill				Prof/	Temp)							
Category	Skill	Total bonus	Dev Cost	Cat Ranks	Skill			Racia					Skil C		Cat B2	Cat B3	Skill B4
Category	Adrenal Strength	-7	COST	0	ixalika	-15	-15	Bonus	Jonus	SD	Pr	SD		1	14	נם	8
	Cleansing Trance (r)	-14		0		-15	-15			SD	Pr	SD		1	14		1
	Control Lycanthropy (r)	-14		0		-15	-15			SD	Pr	SD	SD	1	14		1
	Death Trance (r)	-14		0		-15	-15			SD	Pr	SD		1	14		1
	Frenzy	-14		0		-15	-15			SD	Pr	SD		1	14		1
	Healing Trance Meditation (r)	-6 -14		0		-15 -15	-15 -15			SD SD	Pr Pr	SD SD		1	14 14		9
	Mnemonics	-13		0		-15	-15			SD	Pr	SD		1	14		2
	Sleep Trance	-14		0		-15	-15			SD	Pr	SD		1	14		1
	Stunned Manuevering (r)	-1		0		-15	-15			SD	Pr	SD	Pr	1	14		14
0050111 1551010	Cyber Attunement	-13				-15	-15			SD	Pr	SD		1	14		2
SPECIAL ATTACKS	Brawling	36	4/9	N/A	2	N/A	10			St	Ag	SD		8	10		8
	Disarm Foe (armed)* Disarm Foe (unarmed)*	-2 -2		N/A N/A		N/A N/A	-30 -30			St St	Ag Ag	SD SD	•	8 8	10 10		10 10
	Feint (armed)*	-5		N/A		N/A	-30			St	Ag	SD	•	8	10		7
	Feint (unarmed)*	-5		N/A		N/A	-30			St	Ag	SD		8	10		7
	Jousting (Lancing)	-11		N/A		N/A	-30			St	Ag	SD	SD	8	10		1
	Weapon Kata*	-11		N/A		N/A	-30			St	Ag	SD		8	10		1
	Sniping	-2		N/A		N/A	-30			St	Ag	SD	•	8	10		10
SPECIAL DEFENSES	Targetting Adrenal Defense	-11 -30	30	N/A N/A		N/A N/A	-30 -30			St	Ag	SD		8	10		0
OF LOIAL DEFENSES	Adrenal Delense Adrenal Resistance	-30	30	N/A N/A		N/A	-30							0	0		0
	Adrenal Toughness	-30		N/A		N/A	-30				_			0	0		0
SPELL-ARCANE OPEN		15	3/3/3	N/A		N/A	0	5						0	0		0
SPELL-OTH RLM BASE		15	10/10	N/A		N/A	0	5						0	0		0
SPELL-OTH RLM CLSD		15	6/6	N/A		N/A	0	5						0	0		0
SPELL-OTH RLM OPEN	Dark Contacts	40	5/5	N/A	50	N/A	25	5						0	0		0
SPELL-OWN RLM CLSD	Arcane Healing (e) Fire Manipulation	38 32	3/3/3 3/3/3	N/A N/A	26 17	N/A N/A	23 17	5 5						0	0		0
	Shifting Law	26	3/3/3 4/4/4	N/A N/A	11	N/A N/A	11	5						0	0		0
	Criming Law	15	4/4/4	N/A		N/A	0	5						0	0		0
SPELL-OWN RLM OPEN	Arcane Barriers (e)	38	3/3/3	N/A	26	N/A	23	5					1	0	0		0
	Arcane Forces (e)	38	3/3/3	N/A	26	N/A	23	5					1	0	0		0
	Detection Law	23	4/4/4	N/A	8	N/A	8	5						0	0		0
	Arcane Shield	22 15	4/4/4 4/4/4	N/A N/A	7	N/A N/A	7 0	5 5						0	0		0
SPELL-OWN RLM OTH BASE		15	12/12	N/A		N/A	0	5						0	0		0
SPELL-OWN RLM OWN BASE	Amplifications	30	3/3/3	N/A	15	N/A	15	5						0	0		0
	Hunter's Call	35	3/3/3	N/A	20	N/A	20	5						0	0		0
	Spell Protection	33	3/3/3	N/A	18	N/A	18	5						0	0		0
	1	15	3/3/3	N/A		N/A	0	5						0	0		0
SUBTERFUGE-ATTACK	Ambush	95	3/7	10	20	20	50	5		Ag	SD	ln		0	1		9
	Silent Kill Gunnery: Mounted Weapon A	79 30		10 10	12	20 20	34 -15	5 5		Ag Ag	SD SD	In In		0	1 1		9
