

STATISTICS						
Stat	Temporary Stat	Potent Stat	Basic Bonus	Racia Bonus	Spec Bonus	Stat Bonus
Agility	92	93	6	2	0	8
Constitution	79	79	2	2	0	4
Memory	75	75	2	0	0	2
Reasoning	68	70	0	0	0	0
Self Discipline	98	98	9	-3	0	6
Empathy	78	78	2	0	0	2
Intuition	88	88	4	0	0	4
Presence	84	84	3	4	0	7
Quickness	100	100	10	4	0	14
Strength	95	95	7	2	0	9

Name	Frisabethi	
Player	L. Paulick	Warrior Monk
Level	6	Training Pkgs:
		Martial Artist(L)
		Herbalist(V)
PHYSICAL		
Appearance	91	
Sex	F	Talents:
Skin	Fair	Herbalist
Apparent Age	17	Elven Training
Actual Age	26	Extra Language
Hair	Black	
Eyes	Grey-Green	Exp: 79,700

RESISTANCE		
	Total Resist Bonus	Race
Channeling	7	-5
Essence	1	-5
Mentalism	16	-5
Channeling/Essence	-4	-10
Channeling/Mentalism	1	-10
Essence/Mentalism	-1	-10
Arcane	-2	-15
Poison	12	0
Disease	62	50
Fear	18	0

VITAL	
Hits	83
Exhaustion Pts	52
Power Points	14
Dev. Points	82

ROLE TRAITS	
Personality	calm, cautious
Motivations	serve the Golden Path
Alignment	

ARMOR	
Armor Type	6
Armor Skill Bonus	30

Realm Stats	
Channeling	In
Essence	Em
Mentalism	Pr
Arcane	Em/In/Pr

DEFENSIVE							
Category	Melee	Missile	Basic Spells	Dir Spells	Area Spells	Prj	Egy
Armor Quickness Penal	0	0	0	0	0	0	0
Quickness Bonus (3*Q)	42	42	---	42	42	21	10
Adrenal Defense	20	10	---	10	---	10	5
Armor Quality/Magic	1	1	---	1	0	1	1
Special Items	10	10	10	10	10	10	10
Shield Bonu. Type. None	0	0	*	0	0	0	0
Weapon	0	0		0	0	0	0
Total DB	73	63	10	63	52	42	26

*Special if Channeling spell with Metal shield

PSYCHIC	
Mental Exhaustion Points	38
Bnd of Infl and Sense(BIS)	324
Mental Defensive Bonus	18

WILL:	42
Insanity:	0
Corrupt:	3
Fate:	5
Grace:	38

+5 DB RR v cold
recover 1 hit/PP per 3 hours active

RECOVERY		
hits/hour resting	2	
hits/3 hours sleeping	8	
PPs/hour resting	3.5	Pr
PPs/3 hours sleeping	7	

MOVEMENT		
Character Height(in)		70
Stride Modifier	(ft/rnd)	0
Base Movement Rate		92
walk	1	92
fast walk	1.5	138
run	2	184
sprint	3	276
fast sprint	4	368
dash	5	460

ENCUMBRANCE	
Character Weight	168
Dead Weight	33.4
Encumbrance Penalty	-8
Offensive Missile Penalty	5
Moving Maneuver Penalty	0
Weight Penalty	0

0	7	5	3	1	Body Development Progression
0	7	5	4	3	Power Point Progression

SKILLS		Total bonus	Dev Cost	Skill Ranks	Skill Ranks	Prof/Temp	Cat	Skill	Racia Bonus	Item Bonus	Cat	Cat Stat	Cat Stat	Cat Skill	Cat B1	Cat B2	Cat B3	Cat Skill
ARMOR-HEAVY	Plate (17-20)	-4	10	0		-15	-15				St	Ag	St	St	9	8		9
	Armored Exoskeleton (17-20)	-5		0		-15	-15				St	Ag	St	Ag	9	8		8
ARMOR-MEDIUM	Chain (13-16)	31	10	1	1	2	3				St	Ag	St	St	9	8		9
	ABS III (9-12)	12		1		2	-15				St	Ag	St	Ag	9	8		8
	ABS IV (13-16)	12		1		2	-15				St	Ag	St	Ag	9	8		8
ARMOR-LIGHT	Soft Leather	30	9	1	1	2	3				Ag	St	Ag	Ag	8	9		8
	Rigid Leather	12		1		2	-15				Ag	St	Ag	Ag	8	9		8
	LBA I (5-6)	12		1		2	-15				St	Ag	St	Ag	9	8		8
	LBA II (7-8)	12		1		2	-15				St	Ag	St	Ag	9	8		8
ARMOR-POWERED	Light Powered Armor	-13	10	0		-15	-15				St	Ag	Re	Re	9	8		0
	Full Powered Armor	-13		0		-15	-15				St	Ag	Re	Re	9	8		0
ARTISTIC-ACTIVE	Acting	30	2/5	1	1	2	3	10			Pr	Em	Ag	SD	7	2		6
	Dancing	4		1		2	-15				Pr	Em	Ag	Ag	7	2		8
	Mimery	2		1		2	-15				Pr	Em	Ag	SD	7	2		6
	Mimicry	16		1	1	2	3				Pr	Em	Ag	Me	7	2		2
	Play Instrument	4		1		2	-15				Pr	Em	Ag	Ag	7	2		8
	Play Instrument: Lute	25		1	2	2	6				Pr	Em	Ag	Ag	7	2		8
	Poetic Improvisation	18		1		2	-15	20			Pr	Em	Ag	Me	7	2		2
	Singing	-2		1		2	-15				Pr	Em	Ag	Me	7	2		2

