STATISTICS

Stat	Temporary Stat	Potent Stat	Basic Bonus	Racial Bns	Spec Bns	Stat Bns
Agility	96	96	8	0	2	10
Constitution	91	91	5	3	0	8
Memory	90	90	5	-2	0	3
Reasoning	98	98	9	1	0	10
Self Discipline	94	94	7	-2	0	5
Empathy	98	98	9	-2	0	7
Intuition	96	96	8	0	0	8
Presence	99	99	9	-2	0	7
Quickness	87	87	4	1	0	5
Strength	58	64	0	2	0	2

RESISTANCE

	Total Resist Bonus	Race
Channeling	24	0
Essence	21	0
Mentalism	21	0
Channeling/Essence	21	0
Channeling/Mentalism	21	0
Essence/Mentalism	21	0
Arcane	22	0
Poison	29	5
Disease	29	5
Fear	20	5

+15 RR & DB to heat & cold

RECOVERY
immune to fluorine gas

hits/hour resting	4
hits/3 hours sleeping	16
PPs/hour resting	3
PPs/3 hours sleeping	21.5
Recovery Modifier	0.5

MOVEMENT
recover 1 hit/PP per 3 hours active

Character Height(in)		46
Stride Modifier	(ft/rnd)	-20
Base Movement Rate		45
walk	1	45
fast walk	1.5	68
run	2	90
sprint	3	135
fast sprint	4	180
dash	5	225

ENCUMBRANCE

Character Weight	73
Dead Weight	11.5
Encumbrance Penalty	-4
Offensive Missile Penalty	0
Moving Maneuver Penalty	0
Weight Penalty	0

Char Name
Char Name	Shizlink Cau Pi	
Player Name	D. Gentry	Goblin, Technomage
Level	6	

Training Packages
Tech Famulus (V)
Tinkerer (L)

PHYSICAL

Appearance	84 (goblins)	
Sex	M	
Skin	Olive	
Apparent Age	21	
Actual Age	21	
Hair	Black	
Eyes	Blue	Exp: 70,800

ROLE TRAITS

Personality	Evil Elmo
Motivations	Stay alive
Alignment	Not really evil, just cruel

Realm Stats
Channeling	In	Will:	111
Essence	Em	Insanity:	0
Mentalism	Pr	Corruption:	0
Arcane	Em/In/Pr	Fate:	4
		Grace:	0

VITAL
Hits	79
Exhaustion Pts	84
Power Points	43
Dev. Points	94

ARMOR
Armor Type	T5
Armor Skill Bns	11

Tech5

DEFENSIVE

Category	Melee	Missile	Basic Spells	Dir Spells	Area Spells	Prj	Egy
Armor Quick Penalty	0	0	---	0	0	0	0
Quickness Bns (3*Qu)	15	15	---	15	15	7	3
Adrenal Defense	0	0	---	0	---	0	0
Armor Quality/Magic	1	1	---	1	0	1	1
Special 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
Total DB	16	16	0	16	15	8	4

*Special if Channeling spell with Metal shield

PSYCHIC
Mental Exhaustion Pts	35
Bndry of Infl and Sens(BIS)	225
Mental Defensive Bonus	15

TALENTS
Archetype (15)	Dead Eye (7)
Toes (15)	Runic Lore (5)
Developed Eyes (3)	Fluent (5)
Quick Calculator (3)	Portage (3)

Unique Looks (Banishment Brand) (-10)
Banishment reverses much of Toes Talent (-6)
Addiction/mild (ganja) (-10)

0	6	3	2	1	Body Development Progression
0	6	4	2	2	Power Point Progression

SKILLS

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
ARMOR-HEAVY	Plate (17-20)	-16	9	0		-15	-15			St	Ag	St	St	2	10		2
	Armored Exoskeleton (17-20)	-8		0		-15	-15			St	Ag	St	Ag	2	10		10
ARMOR-MEDIUM	Chain (13-16)	-16	8/8	0	0	-15	-15			St	Ag	St	St	2	10		2
	ABS III (9-12)	-8		0		-15	-15			St	Ag	St	Ag	2	10		10
	ABS IV (13-16)	-8		0		-15	-15			St	Ag	St	Ag	2	10		10
ARMOR-LIGHT	Soft Leather	32	6/6	2	2	4	6			Ag	St	Ag	Ag	10	2		10
	Rigid Leather	32		2	2	4	6			Ag	St	Ag	Ag	10	2		10
	LBA I (5-6)	11		2		4	-15			Ag	St	Ag	Ag	10	2		10
	LBA II (7-8)	11		2		4	-15			Ag	St	Ag	Ag	10	2		10
ARMOR-POWERED	Light Powered Armor	-8	15	0		-15	-15			St	Ag	Re	Re	2	10		10
	Full Powered Armor	-8		0		-15	-15			St	Ag	Re	Re	2	10		10
ARTISTIC-ACTIVE	Acting	-11	2/5	0		-15	-15			Pr	Em	Ag	SD	7	7		5
	Dancing	-6		0		-15	-15			Pr	Em	Ag	Ag	7	7		10
	Mimery	-11		0		-15	-15			Pr	Em	Ag	SD	7	7		5
	Mimicry	-13		0		-15	-15			Pr	Em	Ag	Me	7	7		3
	Play Instrument	-6		0		-15	-15			Pr	Em	Ag	Ag	7	7		10
	Poetic Improvisation	-13		0		-15	-15			Pr	Em	Ag	Me	7	7		3
	Singing	-13		0		-15	-15			Pr	Em	Ag	Me	7	7		3
	Tale Telling	-13		0		-15	-15			Pr	Em	Ag	Me	7	7		3
	Ventriloquism	-11		0		-15	-15			Pr	Em	Ag	SD	7	7		5
ARTISTIC-PASSIVE	Music	9	2/5	1		2	-15			Em	In	Pr	Pr	7	8		7
	Painting	12		1		2	-15			Em	In	Pr	Ag	7	8		10
	Poetry	45		1	1	2	3	15		Em	In	Pr	Re	7	8		10
	Sculpting	12		1		2	-15			Em	In	Pr	Ag	7	8		10
ATHLETIC-BRAWN	Athletic Games*	7	5/12	1		2	-15			St	Co	Ag	Ag	2	8		10
	Jumping	7		1		2	-15			St	Co	Ag	Ag	2	8		10
	Power-Striking	-1		1		2	-15			St	Co	Ag	St	2	8		2
	Power-Throwing	-1		1		2	-15			St	Co	Ag	St	2	8		2
	Weight-Lifting	-1		1		2	-15			St	Co	Ag	St	2	8		2
ATHLETIC-ENDURANCE	Athletic Games*	13	3/6	1		2	-15			Co	Ag	St	Co	8	10		8