	Gunnery: Sniping	30		10		20	-15	5		Ag	SD	In		0	1		9
SUBTERFUGE-MECHANICS	Camouflage	24	5	3		6	-15	5		In	Ag	Re		9	10		9
•	Disarming Traps	42		3	2	6	6	5	5	In	Ag	Re	SD	9	10		1
	Disguise	39		3		6	-15	5	10		Ag	Re		9	10		14
	Counterfeiting	17		3		6	-15	5		ln	Ag	Re		9	10		2
	Falsification	17		3		6 6	-15	5 5		In In	Ag	Re		9	10		2
	Forgery Hiding Items	17 17		3		6	-15 -15	5		in In	Ag Ag	Re Re		9	10 10		2
	Picking Locks: Archaic	43		3	2	6	6	5	5	ln	Ag	Re		9	10		2
	Picking Locks: Tech	-4				-15	-15			In	Ag	Re	Re	9	10		2
	Setting Traps	16		3		6	-15	5		In	Ag	Re		9	10		1
	Trap Building	17		3		6	-15			In	Ag	Re		9	10		2
	Using/Removing Poison Computer Crime	16 -10		3		-15	-15 -15	5		In In	Ag Ag	Re Re		9	10 10		1 1
	Computer Tapping	-10				-15	-15			In In	Ag Ag	Re		9	10		9
	Electronic Countermeasures	-2				-15	-15			ln	Ag	Re		9	10		9
	Electronic Surveilance	-10				-15	-15			In	Ag	Re		9	10		1
	Electronic Warfare	-10				-15	-15			ln .	Ag	Re		9	10		1
	Safe Cracking	-10				-15	-15			In	Ag	Re		9	10		1
	Security Operations Tax Evasion	-10 -2				-15 -15	-15			In In	Ag Ag	Re		9	10 10		1 9
SUBTERFUGE-STEALTH	Hiding	77	2/5	12	10	22	-15 30			Ag	Ag SD	Re In		0	1		9
GODIEN GOL OTEMENT	Picking Pockets	37	270	12		22	-15	5		Ag	SD	ln		0	1		14
	Stalking	79		12	10	22	30		10	Ag	SD	In	SD 1		1		1
	Trickery	37		12		22	-15	5		Ag	SD	In	Pr 1		1		14
	Evidence Dispersal	19		12		22	-15			Ag	SD	In	SD 1		1		1
T/T GENERAL	Guerrilla Tactics	19	2/7	12		22	-15	1 1		Ag	SD	In en	SD 1		1		1 1
T/T-GENERAL	Begging First Aid	7 20	3/7	2	1	4	-15 3			Re Re	Me Me	SD SD		2	2		14 9
	Gambling	7		2	'	4	-15			Re	Me	SD		2	2		14
	Mapping	-6		2		4	-15			Re	Me	SD		2	2		1
	Orienteering	2		2		4	-15			Re	Me	SD		2	2		9
	Sailing	3		2		4	-15			Re	Me	SD		2	2		10
	Tactical Games	-6		2		4	-15			Re	Me	SD		2	2		1
	Using Prepared Herbs Billiards	-6		2		4	-15 -15			Re Re	Me Me	SD SD	-	2	2		10 1
	Communications	-6 -17				-15	-15 -15			Re	Me	SD		2	2		9
	Cyberdeck Operations*	-17				-15	-15			Re	Me	SD		2	2		9
	Data Processing	-25				-15	-15			Re	Me	SD		2	2		1

																	
		Total	Dev	Skill Cat	Skill	Cat		Prof/ Racia	-		Cat	Cat	Skil	Cat	Cat	Cat	Skill
Category	Skill	bonus	Cost								Stat2				B2	B3	B4
	Driving (Mechanical)	-16				-15	-15			Re	Me	SD	Ag	2	2		10
	Photography	-16				-15	-15			Re	Me	In	Ag	2	2		10
	Scanner Analysis*	-17				-15	-15			Re	Me	SD	In	2	2		9
	Sensor Analysis	-17				-15	-15			Re	Me	SD	In	2	2		9
T/T-PROFESSIONAL	Advertising	-17	8	N/A		N/A	-30			Re	Me	ln	In	2	2		9
	Architecture	-17		N/A		N/A	-30			Re	Me	ln	ln –	2	2		9
	Diagnostics*	-17		N/A		N/A	-30			Re	Me	ln	Em	2	2		9
	Dowsing	-17		N/A N/A		N/A	-30			Re	Me	In In	ln In	2	2		9