Category	Skill	Total bonus	Dev Cost	Skill Cat Rank	Skill Rank	Prof/Temp											
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill
Bonus	Bonus	Bonus	Stat	1	2	3	4	5	6	7	8	9	10	11	12	13	14
ARTISTIC-PASSIVE	Tale Telling	18		1		2	-15	20		Pr	Em	Ag	Me	7	2		2
	Ventriloquism	2		1		2	-15			Pr	Em	Ag	SD	7	2		6
	Music	23	2/5	2	2	4	6			Em	In	Pr	Pr	2	4		7
	Painting	3		2		4	-15			Em	In	Pr	Ag	2	4		8
	Poetry	10		2		4	-15	15		Em	In	Pr	Re	2	4		0
ATHLETIC-BRAWN	Sculpting	3		2		4	-15			Em	In	Pr	Ag	2	4		8
	Athletic Games*	8	3/6	1		2	-15			St	Co	Ag	Ag	9	4		8
	Jumping	8		1		2	-15			St	Co	Ag	Ag	9	4		8
	Power-Striking	9		1		2	-15			St	Co	Ag	St	9	4		9
	Power-Throwing	9		1		2	-15			St	Co	Ag	St	9	4		9
ATHLETIC-ENDURANCE	Weight-Lifting	9		1		2	-15			St	Co	Ag	St	9	4		9
	Athletic Games*	5	2/6	2		4	-15			Co	Ag	St	Co	4	8		4
	Distance Running	5		2		4	-15			Co	Ag	St	Co	4	8		4
	Rowing	10		2		4	-15			Co	Ag	St	St	4	8		9
	Scaling	10		2		4	-15			Co	Ag	St	St	4	8		9
ATHLETIC-GYMNASTICS	Sprinting	15		2		4	-15			Co	Ag	St	Qu	4	8		14
	Swimming	28		2	2	4	6			Co	Ag	St	SD	4	8		6
	Bicycling	-10				-15	-15			Co	Ag	St	Ag	4	8		8
	Acrobatics	50	1/3	3	3	6	9	5		Ag	Qu	Ag	Ag	8	14		8
	Athletic Games*	22		3		6	-15	5		Ag	Qu	Ag	Co	8	14		4
AWARENESS-PERCEPTIONS	Climbing	51		3	3	6	9	5		Ag	Qu	Ag	St	8	14		9
	Contortions	48		3	3	6	9	5		Ag	Qu	Ag	SD	8	14		6
	Diving	50		3	3	6	9	5		Ag	Qu	Ag	Ag	8	14		8
	Flying/Gliding	43		3	2	6	6	5		Ag	Qu	Ag	In	8	14		4
	Juggling	22		3		6	-15	5		Ag	Qu	Ag	In	8	14		4
AWARENESS-SEARCHING	Pole-vaulting	44		3	1	6	3	5		Ag	Qu	Ag	Ag	8	14		8
	Rappelling	45		3	1	6	3	5		Ag	Qu	Ag	St	8	14		9
	Skating	26		3		6	-15	5		Ag	Qu	Ag	Ag	8	14		8
	Skiing	22		3		6	-15	5		Ag	Qu	Ag	Co	8	14		4
	Stilt Walking	26		3		6	-15	5		Ag	Qu	Ag	Ag	8	14		8
AWARENESS-SENSES	Surfing	22		3		6	-15	5		Ag	Qu	Ag	Co	8	14		4
	Tightrope-walking	42		3	1	6	3	5		Ag	Qu	Ag	SD	8	14		6
	Tumbling	26		3		6	-15	5		Ag	Qu	Ag	Ag	8	14		8
	Skydiving	5				-15	-15	5		Ag	Qu	Ag	Ag	8	14		8
	Alertness	25	2/9	N/A	6	N/A	6	5		In	SD	In	In	4	6		4
COMBAT MANEUVERS	1/2 Sense Ambush (e)	25		N/A	8	N/A	8	5		In	SD	In	Em	4	6		2
	Detect Traps	28	2/5	3	3	6	9	5		In	Re	SD	In	4	0		4
	Lie Perception	2		3		6	-15	5		In	Re	SD	Em	4	0		2
	Locate Hidden	31		3	4	6	12	5		In	Re	SD	In	4	0		4
	Observation	33		3	4	6	12	5		In	Re	SD	SD	4	0		6
COMBAT MANEUVERS	Poison Perception	56		3	3	6	9	35		In	Re	SD	Me	4	0		2
	Reading Tracks	27		3	2	6	6	5		In	Re	SD	SD	4	0		6
	Surveillance	6		3		6	-15	5		In	Re	SD	SD	4	0		6
	Tracking	27		3	2	6	6	5		In	Re	SD	SD	4	0		6
	Direction Sense	36	2/5	4	3	8	9	5		In	Sd	In	In	4	6		4
BODY DEVELOPMENT	Reality Awareness	10		4		8	-15	5		In	Sd	In	Em	4	6		2
	Sense Awareness*	15		4		8	-15	5		In	Sd	In	Pr	4	6		7
	Sense Awareness(Hearing)	33		4	1	8	3	5		In	Sd	In	Pr	4	6		7
	Situational Awareness: Combat	12		4		8	-15	5		In	Sd	In	In	4	6		4
	Situational Awareness: Ammo	12		4		8	-15	5		In	Sd	In	In	4	6		4
COMBAT MANEUVERS	Spacial Location Awareness	15		4		8	-15	5		In	Sd	In	Pr	4	6		7
	Time Sense	10		4		8	-15	5		In	Sd	In	Em	4	6		2
	Body Development	83	4/10	N/A	7	N/A	49	10		Co	Sd	Co	Co	4	6		4
	Adrenal Deflecting	-2	4/9	N/A		N/A	-30			Ag	Qu	SD	SD	8	14		6
	Blind Fighting	-2		N/A		N/A	-30			Ag	Qu	SD	SD	8	14		6
COMMUNICATIONS	Mounted Combat	-6		N/A		N/A	-30			Ag	Qu	SD	Em	8	14		2
	Quickdraw	-2		N/A		N/A	-30			Ag	Qu	SD	SD	8	14		6
	Reverse Stroke	-1		N/A		N/A	-30			Ag	Qu	SD	Pr	8	14		7
	Subdual	-2		N/A		N/A	-30			Ag	Qu	SD	SD	8	14		6
	Swashbuckling	-1		N/A		N/A	-30			Ag	Qu	SD	Pr	8	14		7
COMMUNICATIONS	Tumbling Evasion	0		N/A		N/A	-30			Ag	Qu	SD	Ag	8	14		8
	Two-Weapon Combat*	-2		N/A		N/A	-30			Ag	Qu	SD	SD	8	14		6
	Weapon Style (Adv)*	0		N/A		N/A	-30			Ag	Qu	SD	Ag	8	14		8
	Weapon Style (Basic)*	0		N/A		N/A	-30			Ag	Qu	SD	Ag	8	14		8
	Suppression Fire	0		N/A		N/A	-30			Ag	Qu	SD	Ag	8	14		8
COMMUNICATIONS	Rapid Fire	-2		N/A		N/A	-30			Ag	Qu	SD	SD	8	14		6
	Combat Pilot	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
	Crewmember AFV	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
	Demolitions	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
	Mounted Weapons Ambush	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
COMMUNICATIONS	Gunnery: Heavy Energy Project	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
	Gunnery: Missiles	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
	Gunnery: Projectile Gunnery	-4		N/A		N/A	-30			Ag	Qu	SD	In	8	14		4
	Lang: Wood Elvish (S)	40	3/3/3	3	10	6	30			Re	Me	Em	Em	0	2		2