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
	Distance Running	13		1		2	-15			Co	Ag	St	Co	8	10		8
	Rowing	7		1		2	-15			Co	Ag	St	St	8	10		2
	Scaling	7		1		2	-15			Co	Ag	St	St	8	10		2
	Sprinting	10		1		2	-15			Co	Ag	St	Qu	8	10		5
	Swimming	28		1	1	2	3			Co	Ag	St	SD	8	10		5
	Bicycling	15		1		2	-15			Co	Ag	St	Ag	8	10		10
ATHLETIC-GYMNASTICS	Acrobatics	12	2/7	1		2	-15			Ag	Qu	Ag	Ag	10	5		10
	Athletic Games*	10		1		2	-15			Ag	Qu	Ag	Co	10	5		8
	Climbing	22		1	1	2	3			Ag	Qu	Ag	St	10	5		2
	Contortions	7		1		2	-15			Ag	Qu	Ag	SD	10	5		5
	Diving	12		1		2	-15			Ag	Qu	Ag	Ag	10	5		10
	Flying/Gliding	10		1		2	-15			Ag	Qu	Ag	In	10	5		8
	Juggling	10		1		2	-15			Ag	Qu	Ag	In	10	5		8
	Pole-vaulting	12		1		2	-15			Ag	Qu	Ag	Ag	10	5		10
	Rappeling	4		1		2	-15			Ag	Qu	Ag	St	10	5		2
	Skating	12		1		2	-15			Ag	Qu	Ag	Ag	10	5		10
	Skiing	10		1		2	-15			Ag	Qu	Ag	Co	10	5		8
	Stilt Walking	12		1		2	-15			Ag	Qu	Ag	Ag	10	5		10
	Surfing	10		1		2	-15			Ag	Qu	Ag	Co	10	5		8
	Tightrope-walking	7		1		2	-15			Ag	Qu	Ag	SD	10	5		5
	Tumbling	12		1		2	-15			Ag	Qu	Ag	Ag	10	5		10
	Skydiving	12		1		2	-15			Ag	Qu	Ag	Ag	10	5		10
AWARENESS-PERCEPTION	Alertness	23	5/12	N/A	2	N/A	2			In	SD	In	In	8	5		8
	Sense Ambush	20		N/A		N/A	0			In	SD	In	Em	8	5		7
AWARENESS-SEARCHING	Detect Traps	31	2/5	1	1	2	3			In	Re	SD	In	8	10		8
	Lie Perception	12		1		2	-15			In	Re	SD	Em	8	10		7
	Locate Hidden	31		1	1	2	3			In	Re	SD	In	8	10		8
	Observation	28		1	1	2	3			In	Re	SD	SD	8	10		5
	Poison Perception	8		1		2	-15			In	Re	SD	Me	8	10		3
	Reading Tracks	10		1		2	-15			In	Re	SD	SD	8	10		5
	Surveillance	10		1		2	-15			In	Re	SD	SD	8	10		5
	Tracking	10		1		2	-15			In	Re	SD	SD	8	10		5
AWARENESS-SENSES	Direction Sense	-9	2/4	0		-15	-15			In	SD	In	In	8	5		8
	Reality Awareness	-10		0		-15	-15			In	SD	In	Em	8	5		7
	Sense Awareness	-10		0		-15	-15			In	SD	In	Pr	8	5		7
	Situational Awareness: Combat	-9		0		-15	-15			In	SD	In	In	8	5		8
	Situational Awareness: Ammo	-9		0		-15	-15			In	SD	In	In	8	5		8
	Spacial Location Awareness	-10		0		-15	-15			In	SD	In	Pr	8	5		7
	Time Sense	-10		0		-15	-15			In	SD	In	Em	8	5		7
BODY DEVELOPMENT	Body Development	79	6/12	N/A	8	N/A	48			Co	SD	Co	Co	8	5		8
COMBAT MANEUVERS	Blind Fighting (r)	-10	9	N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Missile Deflecting (r)	-10		N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Mounted Combat	-8		N/A		N/A	-30			Ag	Qu	SD	Em	10	5		7
	Quickdraw	-10		N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Reverse Stroke*	-8		N/A		N/A	-30			Ag	Qu	SD	Pr	10	5		7
	Subdual	-10		N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Swashbuckling	-8		N/A		N/A	-30			Ag	Qu	SD	Pr	10	5		7
	Tumbling Evasion	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
	Two-Weapon Combat*	-10		N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Weapon Style (Adv)* (r)	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
	Weapon Style (Basic)*	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
	Suppression Fire (e)	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
	Rapid Fire	-10		N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Combat Pilot	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
	Crewmember AFV	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
	Demolitions	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
	Mounted Weapons Ambush	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
	Gunnery: Heavy Energy Projecto	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
	Gunnery: Missiles	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
	Gunnery: Projectile Gunnery	-7		N/A		N/A	-30			Ag	Qu	SD	In	10	5		8
COMMUNICATIONS	Language: Merlogi (S)	48	2/2/2	2	8	4	24			Re	Me	Em	Em	10	3		7
	Language: Merlogi (W)	36		2	4	4	12			Re	Me	Em	Em	10	3		7
	Language: Nereti (S)	48		2	8	4	24			Re	Me	Em	Em	10	3		7
	Language: Nereti (W)	42		2	6	4	18			Re	Me	Em	Em	10	3		7
	Language: Angloman (S)	51		2	9	4	27			Re	Me	Em	Em	10	3		7
	Language: Angloman (W)	48		2	8	4	24			Re	Me	Em	Em	10	3		7
	Language: Emerian (S)	42		2	6	4	18			Re	Me	Em	Em	10	3		7
	Language: Emerian (W)	36		2	4	4	12			Re	Me	Em	Em	10	3		7
	Lip Reading	7		2		4	-15			Re	Me	Em	SD	10	3		5
	Magical Languages	7		2		4	-15			Re	Me	Em	SD	10	3		5
	Signaling	5		2		4	-15			Re	Me	Em	Me	10	3		3
	Speed Reading	5		2		4	-15			Re	Me	Em	Me	10	3		3
CRAFTS	Cooking	-9	4/10	N/A		N/A	-30			Ag	Me	SD	In	10	3		8
	Drafting	-12		N/A		N/A	-30			Ag	Me	SD	SD	10	3		5
	Fletching	-9		N/A		N/A	-30			Ag	Me	SD	In	10	3		8
	Horticulture	-10		N/A		N/A	-30			Ag	Me	SD	Em	10	3		7
	Leather-crafts	-12		N/A		N/A	-30			Ag	Me	SD	SD	10	3		5
	Metal-crafts, Steel (e)	61		N/A	8	N/A	40			Ag	Me	SD	In	10	3		8
	Metal-crafts, Eog (e)	51		N/A	6	N/A	30			Ag	Me	SD	In	10	3		8
	Rope Mastery	-9		N/A		N/A	-30			Ag	Me	SD	In	10	3		8
	Scribing	23		N/A	1	N/A	5			Ag	Me	SD	SD	10	3		5
	Service (Valet)	23		N/A	1	N/A	5			Ag	Me	SD	SD	10	3		5
	Sewing/weaving	-9		N/A		N/A	-30			Ag	Me	SD	In	10	3		8
	Skinning	-9		N/A		N/A	-30			Ag	Me	SD	In	10	3		8
	Stone-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	10	3		8