	Engineering* Mechanition*	-17 -16		N/A N/A		N/A N/A	-30 -30			Re Re	Me Me	In In	In A a	2	2		10
	Military Organization*	-17		N/A		N/A	-30			Re	Me	ln	Ag In	2	2		9
	Mining*	-17		N/A		N/A	-30			Re	Me	In	ln	2	2		9
	Second Aid	-17		N/A		N/A	-30			Re	Me	ln	Em	2	2		9
	Surgery	-17		N/A		N/A	-30			Re	Me	In	Em	2	2		9
	Astrogation: Hyperspace	-17		N/A		N/A	-30			Re	Me	In	In	2	2		9
	Law*	-24		N/A		N/A	-30			Re	Me	In	Re	2	2		2
	Military Org.: Pwrd Armr Troop	-17		N/A		N/A	-30			Re	Me	In	In	2	2		9
	Military Org.: Space Forces	-17		N/A		N/A	-30			Re	Me	In	ln	2	2		9
T/T \/OOAT/O	Pilot: Hyperspace	-17		N/A		N/A	-30			Re	Me	In	In	2	2		9
T/T-VOCATIONAL	Administration	-5	5/12	N/A		N/A	-30			Me	ln 	Re	Pr	2	9		14
	Appraisal	-17		N/A		N/A	-30			Me	ln In	Re	Re ^~	2	9		2
	Boat Pilot*	-9		N/A		N/A	-30			Me	ln In	Re	Ag	2	9		10
	Cartography Evaluate Armor*	-17 -17		N/A N/A		N/A N/A	-30 -30			Me Me	In In	Re Re	Re Re	2	9		2
	Evaluate Metal	-17		N/A		N/A	-30			Me	In	Re	Re	2	9		2
	Evaluate Stone	-17		N/A		N/A	-30			Me	ln	Re	Re	2	9		2
	Evaluate Weapon*	-17		N/A		N/A	-30			Me	In	Re	Re	2	9		2
	Gimmickry	-17		N/A		N/A	-30			Me	ln	Re	Re	2	9		2
	Hypnosis	-10		N/A		N/A	-30			Me	In	Re	Em	2	9		9
	Midwifery	-10		N/A		N/A	-30			Me	In	Re	Em	2	9		9
	Navigation	-17		N/A		N/A	-30			Me	In	Re	Re	2	9		2
	Preparing Herbs	-9		N/A		N/A	-30			Me	In	Re	Ag	2	9		10
	Preparing Poisons	-18		N/A		N/A	-30			Me	In	Re	SD	2	9		1
	Siege Engineering	-17		N/A		N/A	-30			Me	ln	Re	Re	2	9		2
	Tactics*	-17		N/A		N/A	-30			Me	In	Re	Re	2	9		2
	AFV Driver	-9		N/A		N/A	-30			Me	ln .	Re	Ag	2	9		10
	Alien Environments*	-9		N/A		N/A	-30			Me	In	Re	Ag	2	9		10
	Astrogation: N-Space	-17		N/A		N/A	-30			Me	ln	Re	Me	2	9		2
	Cosmetology	-5		N/A		N/A	-30			Me	ln 	Re	Pr	2	9		14
	Criminal Investigation	-10 -9		N/A N/A		N/A N/A	-30 -30			Me Me	In In	Re	In ^~	2	9		9 10
	Pilot: Atmospheric Pilot: Marine	-10		N/A N/A		N/A N/A	-30			Me	in In	Re Re	Ag In	2	9		9
	Pilot: N-Space	-9		N/A		N/A	-30			Me	ln	Re	Ag	2	9		10
	Pilot: Orbital	-9		N/A		N/A	-30			Me	ln	Re	Ag	2	9		10
	Powered Armor AFV: Air Supp	-		N/A		N/A	-30			Me	In	Re	Re	2	9		2
	Powered Armor AFV: Infantry	-17		N/A		N/A	-30			Me	ln	Re	Re	2	9		2
URBAN	Contacting	51	2/6	9	1	18	3	5		In	Pr	Re	Re	9	14		2
	Mingling	41		9		18	-15	5		In	Pr	Re	Ag	9	14		10
	Scrounging	33		9		18	-15	5		In	Pr	Re	Re	9	14		2
	Streetwise	79		9	8	18	24	5		In	Pr	Re	Em	9	14		9
	Booking	2				-15	-15			In	Pr	Re	ln	9	14		9
	Drug Trafficking	7					-15			ln	Pr	Re	Pr	9	14		14
WEADON 411 Francis	Organized Crime	7	-			-15				In	Pr	Re	Pr	9	14		14
WEAPON-1H-Energy	Any*	8	9			-15		10		Ag	Ag	St	St	10	10		8