Category	Skill	Total bonus	Dev Cost	Skill		Prof/Temp											
				Cat	Skill Rank	Cat	Skill Rank	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill
	Lang: Wood Elvish (W)	40			3	10	6	30			Re	Me	Em	Em	0	2	2
	Language: Emerian (S)	40			3	10	6	30			Re	Me	Em	Em	0	2	2
	Language: Emerian (W)	40			3	10	6	30			Re	Me	Em	Em	0	2	2
	L: Golden Path Signing(S)	40			3	10	6	30			Re	Me	Em	Em	0	2	2
	Language: High Elvish(S)	40			3	10	6	30			Re	Me	Em	Em	0	2	2
	Language: High Elvish(W)	34			3	8	6	24			Re	Me	Em	Em	0	2	2
	Lip Reading	32			3	6	6	18			Re	Me	Em	SD	0	2	6
	Magical Languages	-1			3		6	-15			Re	Me	Em	SD	0	2	6
	Signaling	-5			3		6	-15			Re	Me	Em	Me	0	2	2
	Speed Reading	-5			3		6	-15			Re	Me	Em	Me	0	2	2
CRAFTS	Cooking	49	4/10	N/A	1	N/A	5	30			Ag	Me	SD	In	8	2	4
	Drafting	-14		N/A		N/A	-30				Ag	Me	SD	SD	8	2	6
	Fletching	-16		N/A		N/A	-30				Ag	Me	SD	In	8	2	4
	Horticulture	27		N/A	3	N/A	15				Ag	Me	SD	Em	8	2	2
	Leather-crafts*	-14		N/A		N/A	-30				Ag	Me	SD	SD	8	2	6
	Metal-crafts*	-16		N/A		N/A	-30				Ag	Me	SD	In	8	2	4
	Rope Mastery	-16		N/A		N/A	-30				Ag	Me	SD	In	8	2	4
	Scribing	-14		N/A		N/A	-30				Ag	Me	SD	SD	8	2	6
	Service	-14		N/A		N/A	-30				Ag	Me	SD	SD	8	2	6
	Sewing/weaving	19		N/A	1	N/A	5				Ag	Me	SD	In	8	2	4
	Skinning	19		N/A	1	N/A	5				Ag	Me	SD	In	8	2	4
	Stone-crafts*	-16		N/A		N/A	-30				Ag	Me	SD	In	8	2	4
	Trapping	-18		N/A		N/A	-30				Ag	Me	SD	Em	8	2	2
	Wood-crafts*	-16		N/A		N/A	-30				Ag	Me	SD	In	8	2	4
DIRECTED SPELLS	Any*	-8	20				-15	-15			Ag	SD	Ag	Ag	8	6	8
INFLUENCE	Bribery	2	2/7	2			4	-15			Pr	Em	In	In	7	2	4
	Diplomacy	2		2			4	-15			Pr	Em	In	In	7	2	4
	Duping	2		2			4	-15			Pr	Em	In	In	7	2	4
	Interrogation	4		2			4	-15			Pr	Em	In	SD	7	2	6
	Leadership	5		2			4	-15			Pr	Em	In	Pr	7	2	7
	Propaganda	-2		2			4	-15			Pr	Em	In	Re	7	2	0
	Public Speaking	2		2			4	-15			Pr	Em	In	In	7	2	4
	Seduction	23		2	2	4	6				Pr	Em	In	In	7	2	4
	Trading	25		2	2	4	6				Pr	Em	In	SD	7	2	6
	Training	0		2			4	-15			Pr	Em	In	Em	7	2	2
	Brainwashing	4		2			4	-15			Pr	Em	In	SD	7	2	6
	Mediation	5		2			4	-15			Pr	Em	In	Pr	7	2	7
	Proselytism	0		2			4	-15			Pr	Em	In	Em	7	2	2
LORE-ACADEMIC	Art History	-9	1/4	1			2	-15			Me	Re	Me	Me	2	0	2
	Canon	-5		1			2	-15			Me	Re	Me	SD	2	0	6
	Comparative Religion	-9		1			2	-15			Me	Re	Me	Me	2	0	2
	Education	-5		1			2	-15			Me	Re	Me	SD	2	0	6
	Journalism	-4		1			2	-15			Me	Re	Me	Pr	2	0	7
	Philosophic/Religious Doctrine	9		1	1	2	3				Me	Re	Me	Me	2	0	2
	Political Science	-4		1			2	-15			Me	Re	Me	Pr	2	0	7
	Religious History	7		1	1	2	3				Me	Re	Me	Re	2	0	0
	Sociology	-9		1			2	-15			Me	Re	Me	Em	2	0	2
	Visual Arts	-7		1			2	-15			Me	Re	Me	In	2	0	4
LORE-GENERAL	Culture Lore: Golden Path	30	1/3	7	4	14	12				Me	Re	Me	Me	2	0	2
	Fauna Lore	30		7	4	14	12				Me	Re	Me	Em	2	0	2
	Flora Lore	30		7	4	14	12				Me	Re	Me	Em	2	0	2
	Heraldry	3		7		14	-15				Me	Re	Me	Me	2	0	2
	History*	21		7	1	14	3				Me	Re	Me	Me	2	0	2
	Martial Arts Styles	24		7	2	14	6				Me	Re	Me	Me	2	0	2
	Philosophy	23		7	1	14	3				Me	Re	Me	In	2	0	4
	Region Lore: Sharnoth	27		7	3	14	9				Me	Re	Me	Me	2	0	2
	Religion	21		7	1	14	3				Me	Re	Me	Me	2	0	2
	Weapon Styles	3		7		14	-15				Me	Re	Me	Me	2	0	2
	Efficiency Expertise	-24				-15	-15				Me	Re	Me	In	2	0	4
	Fashion	-24				-15	-15				Me	Re	Me	In	2	0	4
	Health Care	-26				-15	-15				Me	Re	Me	Me	2	0	2
	Interior Design	-24				-15	-15				Me	Re	Me	In	2	0	4
LORE-MAGICAL	Artifact Lore	-9	4	1			2	-15			Me	Re	Me	Me	2	0	2
	Circle Lore	-9		1			2	-15			Me	Re	Me	Me	2	0	2
1/2 cost at 6th level	Planar Lore	11		1	1	2	3				Me	Re	Me	In	2	0	4
	Spell Lore	-9		1			2	-15			Me	Re	Me	Me	2	0	2
1/2 cost at 6th level	Symbol Lore	-9		1			2	-15			Me	Re	Me	Em	2	0	2
1/2 cost at 6th level	Undead Lore	9		1	1	2	3				Me	Re	Me	Me	2	0	2
	Warding Lore	-9		1			2	-15			Me	Re	Me	Me	2	0	2
LORE-OBSCURE	Demon/Devil Lore	11	3/7	2	1	4	3				Me	Re	Me	Me	2	0	2
	Dragon Lore	-7		2			4	-15			Me	Re	Me	Me	2	0	2
1/2 cost at 6th level	Faerie Lore	11		2	1	4	3				Me	Re	Me	Me	2	0	2
	Unlife Lore	11		2	1	4	3				Me	Re	Me	Me	2	0	2
	Vital Points	11		2	1	4	3				Me	Re	Me	Me	2	0	2