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
	Trapping	-10		N/A		N/A	-30			Ag	Me	SD	Em	10	3		7
	Wood-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	10	3		8
DIRECTED SPELLS	Any*	-5	10	0		-15	-15			Ag	SD	Ag	Ag	10	5		10
INFLUENCE	Bribery	9	2/5	1		2	-15			Pr	Em	In	In	7	7		8
	Diplomacy	9		1		2	-15			Pr	Em	In	In	7	7		8
	Duping	9		1		2	-15			Pr	Em	In	In	7	7		8
	Interrogation	6		1		2	-15			Pr	Em	In	SD	7	7		5
	Leadership	8		1		2	-15			Pr	Em	In	Pr	7	7		7
	Propaganda	11		1		2	-15			Pr	Em	In	Re	7	7		10
	Public Speaking	9		1		2	-15			Pr	Em	In	In	7	7		8
	Seduction	9		1		2	-15			Pr	Em	In	In	7	7		8
	Seduction, to goblins	9		1		2	-15	0		Pr	Em	In	In	7	7		8
	Trading	29		1	1	2	3	5		Pr	Em	In	SD	7	7		5
	Teaching	26		1	1	2	3			Pr	Em	In	Em	7	7		7
	Brainwashing	6		1		2	-15			Pr	Em	In	SD	7	7		5
	Mediation	8		1		2	-15			Pr	Em	In	Pr	7	7		7
	Proselytism	8		1		2	-15			Pr	Em	In	Em	7	7		7
LORE-ACADEMIC	*Art History*	-14	2/7	0		-15	-15			Me	Re	Me	Me	3	10		3
	Canon	-12		0		-15	-15			Me	Re	Me	SD	3	10		5
	Comparative Religion	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
	Education	-12		0		-15	-15			Me	Re	Me	SD	3	10		5
	Journalism	-10		0		-15	-15			Me	Re	Me	Pr	3	10		7
	Philosophic/Religious Doctrine	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
	Political Science	-10		0		-15	-15			Me	Re	Me	Pr	3	10		7
	Religious History	-7		0		-15	-15			Me	Re	Me	Re	3	10		10
	Sociology	-10		0		-15	-15			Me	Re	Me	In	3	10		7
	Visual Arts	-9		0		-15	-15			Me	Re	Me	In	3	10		8
LORE-GENERAL	Culture Lore: Merlogi	33	1/3	4	3	8	9			Me	Re	Me	Me	3	10		3
	Culture Lore: Coalition	27		4	1	8	3			Me	Re	Me	Me	3	10		3
	Fauna Lore	13		4		8	-15			Me	Re	Me	Em	3	10		7
	Flora Lore	13		4		8	-15			Me	Re	Me	Em	3	10		7
	Heraldry	9		4		8	-15			Me	Re	Me	Me	3	10		3
	History*	9		4		8	-15			Me	Re	Me	Me	3	10		3
	History, Kulthean	27		4	1	8	3			Me	Re	Me	Me	3	10		3
	Martial Styles Lore	9		4		8	-15			Me	Re	Me	Me	3	10		3
	Philosophy	32		4	1	8	3			Me	Re	Me	In	3	10		8
	Region Lore: Jaimen	33		4	3	8	9			Me	Re	Me	Me	3	10		3
	Religion	9		4		8	-15			Me	Re	Me	Me	3	10		3
	Weapon Styles Lore	9		4		8	-15			Me	Re	Me	Me	3	10		3
	Efficiency Expertise	-9				-15	-15			Me	Re	Me	In	3	10		8
	Fashion	-9				-15	-15			Me	Re	Me	In	3	10		8
	Health Care	-14				-15	-15			Me	Re	Me	Me	3	10		3
	Interior Design	-9				-15	-15			Me	Re	Me	In	3	10		8
LORE-MAGICAL	Artifact Lore	8	5/12	1		2	-15	5		Me	Re	Me	Me	3	10		3
	Circle Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
	Planar Lore	13		1		2	-15	5		Me	Re	Me	In	3	10		8
	Spell Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
1/2 cost 5th level	Symbol Lore	45		1	1	2	3	5	15	Me	Re	Me	Em	3	10		7
	Undead Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
	Warding Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
LORE-OBSCURE	Demon/Devil Lore	-14	3/7	0		-15	-15			Me	Re	Me	Me	3	10		3
	Dragon Lore	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
	Faerie Lore	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
	Unlife Lore	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
	Vital Points Lore	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
	Xeno-lores*	-14		0		-15	-15			Me	Re	Me	Me	3	10		3
LORE-TECHNICAL	Herb Lore	8	2/5	1		2	-15	5		Me	Re	Ag	Me	3	10		3
	Lock Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
	Metal Lore/Metallurgy	26		1	1	2	3	5		Me	Re	Me	Me	3	10		3
	Poison Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
	Stone Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
	Trading Lore	8		1		2	-15	5		Me	Re	Me	Me	3	10		3
MA COMBAT MANEUVERS	Adrenal Deflecting	-10	14	N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	Adrenal Evasion	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
	Blind Fighting (r)	-10		N/A		N/A	-30			Ag	Qu	SD	SD	10	5		5
	MA Style (Adv) (r)	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
	MA Style (Basic)	-5		N/A		N/A	-30			Ag	Qu	SD	Ag	10	5		10
MARTIAL ARTS-STRIKING	Boxing	-16	7	0		-15	-15			St	Ag	St	St	2	10		2
	Striking	-16		0		-15	-15			St	Ag	St	St	2	10		2
	Nerve Strikes (r)	-8		0		-15	-15			St	Ag	St	Ag	2	10		10
	Tackling	-13		0		-15	-15			St	Ag	St	Qu	2	10		5
MARTIAL ARTS-SWEEPING	Blocking	-16	7	0		-15	-15			Ag	St	Ag	St	10	2		2
	Sweeps	-8		0		-15	-15			Ag	St	Ag	Ag	10	2		10
	Locking Holds (r)	-8		0		-15	-15			Ag	St	Ag	Ag	10	2		10
	Wrestling	-13		0		-15	-15			Ag	St	Ag	SD	10	2		5
OUTDOOR-ANIMAL	Animal Handling*	11	3/5	1		2	-15			Em	Ag	Em	Em	7	10		7
	Animal Healing*	11		1		2	-15			Em	Ag	Em	Em	7	10		7
	Animal Mastery*	11		1		2	-15			Em	Ag	Em	Pr	7	10		7
	Animal Training*	9		1		2	-15			Em	Ag	Em	SD	7	10		5
	Driving*	12		1		2	-15			Em	Ag	Em	In	7	10		8
	Herding*	11		1		2	-15			Em	Ag	Em	Em	7	10		7
	Riding: Equestrian (Pony)	29		1	1	2	3			Em	Ag	Em	Em	7	10		7
OUTDOOR-ENVIRONMENTAL	Caving	3	3/5	1		2	-15			SD	In	Me	Me	5	8		3
	Foraging	7		1		2	-15			SD	In	Me	Em	5	8		7
	Hunting	7		1		2	-15			SD	In	Me	Em	5	8		7