WEAPON-2H-Energy	Any* Any*	8	9			-15		10		Ag	Ag	St	St	10	10		1.0
WEAPON-1H Firearm WEAPON-2H Firearm	Any* Any*	10 10	9			-15 -15	-15 -15	10 10		Ag	Ag	St St	Ag	10	10		10
WEAPON-1H Edged	Any*	43	3/5	10		20	-15	10		Ag St	Ag Ag	St	Ag Ag	8	10		10
WEAT ON-THE Luged	Shortsword	118	3/3	10	20	20	50	10	1.0	St	Ag	St	Ag	8	10		10
	Dagger	118		10	20	20	50	10		St	Ag	St	Ag	8	10		10
WEAPON-2H	Any*	6	8			-15	-15	10	, ,	St	Ag	St	St	8	10		8
WEAPON-SUPPORT	Any*	0	9			-15	-15	10		St	Re	Ag	Ag	8	2		10
WEAPON-THROWN	Any*	25	4	1		2	-15	10		Ag	St	Ag	Ag		8		10
	Dagger	43	4	1	1	2	3	10		Ag	St	Ag		10	8		10
WEAPON-1H CONCUSSIO	Any*	6	6			-15	-15	10		St	Ag	St	St	8	10		8
WEAPON-MISSILE	Any*	39	4/9	8		16	-15	10		Ag	St	Ag	Ag	10	8		10
	hand crossbow	119		8	20	16	50	10	15	Ag	St	Ag	Ag	10	8		10
WEAPON-MISSILE ARTILLE		1	9			-15		10		In	Ag	Re	Re	9	10		2
WEAPON-POLE ARMS	Any*	6	7			-15	-15	10		St	Ag	St	St	8	10		8

	mithril
100	platinum
48	gold
98	silver
	bronze
	copper
	tin

Equipment	total weight:	42 dead weight: 21			
Item	location		Quan D?	Wt Tot	E
Soft Leather Shirt	worn	+10 magical	1 0	12 12	
Shortsword	scabbard	+10 magical, attacks on longsword table	1 1	1.5 1.5	

				Skill				Pr	of/Tem	р						
Category	Skill	Total bonus	Dev Cost	Cat Ranks	Skill Ranks				cia Iten nusbonu		Cat Stat2	 		Cat B2	Cat B3	Skill B4
Dagger of poison	scabbard	+10 m	nagical,	must re	esist p	oison	on a	ny c	critical			1	1	0.75	0.8	0.75
dagger	scabbard	+10 n	on-mag	ical								1	1	0.75	0.8	0.75
hand crossbow	shoulder	+10 n	on-mag	ical								1	1	2	2	2
bolts	quiver on belt	+5 no	n-magic	al								40	1	0.15	6	6
boots	worn	+10 S	Stalking									1	0	3	3	0
weapon belt + scabbard	worn											1	0	2	2	0
small frame pack	worn											1	0	1.2	1.2	0
Cloak	worn											1	0	3	3	0
Book of Demon Lore	backpack	+15 L	ore: Der	non Lo	re							1	1	1	1	1
Book of Arcane knowledge	backpack	Arcan	e spells	up to	30th le	evel						1	1	1	1	1
soap and toiletries	backpack											1	1	0	0	0
False ID	backpack	+10 D	isguise	if appr	opriate	9						1	1	0	0	0
lock picks	pouch	+5 pic	k locks									1	1	0.25	0.3	0.25
silk hammock	backpack											1	1	0.5	0.5	0.5
rope, silk 50'	backpack	suppo	rts 350	lbs								1	1	1	1	1
candle	pouch											2	1	0.25	0.5	0.5
change of clothes	backpack											1	1	1	1	1
metal flasks	backpack											5	1	0.1	0.5	0.5
close weave silk bags	backpack	small,	for herb	s								5	1	0.01	0	0

Riding beast strong horse

				Skill			Prof/Temp)					
		Total	Dev	Cat	Skill	Cat	Skill Racia Item	Cat	Cat	Cat Skil Cat	Cat	Cat	Skill
Category	Skill	bonus	Cost	Ranks	Ranks	Bonus	BonusBonusbonus	Stat1	Stat2	Stat3tat B1	B2	В3	B4