Category	Skill	Total bonus	Dev Cost	Skill Cat Rank	Skill Rank	Prof/Temp															
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	B1	B2	B3	B4
	Xeno-lores*	-7			2		4	-15						Me	Re	Me	Me	2	0		2
LORE-TECHNICAL	Herb Lore	44	2/5	2	2	4	6	30						Me	Re	Me	Me	2	0		2
	Lock Lore	-7		2		4	-15							Me	Re	Me	Me	2	0		2
	Metal Lore/Metallurgy	-7		2		4	-15							Me	Re	Me	Me	2	0		2
	Poison Lore	23		2		4	-15	30						Me	Re	Me	Me	2	0		2
	Stone Lore	-7		2		4	-15							Me	Re	Me	Me	2	0		2
	Trading Lore	11		2	1	4	3							Me	Re	Me	Me	2	0		2
MARTIAL ARTS-STRIKING	Boxing (r)	40	1/3	7		14	-15	15						St	Ag	St	St	9	8		9
	MA Striking	76		7	7	14	21	15						St	Ag	St	St	9	8		9
	Nerve Strikes	69		7	5	14	15	15						St	Ag	St	Ag	9	8		8
	Tackling	45		7		14	-15	15						St	Ag	St	Qu	9	8		14
MARTIAL ARTS-SWEEPING	Blocking	45	1/3	7		14	-15	15						5 Ag	St	Ag	St	8	9		9
	MA Sweeping	80		7	7	14	21	15						5 Ag	St	Ag	Ag	8	9		8
	Locking Holds	72		7	5	14	15	15						5 Ag	St	Ag	SD	8	9		6
	Wrestling (r)	42		7		14	-15	15						5 Ag	St	Ag	SD	8	9		6
MRTL ARTS CMBT MNVR	Body Posture: Chi	42	3/8	N/A	1	N/A	5	15						SD	Pr	SD	St	6	7		9
	Body Posture: Fu	42		N/A	1	N/A	5	15						SD	Pr	SD	St	6	7		9
	Body Posture: Sui	42		N/A	1	N/A	5	15						SD	Pr	SD	St	6	7		9
	Immovability	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Healing Touch	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Invulnerability	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Karmic Plague	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Levitation	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Lightning Volley	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Mental Resistance	7		N/A		N/A	-30	15						SD	Pr	SD	St	6	7		9
	Adrenal Deflecting	63		N/A	4	N/A	20	15						Ag	Qu	SD	SD	8	14		6
	Adrenal Evasion	15		N/A		N/A	-30	15						Ag	Qu	SD	Ag	8	14		8
	Blind Fighting	48		N/A	1	N/A	5	15						Ag	Qu	SD	SD	8	14		6
	Martial Arts Style (Basic)*	15		N/A		N/A	-30	15						Ag	Qu	SD	Ag	8	14		8
	Martial Arts Style (Adv)*	15		N/A		N/A	-30	15						Ag	Qu	SD	Ag	8	14		8
1/2	MA Style: Golden Path (e)	85		N/A	8	N/A	40	15						Ag	Qu	SD	Ag	8	14		8
OUTDOOR-ANIMAL	Animal Handling*	20	2/6	1	2	2	6							Em	Ag	Em	Em	2	8		2
	Animal Healing*	-1		1		2	-15							Em	Ag	Em	Em	2	8		2
	Animal Mastery*	4		1		2	-15							Em	Ag	Em	Pr	2	8		7
	Animal Training*	3		1		2	-15							Em	Ag	Em	SD	2	8		6
	Driving*	1		1		2	-15							Em	Ag	Em	In	2	8		4
	Herdin*	-1		1		2	-15							Em	Ag	Em	Em	2	8		2
	Riding: Equestrian	20		1	2	2	6							Em	Ag	Em	Em	2	8		2
OUTDOOR-ENVIRONMENTAL	Caving	13	2/6	8		16	-15							SD	In	Me	Me	6	4		2
	Foraging	73		8	5	16	15	30						SD	In	Me	Em	6	4		2
	Foraging, herbs	73		8	5	16	15	30						SD	In	Me	Em	6	4		2
	Hunting	13		8		16	-15							SD	In	Me	Em	6	4		2
	Star-gazing	13		8		16	-15							SD	In	Me	Me	6	4		2
	Survival*	15		8		16	-15							SD	In	Me	In	6	4		4
	Survival, temperate forest	33		8	1	16	3							SD	In	Me	In	6	4		4
	Weather Watching	15		8		16	-15							SD	In	Me	In	6	4		4
	Aquatics	-12				-15	-15							SD	In	Me	Ag	6	4		8
POWER AWARENESS	Attunement	18	8	1	1	2	3							Em	In	Pr	Pr	2	4		7
	Divination	-3		1		2	-15							Em	In	Pr	In	2	4		4
	Power Perception	0		1		2	-15							Em	In	Pr	Pr	2	4		7
	Read Runes	-5		1		2	-15							Em	In	Pr	Me	2	4		2
POWER MANIPULATION	Channeling (r)	-18	14	N/A		N/A	-30							Em	In	Pr	SD	2	4		6
	Magic Ritual	-18		N/A		N/A	-30							Em	In	Pr	SD	2	4		6
	Spell Mastery*	-17		N/A		N/A	-30							Em	In	Pr	Pr	2	4		7
	Transcend Armor	-17		N/A		N/A	-30							Em	In	Pr	Pr	2	4		7
POWER POINT DEVELOPMENT	Power Point Dev: Mentalism	14	15	N/A	1	N/A	7							Pr	Pr			7	7		0
PSYCHIC DISCIPLINES	Any*	-24	*	N/A		N/A	-30							Em	In	SD		2	4		0
PSYCHIC ENERGY MANIPULATION	Channeling	-20	6/14	N/A		N/A	-30							Em	In	Pr	In	2	4		4
	Directed Discipline Mastery	-16		N/A		N/A	-30							Em	In	Pr	Ag	2	4		8
	Massing	-18		N/A		N/A	-30							Em	In	Pr	SD	2	4		6
	MetaConcert	-20		N/A		N/A	-30							Em	In	Pr	In	2	4		4
	Psychic Attunement	-17		N/A		N/A	-30							Em	In	Pr	Pr	2	4		7
	Psychic Perception	-17		N/A		N/A	-30							Em	In	Pr	Pr	2	4		7
	Two-Discipline Combination	-18		N/A		N/A	-30							Em	In	Pr	SD	2	4		6
SCIENCE/ANALYTIC-BASIC	Basic Math	-11	3/6	1		2	-15							Re	Me	Re	Re	0	2		0
	Research	-5		1		2	-15							Re	Me	Re	SD	0	2		6
SCIENCE/ANALYTIC-ENGINEER	Chemical Engineer (Industrial)	-24		0		-15	-15							Re	Me	Re	In	0	2		4
	Chemical Engineer (IMedical)	-24		0		-15	-15							Re	Me	Re	In	0	2		4
	Civil Engineering	-24		0		-15	-15							Re	Me	Re	In	0	2		4
	Computer Engineering	-24		0		-15	-15							Re	Me	Re	In	0	2		4
	Criminal Engineering	-24		0		-15	-15							Re	Me	Re	In	0	2		4
	Cybernetic Engineering	-24		0		-15	-15							Re	Me	Re	In	0	2		4
	Electronic Engineering	-24		0		-15	-15							Re	Me	Re	In	0	2		4