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
	Star-gazing	3		1		2	-15			SD	In	Me	Me	5	8	3
	Survival	8		1		2	-15			SD	In	Me	In	5	8	8
	Weather Watching	8		1		2	-15			SD	In	Me	In	5	8	8
	Aquatics	10		1		2	-15			SD	In	Me	Ag	5	8	10
POWER AWARENESS	Attunement	44	3/9	3	2	6	6	10		Em	In	Pr	Pr	7	8	7
	Divination	24		3		6	-15	10		Em	In	Pr	In	7	8	8
	Power Perception	41		3	1	6	3	10		Em	In	Pr	Pr	7	8	7
	Read Runes	62		3	1	6	3	35		Em	In	Pr	Me	7	8	3
POWER MANIPULATION	Channeling	40	4/10	N/A	2	N/A	10	10		Em	In	Pr	SD	7	8	5
	Magic Ritual	0		N/A		N/A	-30	10		Em	In	Pr	SD	7	8	5
	Spell Mastery*	2		N/A		N/A	-30	10		Em	In	Pr	Pr	7	8	7
	Transcend Armor (r)	2		N/A		N/A	-30	10		Em	In	Pr	Pr	7	8	7
POWER POINT DEVEL	Power Point: Arcane	43	8	N/A	6	N/A	36			In	Pr	Em	Em	8	7	7
PSYCHIC DISCIPLINES	Any*	-15	*	N/A		N/A	-30			Em	In	SD		7	8	0
PSYCHIC ENERGY MANIPULA	Channeling	-7	6/14	N/A		N/A	-30			Em	In	Pr	In	7	8	8
	Directed Discipline Mastery	-5		N/A		N/A	-30			Em	In	Pr	Ag	7	8	10
	Massing	-10		N/A		N/A	-30			Em	In	Pr	SD	7	8	5
	MetaConcert	-7		N/A		N/A	-30			Em	In	Pr	In	7	8	8
	Psychic Attunement	-8		N/A		N/A	-30			Em	In	Pr	Pr	7	8	7
	Psychic Perception	-8		N/A		N/A	-30			Em	In	Pr	Pr	7	8	7
	Two-Discipline Combination	-10		N/A		N/A	-30			Em	In	Pr	SD	7	8	5
SCIENCE/ANALYTIC-BASIC	Basic Math	38	2/4	1	1	2	3	10		Re	Me	Re	Re	10	3	10
	Research	33		1	1	2	3	10		Re	Me	Re	SD	10	3	5
SCIENCE/ANALYTIC-ENG	Chemical Engineer (Industrial)	42	3/7	4	1	8	3	10		Re	Me	Re	In	10	3	8
	Chemical Engineer (Medical)	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Civil Engineering	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Computer Engineering	45		4	2	8	6	10		Re	Me	Re	In	10	3	8
	Criminal Engineering	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Cybernetic Engineering	42		4	1	8	3	10		Re	Me	Re	In	10	3	8
	Electronic Engineering	45		4	2	8	6	10		Re	Me	Re	In	10	3	8
	Environmental Engineering	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Mechanical Engineering	47		4	2	8	6	10		Re	Me	Re	Ag	10	3	10
	Medical Engineering	42		4	1	8	3	10		Re	Me	Re	In	10	3	8
	Power System Theory	42		4	1	8	3	10		Re	Me	Re	In	10	3	8
	Sanitation Engineering	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Sound Engineering	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Undersea Engineering	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Urban Design	24		4		8	-15	10		Re	Me	Re	In	10	3	8
	Weapon Design	42		4	1	8	3	10		Re	Me	Re	In	10	3	8
SCIENCE/ANALYTIC-MEDICA	Autopsy	-9	6	0		-15	-15			Re	Me	Re	In	10	3	8