Category	Skill	Total bonus	Dev Cost	Skill Cat Rank	Skill Rank	Prof/Temp											
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill
						Bonus	Bonus	Bonus	Bonus	Stat	1	2	3	4	5	6	7
	Environmental Engineering	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Mechanical Engineering	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Medical Engineering	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Power System Theory	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Sanitation Engineering	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Sound Engineering	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Undersea Engineering	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Urban Design	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Weapon Design	-24		0		-15	-15			Re	Me	Re	In	0	2		4
SCIENCE/ANALYTIC-MEDICAL	Autopsy	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Drug Therapy	-28		0		-15	-15			Re	Me	Re	Re	0	2		0
	Internal Medicine	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Medical Practice	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Medical Sciences*	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Pharmaceuticals	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Diagnosis: Medical	-28		0		-15	-15			Re	Me	Re	Re	0	2		0
SCIENCE/ANALYTIC-SPECIAL	Advanced Math	-28	12	N/A		N/A	-30			Re	Me	Re	Re	0	2		0
	Anthropology*	-26		N/A		N/A	-30			Re	Me	Re	Em	0	2		2
	Alchemy	-24		N/A		N/A	-30			Re	Me	Re	In	0	2		4
	Astronomy	-21		N/A		N/A	-30			Re	Me	Re	Pr	0	2		7
	Biochemistry*	-24		N/A		N/A	-30			Re	Me	Re	In	0	2		4
	Psychology*	-21		N/A		N/A	-30			Re	Me	Re	Pr	0	2		7
	Aerodynamics	-28		N/A		N/A	-30			Re	Me	Re	Re	0	2		0
	Archeology (Xeno)*	-24		N/A		N/A	-30			Re	Me	Re	In	0	2		4
	Atmospherics	-28		N/A		N/A	-30			Re	Me	Re	Re	0	2		0
	Botany (Xeno)*	-26		N/A		N/A	-30			Re	Me	Re	Em	0	2		2
	Cryptology	-24		N/A		N/A	-30			Re	Me	Re	In	0	2		4
	Forensics	-28		N/A		N/A	-30			Re	Me	Re	Re	0	2		0
	Metallurgy	-26		N/A		N/A	-30			Re	Me	Re	Me	0	2		2
	Physics*	-24		N/A		N/A	-30			Re	Me	Re	In	0	2		4
	Planetology	-24		N/A		N/A	-30			Re	Me	Re	In	0	2		4
	Zoology (Xeno)*	-26		N/A		N/A	-30			Re	Me	Re	Em	0	2		2
SCIENCE/ANALYTIC-TECHNICAL	Computer Technology	-28		0		-15	-15			Re	Me	Re	Re	0	2		0
	Criminal Technology	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Cryogenic Operation	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Cybernetic Technology	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Electronic Technology	-28		0		-15	-15			Re	Me	Re	Re	0	2		0
	Genetic Technology	-24		0		-15	-15			Re	Me	Re	In	0	2		4
	Mechanical Technology	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Medical Technology	-26		0		-15	-15			Re	Me	Re	Em	0	2		2
	Musical Technology	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Power System Technology	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Weapon Technology	-20		0		-15	-15			Re	Me	Re	Ag	0	2		8
	Diagnosis: Electronic	-28		0		-15	-15			Re	Me	Re	Re	0	2		0
	Diagnosis: Mechanical	-28		0		-15	-15			Re	Me	Re	Re	0	2		0
SELF CONTROL	Adrenal Balance	47	1/3	4	1	8	3	15		SD	Pr	SD	Ag	6	7		8
	Adrenal Concentration	46		4	1	8	3	15		SD	Pr	SD	Pr	6	7		7
	Adrenal Landing	53		4	3	8	9	15		SD	Pr	SD	Ag	6	7		8
	Adrenal Leaping	51		4	2	8	6	15		SD	Pr	SD	St	6	7		9
	Adrenal Quickdraw	29		4		8	-15	15		SD	Pr	SD	Ag	6	7		8
	Adrenal Speed	35		4		8	-15	15		SD	Pr	SD	Qu	6	7		14
	Adrenal Stabilization*	27		4		8	-15	15		SD	Pr	SD	SD	6	7		6
	Adrenal Strength	48		4	1	8	3	15		SD	Pr	SD	St	6	7		9
	Cleansing Trance (r)	27		4		8	-15	15		SD	Pr	SD	SD	6	7		6
	Control Lycanthropy (r)	27		4		8	-15	15		SD	Pr	SD	SD	6	7		6
	Death Trance (r)	27		4		8	-15	15		SD	Pr	SD	SD	6	7		6
	Frenzy	27		4		8	-15	15		SD	Pr	SD	SD	6	7		6
	Healing Trance	47		4	3	8	9	15		SD	Pr	SD	Em	6	7		2
	Meditation	76		4	3	8	9	40		SD	Pr	SD	SD	6	7		6
	Mnemonics	23		4		8	-15	15		SD	Pr	SD	Me	6	7		2
	Sleep Trance	45		4	1	8	3	15		SD	Pr	SD	SD	6	7		6
	Stunned Manuevering	46		4	1	8	3	15		SD	Pr	SD	Pr	6	7		7
	Ch'i Power: Resist Elements	46		4	1	8	3	15		SD	Pr	SD	Pr	6	7		7
	Cyber Attunement	-2				-15	-15	15		SD	Pr	SD	Re	6	7		0
SPECIAL ATTACKS	Brawling	-4	2/10	N/A		N/A	-30			St	Ag	SD	St	9	8		9
	Disarm Foe (armed)*	-5		N/A		N/A	-30			St	Ag	SD	Ag	9	8		8
	Disarm Foe (unarmed)*	-5		N/A		N/A	-30			St	Ag	SD	Ag	9	8		8
	Feint (Armed)	1		N/A		N/A	-30			St	Ag	SD	Qu	9	8		14
	Feint (Unarmed)	1		N/A		N/A	-30			St	Ag	SD	Qu	9	8		14
	Jousting (Lancing)	-7		N/A		N/A	-30			St	Ag	SD	SD	9	8		6
	Weapon Kata*	-7		N/A		N/A	-30			St	Ag	SD	SD	9	8		6
	Sniping	-5		N/A		N/A	-30			St	Ag	SD	Ag	9	8		8
	Targetting	-7		N/A		N/A	-30			St	Ag	SD	SD	9	8		6
SPECIAL DEFENSES	Adrenal Defense	20	4/9	N/A	4	N/A	20							0	0		0

Category	Skill	Total bonus	Dev Cost	Skill		Prof/Temp													
				Cat Rank	Skill Rank	Cat Bonus	Skill Bonus	Racial Bonus	Item Bonus	Stat Bonus	1 Stat	2 Stat	3 Stat	4 Stat	Skill Cat	B1	B2	B3	Skill B4
	Adrenal Resistance	-30		N/A		N/A	-30										0	0	0
	Adrenal Toughness	-30		N/A		N/A	-30										0	0	0
SPELLS-ARCANE OPEN		7	25	N/A		N/A	0				Pr					7	0	0	
SPELLS-OTH RLM BASE		7	120	N/A		N/A	0				Pr					7	0	0	
SPELLS-OTH RLM CLS		7	95	N/A		N/A	0				Pr					7	0	0	
SPELLS-OTH RLM OPEN		7	70	N/A		N/A	0				Pr					7	0	0	
SPELLS-OWN RLM CLS		7	30	N/A		N/A	0				Pr					7	0	0	
SPELLS-OWN RLM OPEN	Self Healing	9	20	N/A	2	N/A	2				Pr					7	0	0	
SPELLS-OWN RLM OTH BASE		7	60	N/A		N/A	0				Pr					7	0	0	
SPELLS-OWN RLM OWN BASE		7	60	N/A		N/A	0				Pr					7	0	0	
SUBTERFUGE-ATTACK	Ambush	23	6/12	1	1	2	3				Ag	SD	In	In		8	6		4
	Silent Kill	5		1		2	-15				Ag	SD	In	In		8	6		4
	Gunnery: Mounted Weapon Arm	-12				-15	-15				Ag	SD	In	In		8	6		4
	Gunnery: Sniping	-12				-15	-15				Ag	SD	In	In		8	6		4
SUBTERFUGE-MECHANICS	Camouflage	1	3/9	1		2	-15				In	Ag	Re	Em		4	8		2
	Disarming Traps	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Disguise	6		1		2	-15				In	Ag	Re	Pr		4	8		7
	Counterfeiting	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Falsification	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Forgery	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Hiding Items	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Picking Locks: Archaic	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Picking Locks: Tech	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Setting Traps	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Trap Building	-1		1		2	-15				In	Ag	Re	Re		4	8		0
	Using/Removing Poison	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Computer Crime	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Computer Tapping	3		1		2	-15				In	Ag	Re	In		4	8		4
	Electronic Countermeasures	3		1		2	-15				In	Ag	Re	In		4	8		4
	Electronic Surveillance	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Electronic Warfare	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Safe Cracking	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Security Operations	5		1		2	-15				In	Ag	Re	SD		4	8		6
	Tax Evasion	3		1		2	-15				In	Ag	Re	In		4	8		4
SUBTERFUGE-STEALTH	Hiding	31	2/4	2	3	4	9				Ag	SD	In	In		8	6		4
	Picking Pockets	10		2		4	-15				Ag	SD	In	Pr		8	6		7
	Stalking	30		2	2	4	6				Ag	SD	In	SD		8	6		6
	Trickery	10		2		4	-15				Ag	SD	In	Pr		8	6		7
	Evidence Dispersal	9		2		4	-15				Ag	SD	In	SD		8	6		6
	Guerrilla Tactics	9		2		4	-15				Ag	SD	In	SD		8	6		6
T/T-GENERAL	Begging	0	3/7	3		6	-15				Re	Me	SD	Pr		0	2		7
	First Aid	45		3	5	6	15			20	Re	Me	SD	Em		0	2		2
	Gambling	0		3		6	-15				Re	Me	SD	Pr		0	2		7
	Mapping	-1		3		6	-15				Re	Me	SD	SD		0	2		6
	Orienteering	-3		3		6	-15				Re	Me	SD	In		0	2		4
	Sailing	-3		3		6	-15				Re	Me	SD	Co		0	2		4
	Tactical Games	-1		3		6	-15				Re	Me	SD	SD		0	2		6
	Using Prepared Herbs	52		3	2	6	6		30		Re	Me	SD	Ag		0	2		8
	Billiards	-1		3		6	-15				Re	Me	SD	SD		0	2		6
	Communications	-24				-15	-15				Re	Me	SD	In		0	2		4
	Cyberdeck Operations*	-24				-15	-15				Re	Me	SD	In		0	2		4
	Data Processing	-22				-15	-15				Re	Me	SD	SD		0	2		6
	Driving (Mechanical)	-20				-15	-15				Re	Me	SD	Ag		0	2		8
	Photography	-20				-15	-15				Re	Me	In	Ag		0	2		8
	Scanner Analysis*	-24				-15	-15				Re	Me	SD	In		0	2		4
	Sensor Analysis	-24				-15	-15				Re	Me	SD	In		0	2		4
T/T-PROFESSIONAL	Advertising	-24	8	N/A		N/A	-30				Re	Me	In	In		0	2		4
	Architecture	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Diagnostics*	-26		N/A		N/A	-30				Re	Me	In	Em		0	2		2
	Dowsing	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Engineering*	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Mechanition*	-20		N/A		N/A	-30				Re	Me	In	Ag		0	2		8
	Military Organization*	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Mining*	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Second Aid	9		N/A	1	N/A	5				Re	Me	In	Em		0	2		2
	Surgery	-26		N/A		N/A	-30				Re	Me	In	Em		0	2		2
	Astrogration: Hyperspace	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Law*	-28		N/A		N/A	-30				Re	Me	In	Re		0	2		0
	Military Org.: Pwrd Armr Troops	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Military Org.: Space Forces	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
	Pilot: Hyperspace	-24		N/A		N/A	-30				Re	Me	In	In		0	2		4
T/T-VOCATIONAL	Administration	-17	5/12	N/A		N/A	-30				Me	In	Re	Pr		2	4		7
	Appraisal	-24		N/A		N/A	-30				Me	In	Re	Re		2	4		0