	Drug Therapy	-7		0		-15	-15			Re	Me	Re	Re	10	3	10
	Internal Medicine	-9		0		-15	-15			Re	Me	Re	In	10	3	8
	Medical Practice	3		0		-15	-15		10	Re	Me	Re	Ag	10	3	10
	Medical Sciences*	-9		0		-15	-15			Re	Me	Re	In	10	3	8
	Pharmaceuticals	-9		0		-15	-15			Re	Me	Re	In	10	3	8
	Diagnosis: Medical	3		0		-15	-15		10	Re	Me	Re	Re	10	3	10
SCIENCE/ANALYTIC-SPECIA	Advanced Math	8	6	N/A		N/A	-30	15		Re	Me	Re	Re	10	3	10
	Anthropology*	5		N/A		N/A	-30	15		Re	Me	Re	Em	10	3	7
	Alchemy	6		N/A		N/A	-30	15		Re	Me	Re	In	10	3	8
	Astronomy	5		N/A		N/A	-30	15		Re	Me	Re	Pr	10	3	7
	Biochemistry*	6		N/A		N/A	-30	15		Re	Me	Re	In	10	3	8
	Psychology*	5		N/A		N/A	-30	15		Re	Me	Re	Pr	10	3	7
	Aerodynamics	8		N/A		N/A	-30	15		Re	Me	Re	Re	10	3	10
	Archeology (Xeno)*	6		N/A		N/A	-30	15		Re	Me	Re	In	10	3	8
	Atmospherics	8		N/A		N/A	-30	15		Re	Me	Re	Re	10	3	10
	Botany (Xeno)*	5		N/A		N/A	-30	15		Re	Me	Re	Em	10	3	7
	Cryptology	6		N/A		N/A	-30	15		Re	Me	Re	In	10	3	8
	Forensics	8		N/A		N/A	-30	15		Re	Me	Re	Re	10	3	10
	Metallurgy	1		N/A		N/A	-30	15		Re	Me	Re	Me	10	3	3
	Physics*	6		N/A		N/A	-30	15		Re	Me	Re	In	10	3	8
	Planetology	6		N/A		N/A	-30	15		Re	Me	Re	In	10	3	8
	Zoology (Xeno)*	5		N/A		N/A	-30	15		Re	Me	Re	Em	10	3	7
SCIENCE/ANALYTIC-TECHNI	Computer Technology	105	2/7	8	7	16	21	15	30	Re	Me	Re	Re	10	3	10
	Criminal Technology	69		8		16	-15	15	30	Re	Me	Re	Ag	10	3	10
	Cryongenic Operation	69		8		16	-15	15	30	Re	Me	Re	Ag	10	3	10
	Cybernetic Technology	105		8	7	16	21	15	30	Re	Me	Re	Ag	10	3	10
	Electronic Technology	102		8	6	16	18	15	30	Re	Me	Re	Re	10	3	10
	Genetic Technology	85		8	1	16	3	15	30	Re	Me	Re	In	10	3	8
	Mechanical Technology	90		8	2	16	6	15	30	Re	Me	Re	Ag	10	3	10
	Medical Technology	84		8	1	16	3	15	30	Re	Me	Re	Em	10	3	7
	Musical Technology	87		8	1	16	3	15	30	Re	Me	Re	Ag	10	3	10
	Power System Technology	90		8	2	16	6	15	30	Re	Me	Re	Ag	10	3	10
	Weapon Technology	87		8	1	16	3	15	30	Re	Me	Re	Ag	10	3	10
	Diagnosis: Electronic	96		8	4	16	12	15	30	Re	Me	Re	Re	10	3	10
	Diagnosis: Mechanical	96		8	4	16	12	15	30	Re	Me	Re	Re	10	3	10
SELF CONTROL	Adrenal Balance	9	3/9	1		2	-15			SD	Pr	SD	Ag	5	7	10
	Adrenal Concentration	6		1		2	-15			SD	Pr	SD	Pr	5	7	7
	Adrenal Landing	9		1		2	-15			SD	Pr	SD	Ag	5	7	10
	Adrenal Leaping	1		1		2	-15			SD	Pr	SD	St	5	7	2
	Adrenal Quickdraw	9		1		2	-15			SD	Pr	SD	Ag	5	7	10
	Adrenal Speed	4		1		2	-15			SD	Pr	SD	Qu	5	7	5
	Adrenal Stabilization*	4		1		2	-15			SD	Pr	SD	SD	5	7	5
	Adrenal Strength	1		1		2	-15			SD	Pr	SD	St	5	7	2
	Cleansing Trance (r)	4		1		2	-15			SD	Pr	SD	SD	5	7	5