Category	Skill	Total bonus	Dev Cost	Skill Cat Rank	Skill Rank	Prof/Temp															
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	B1	B2	B3	B4
	Boat Pilot*	-16		N/A		N/A	-30			Me	In	Re	Ag	2	4		8				
	Cartography	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Evaluate Armor*	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Evaluate Metal	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Evaluate Stone	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Evaluate Weapon*	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Gimmickry	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Hypnosis	-22		N/A		N/A	-30			Me	In	Re	Em	2	4		2				
	Midwifery	-22		N/A		N/A	-30			Me	In	Re	Em	2	4		2				
	Navigation	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Preparing Herbs	59		N/A	3	N/A	15	30		Me	In	Re	Ag	2	4		8				
	Preparing Poisons	12		N/A		N/A	-30	30		Me	In	Re	SD	2	4		6				
	Siege Engineering	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Tactics*	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	AFV Driver	-16		N/A		N/A	-30			Me	In	Re	Ag	2	4		8				
	Alien Environments*	-16		N/A		N/A	-30			Me	In	Re	Ag	2	4		8				
	Astrogration: N-Space	-22		N/A		N/A	-30			Me	In	Re	Me	2	4		2				
	Cosmetology	-17		N/A		N/A	-30			Me	In	Re	Pr	2	4		7				
	Criminal Investigation	-20		N/A		N/A	-30			Me	In	Re	In	2	4		4				
	Pilot: Atmospheric	-16		N/A		N/A	-30			Me	In	Re	Ag	2	4		8				
	Pilot: Marine	-20		N/A		N/A	-30			Me	In	Re	In	2	4		4				
	Pilot: N-Space	-16		N/A		N/A	-30			Me	In	Re	Ag	2	4		8				
	Pilot: Orbital	-16		N/A		N/A	-30			Me	In	Re	Ag	2	4		8				
	Powered Armor AFV: Air Suppo	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
	Powered Armor AFV: Infantry	-24		N/A		N/A	-30			Me	In	Re	Re	2	4		0				
URBAN	Contacting	-19	3/6			-15	-15			In	Pr	Re	Re	4	7		0				
	Mingling	-11		0		-15	-15			In	Pr	Re	Ag	4	7		8				
	Scrounging	-19		0		-15	-15			In	Pr	Re	Re	4	7		0				
	Streetwise	-17		0		-15	-15			In	Pr	Re	Em	4	7		2				
	Booking	-15				-15	-15			In	Pr	Re	In	4	7		4				
	Drug Trafficking	-12				-15	-15			In	Pr	Re	Pr	4	7		7				
	Organized Crime	-12				-15	-15			In	Pr	Re	Pr	4	7		7				
WEAPON-1H-Energy	Any*	12	8	1		2	-15			Ag	Ag	St	St	8	8		9				
	Blaster	30	8	1	1	2	3			Ag	Ag	St	St	8	8		9				
WEAPON-2H-Energy	Any*	-5	15			-15	-15			Ag	Ag	St	St	8	8		9				
WEAPON-1H Firearm	Any*	-6	15			-15	-15			Ag	Ag	St	Ag	8	8		8				
WEAPON-2H Firearm	Any*	-6	15			-15	-15			Ag	Ag	St	Ag	8	8		8				
WEAPON-1H EDGED	Any*	12	8	1		2	-15			St	Ag	St	Ag	9	8		8				
	Shortsword	35	8	1	1	2	3		5	St	Ag	St	Ag	9	8		8				
WEAPON-2H	Any*	15	4	2		4	-15			St	Ag	St	St	9	8		9				
	Quarterstaff	36		2	2	4	6			St	Ag	St	St	9	8		9				
WEAPON-SUPPORT	Any*	-13				-15	-15			St	Re	Ag	Ag	9	0		8				
WEAPON-THROWN	Any*	-5	15			-15	-15			Ag	St	Ag	Ag	8	9		8				
WEAPON-1H CONCUSSION	Any*	13	8	1		2	-15			St	Ag	St	St	9	8		9				
	Whip	51		1	1	2	3		20	St	Ag	St	St	9	8		9				
WEAPON-MISSILE	Any*	14	6	2		4	-15			Ag	St	Ag	Ag	8	9		8				
	penetrator	54	6	2	5	4	15		10	Ag	St	Ag	Ag	8	9		8				
WEAPON-MISSILE ARTILLERY	Any*	-18				-15	-15			In	Ag	Re	Re	4	8		0				
WEAPON-POLE ARMS		-4	15			-15	-15			St	Ag	St	St	9	8		9				