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
	Control Lycanthropy (r)	4		1		2	-15			SD	Pr	SD	SD	5	7		5
	Death Trance (r)	4		1		2	-15			SD	Pr	SD	SD	5	7		5
	Frenzy	4		1		2	-15			SD	Pr	SD	SD	5	7		5
	Healing Trance	6		1		2	-15			SD	Pr	SD	Em	5	7		7
	Meditation	22		1	1	2	3			SD	Pr	SD	SD	5	7		5
	Mnemonics	2		1		2	-15			SD	Pr	SD	Me	5	7		3
	Sleep Trance	4		1		2	-15			SD	Pr	SD	SD	5	7		5
	Stunned Manuevering	6		1		2	-15			SD	Pr	SD	Pr	5	7		7
	Cyber Attunement	9		1		2	-15			SD	Pr	SD	Re	5	7		10
SPECIAL ATTACKS	Brawling	-16	11	N/A		N/A	-30			St	Ag	SD	St	2	10		2
	Disarm Foe (armed)*	-8		N/A		N/A	-30			St	Ag	SD	Ag	2	10		10
	Disarm Foe (unarmed)*	-8		N/A		N/A	-30			St	Ag	SD	Ag	2	10		10
	Feint (armed)*	-13		N/A		N/A	-30			St	Ag	SD	Qu	2	10		5
	Feint (unarmed)*	-13		N/A		N/A	-30			St	Ag	SD	Qu	2	10		5
	Jousting (Lancing)	-13		N/A		N/A	-30			St	Ag	SD	SD	2	10		5
	Weapon Kata*	-13		N/A		N/A	-30			St	Ag	SD	SD	2	10		5
	Sniping	-8		N/A		N/A	-30			St	Ag	SD	Ag	2	10		10
	Targetting	-13		N/A		N/A	-30			St	Ag	SD	SD	2	10		5
SPECIAL DEFENSES	Adrenal Defense	-30	37	N/A		N/A	-30							0	0		0
	Adrenal Resistance (r)	-30		N/A		N/A	-30							0	0		0
	Adrenal Toughness (r)	-30		N/A		N/A	-30							0	0		0
SPELL-ARCANE OPEN		7		N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OTH RLM BASE		7		N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OTH RLM CLSD		7		N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OTH RLM OPEN		7		N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OWN RLM CLSD		7	16	N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OWN RLM OPEN		7	11/11	N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OWN RLM OTH BASE		7		N/A		N/A	0			Pr	In		Em	7	8		7
SPELL-OWN RLM OWN BASE	Arcane Interface	13	6/6/6	N/A	6	N/A	6			Pr	In		Em	7	8		7
	Arcane Circuit	13		N/A	6	N/A	6			Pr	In		Em	7	8		7
	Arcane Alchemy	13		N/A	6	N/A	6			Pr	In		Em	7	8		7
	Tech Runes	13		N/A	6	N/A	6			Pr	In		Em	7	8		7
	Arcane Enchantments	13		N/A	6	N/A	6			Pr	In		Em	7	8		7
SUBTERFUGE-ATTACK	Ambush	-7	10	0		-15	-15			Ag	SD	In	In	10	5		8
	Silent Kill	-7		0		-15	-15			Ag	SD	In	In	10	5		8
	Gunnery: Mounted Weapon Am	-7				-15	-15			Ag	SD	In	In	10	5		8
	Gunnery: Sniping	-7				-15	-15			Ag	SD	In	In	10	5		8
SUBTERFUGE-MECHANICS	Camouflage	14	4/10	2		4	-15			In	Ag	Re	Em	8	10		7
	Disarming Traps	12		2		4	-15			In	Ag	Re	SD	8	10		5
	Disguise	14		2		4	-15			In	Ag	Re	Pr	8	10		7
	Counterfeiting	17		2		4	-15			In	Ag	Re	Re	8	10		10
	Falsification	17		2		4	-15			In	Ag	Re	Re	8	10		10
	Forgery	17		2		4	-15			In	Ag	Re	Re	8	10		10
	Hiding Items	17		2		4	-15			In	Ag	Re	Re	8	10		10
	Picking Locks: Archaic	17		2		4	-15			In	Ag	Re	Re	8	10		10
	Picking Locks: Tech	35		2	1	4	3			In	Ag	Re	Re	8	10		10
	Setting Traps	33		2	2	4	6			In	Ag	Re	SD	8	10		5
	Trap Building	38		2	2	4	6			In	Ag	Re	Re	8	10		10
	Using/Removing Poison	12		2		4	-15			In	Ag	Re	SD	8	10		5
	Computer Crime	12		2		4	-15			In	Ag	Re	SD	8	10		5
	Computer Tapping	33		2	1	4	3			In	Ag	Re	In	8	10		8
	Electronic Countermeasures	15		2		4	-15			In	Ag	Re	In	8	10		8
	Electronic Surveillance	12		2		4	-15			In	Ag	Re	SD	8	10		5
	Electronic Warfare	12		2		4	-15			In	Ag	Re	SD	8	10		5
	Safe Cracking	12		2		4	-15			In	Ag	Re	SD	8	10		5
	Security Operations	-7				-15	-15			In	Ag	Re	SD	8	10		5
	Tax Evasion	-4				-15	-15			In	Ag	Re	In	8	10		8
SUBTERFUGE-STEALTH	Hiding	28	3/9	1	1	2	3			Ag	SD	In	In	10	5		8
	Picking Pockets	9		1		2	-15			Ag	SD	In	Pr	10	5		7
	Stalking	25		1	1	2	3			Ag	SD	In	SD	10	5		5
	Trickery	9		1		2	-15			Ag	SD	In	Pr	10	5		7
	Evidence Dispersal	7		1		2	-15			Ag	SD	In	SD	10	5		5
	Guerrilla Tactics	7		1		2	-15			Ag	SD	In	SD	10	5		5
T/T-GENERAL	Begging	9	3/7	2		4	-15			Re	Me	SD	Pr	10	3		7
	First Aid	9		2		4	-15			Re	Me	SD	Em	10	3		7
	Gambling	9		2		4	-15			Re	Me	SD	Pr	10	3		7
	Mapping	7		2		4	-15			Re	Me	SD	SD	10	3		5
	Orienteering	10		2		4	-15			Re	Me	SD	In	10	3		8
	Sailing	10		2		4	-15			Re	Me	SD	Co	10	3		8
	Tactical Games	27		2		4	-15		20	Re	Me	SD	SD	10	3		5
	Using Prepared Herbs	12		2		4	-15			Re	Me	SD	Ag	10	3		10
	Billiards	7		2		4	-15			Re	Me	SD	SD	10	3		5
	Communications	10		2		4	-15			Re	Me	SD	In	10	3		8
	*Cyberdeck Operations**	10		2		4	-15			Re	Me	SD	In	10	3		8
	Data Processing	7		2		4	-15			Re	Me	SD	SD	10	3		5
	Driving (Mechanical)	12		2		4	-15			Re	Me	SD	Ag	10	3		10
	Photography	12		2		4	-15			Re	Me	In	Ag	10	3		10
	*Scanner Analysis**	10		2		4	-15			Re	Me	SD	In	10	3		8
	Scanner Analysis: Repair	44		2	3	4	9		10	Re	Me	SD	In	10	3		8
	Scanner Analysis: Other	28		2	1	4	3			Re	Me	SD	In	10	3		8
T/T-PROFESSIONAL	Advertising	-9	7	N/A		N/A	-30			Re	Me	In	In	10	3		8
	Architecture	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	Diagnostics*	-10		N/A		N/A	-30			Re	Me	In	Em	10	3		7
	Dowsing	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	Engineering*	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8

Category	Skill	Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
	Mechanition*	-7		N/A		N/A	-30			Re	Me	In	Ag	10	3		10
	Military Organization*	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	Military Org, Coalition	21		N/A		N/A	-30		30	Re	Me	In	In	10	3		8
	Mining* (e)	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	Mining:Tunnelling (e)	41		N/A	4	N/A	20			Re	Me	In	In	10	3		8
	Second Aid	-10		N/A		N/A	-30			Re	Me	In	Em	10	3		7
	Surgery	-10		N/A		N/A	-30			Re	Me	In	Em	10	3		7
	Astrogation: Hyperspace	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	*Law**	-7		N/A		N/A	-30			Re	Me	In	Re	10	3		10
	Military Org.: Pwrd Armr Troops	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	Military Org.: Space Forces	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
	Pilot: Hyperspace	-9		N/A		N/A	-30			Re	Me	In	In	10	3		8
T/T-VOCATIONAL	Administration	-12	4/10	N/A		N/A	-30			Me	In	Re	Pr	3	8		7
	Appraisal	26		N/A	1	N/A	5			Me	In	Re	Ag	3	8		10
	Boat Pilot*	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	Cartography	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Evaluate Armor*	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Evaluate Metal	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Evaluate Stone	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Evaluate Weapon*	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Gimmickry	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Hypnosis	-12		N/A		N/A	-30			Me	In	Re	Em	3	8		7
	Midwifery	-12		N/A		N/A	-30			Me	In	Re	Em	3	8		7
	Navigation	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Preparing Herbs	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	Preparing Poisons	-14		N/A		N/A	-30			Me	In	Re	SD	3	8		5
	Siege Engineering	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Tactics*	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Tactics, Coalition	11		N/A		N/A	-30		20	Me	In	Re	Re	3	8		10
	AFV Driver	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	*Alien Environments**	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	Astrogation: N-Space	-16		N/A		N/A	-30			Me	In	Re	Me	3	8		3
	Cosmetology	-12		N/A		N/A	-30			Me	In	Re	Pr	3	8		7
	Criminal Investigation	-11		N/A		N/A	-30			Me	In	Re	In	3	8		8
	Pilot: Atmospheric	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	Pilot: Marine	-11		N/A		N/A	-30			Me	In	Re	In	3	8		8
	Pilot: N-Space	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	Pilot: Orbital	-9		N/A		N/A	-30			Me	In	Re	Ag	3	8		10
	Powered Armor AFV: Air Suppo	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
	Powered Armor AFV: Infantry	-9		N/A		N/A	-30			Me	In	Re	Re	3	8		10
URBAN	Contacting	12	3/9	1		2	-15			In	Pr	Re	Re	8	7		10
	Mingling	12		1		2	-15			In	Pr	Re	Ag	8	7		10
	Scrounging	30		1	1	2	3			In	Pr	Re	Re	8	7		10
	Streetwise	9		1		2	-15			In	Pr	Re	Em	8	7		7
	Booking	-7				-15	-15			In	Pr	Re	In	8	7		8
	Drug Trafficking	-8				-15	-15			In	Pr	Re	Pr	8	7		7
	Organized Crime	-8				-15	-15			In	Pr	Re	Pr	8	7		7
WEAPON-1H-Energy	Any*	2	15	0		-15	-15	10		Ag	Ag	St	St	10	10		2
WEAPON-2H-Energy	Any*	2	20	0		-15	-15	10		Ag	Ag	St	St	10	10		2
WEAPON-1H Firearm	Any*	35	4/10	5		10	-15	10		Ag	Ag	St	Ag	10	10		10
	10 mm pistol (ME6)	80		6	6	12	18	10	10	Ag	Ag	St	Ag	10	10		10
WEAPON-2H Firearm	Any*	2	11	0		-15	-15	10		Ag	Ag	St	St	10	10		2
WEAPON-1H Edged	Any*	13	11	3		6	-15			St	Ag	St	Ag	2	10		10
	Dagger	31		3	1	6	3			St	Ag	St	Ag	2	10		10
	Shortsword	31		3	1	6	3			St	Ag	St	Ag	2	10		10
WEAPON-2H	Any*	-16	20	0		-15	-15			St	Ag	St	St	2	10		2
WEAPON-SUPPORT	Any*	2	20	0		-15	-15	10		St	Re	Ag	Ag	2	10		10
WEAPON-THROWN	Any*	2	20	0		-15	-15	10		Ag	St	Ag	Ag	10	2		10
WEAPON-1H CONCUSSION	Any*	1	15	1		2	-15			St	Ag	St	St	2	10		2
	Club	19		1	1	2	3			St	Ag	St	St	2	10		2
WEAPON-MISSILE	Any*	2	20	0		-15	-15	10		Ag	St	Ag	Ag	10	2		10
WEAPON-MISSILE ARTILLE	Any*	8	6/12	0		-15	-15	10		In	Ag	Re	Re	8	10		10
WEAPON-POLE ARMS	Any*	-16	20	0		-15	-15			St	Ag	St	St	2	10		2

mithril		
platinum		
gold	20	
silver		
bronze		
copper		
tin		

Equipment	total weight:	28	dead weigh	11						
Item	location				Cost	ID	Quantity	D?	Wt	Total	Enc
Tech5 armor	worn	magical, +1 DB			8sp	104	1	0	12	12	0
Frame Pack	worn				4bp	22	1	0	1	1	0
Arcane UltraGoggles	worn						1	0	0.8	0.8	0
Shortsword	scabbard on back				9sp	548	1	1	1.5	1.5	1.5
10 mm pistol	holster						1	1	1.2	1.2	1.2
HEAP rounds	in clips	+10					15	1	0.03	0.5	0.45
clips for HEAP rounds	belt pouch						1	1	0.15	0.2	0.15
Depleted Uranium rounds	in clips	+10					15	1	0.04	0.6	0.6
clips for DU rounds	belt pouch						1	1	0.15	0.2	0.15
General Purpose rounds	in clips	+10					30	1	0.03	0.9	0.9
clips for GP rounds	belt pouch						2	1	0.15	0.3	0.3
ID: Darakon	belt pouch						0	1	0	0	0

Category	Skill		Total bonus	Dev Cost	Skill Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Prof Race Bonus	Temp Item bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat4	Cat B1	Cat B2	Cat B3	Skill B4
Master Tool Kit	pack												1	1	2		2	2
<missing repair scanner>	pack												0	1	2		0	0
molec boards	pack	repair supplies for toolkit											19	1	0.15		2.9	2.85
spare parts	pack	slagged scanner, slagged vibroblade, slagged regenergun											1	1	0.5		0.5	0.5
Mv IV pocket computer	belt pouch	Coalition military organization (+30 to Military Lore)											1	1	0.5		0.5	0.5
		basic field medicine (+10 to some Science/Medical)																
		tactical database (+20 to TT/Gen : Tactical Games)																
		anglo-man -> emerian translator																
		Symbology (+15 to Symbol Lore)																
		complete schematic of Prophet's powered armor																
Magic ring w/ Sea motif	worn	Emits high pitched scream, scares sea monsters											1	0	0.05		0.1	0
Incunabula of Mazarin	Edwin's shop	Arcane Spell book: Arcane Summons (12), Metal Lore (12)											1	0	3		3	0
		Ethereal Mastery (12), Stone Lore (12)															0	0
													0	0	0		0	0
Healing Wand	belt pouch	2d10 hits/charge. 10 charges											1	1	0.02		0	0.02
utility cells	pack												3	1	0.02		0.1	0.06
utility cells, discharged	pack												0	1	0.02		0	0
																	0	0
HEAP rounds	Edwin's shop	also see Sigmund's equipment											0				0	0
Depleted Uranium rounds	Edwin's shop	also see Sigmund's equipment											48				0	0
General Purpose rounds	Edwin's shop	also see Sigmund's equipment											0				0	0