mithril		emerald shards	20/5g each
platinum		ect	
gold	30	ect	
silver	20	ect	
bronze		ect	
copper		ect	
tin		ect	
Equipment	total weight:	61.9	dead weight: 33
Item	location		
Leather Shirt	worn	+1 DB (technomagic)	1 0 15 15 0
Quarterstaff	carried		1 1 3 3 3
penetrator bow	carried on pack	rangeX2:2xs/rnd:20'=pb+25:200'=-+0:400'=-35:600'=-60	1 1 2 2 2
12 arrow	quiver on pack	shizlink enchanted, +10 one use	12 1 0.2 1.8 1.8
arrow +18	quiver on pack		1 1 0.2 0.2 0.2
arrow +79	quiver on pack		1 1 0.2 0.2 0.2
Whip-electrcity +20	hooked to belt		1 1 1 1 1
Amarrishi Amulet	worn	concussion hit d/100 DB/round	1 0 0.1 0.1 0
Short Sword +5	belt scabbard	+5	1 1 2 2 2
Silver Circlet +10/DB	worn		1 0 0.1 0.1 0
Crystal Mammoth	carried in pack	activation word is "mytholvee"	1 1 0.3 0.3 0.3
3-Throwing Knifes	worn on belt	shizlink enchanted, +10 one throw	3 0 0.8 2.3 0
1-wk rations	carried on/in pack		1 1 10 10 10

Category	Skill	Total bonus	Dev Cost	Skill Cat	Skill Rank	Prof/Temp											
						Cat	Skill	Racial	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill
						Bonus	Bonus	Bonus	Bonus	Stat	1	Stat	1	Stat	1	Stat	1
						B1	B2	B3	B4								
Boots	worn	+5 MA Sweeps				1	0	3					3			0	
50' rope	carried on/in pack					1	1	2					2			2	
1 change shirt&underclothes	carried on/in pack					1	1	0.5					0.5			0.5	
pack	worn	w/sleeproll&waterskin&candles+tndbx&herbbook+10lore				1	0	8					8			0	
rose sented soaps	carried on/in pack					1	1	0.3					0.3			0.3	
first aid supplies	carried on/in pack	+20 to first aid				1	1	0.5					0.5			0.5	
sleeping roll	carried on/in pack					1	1	4					4			4	
waterskin	carried on/in pack					1	1	0.3					0.3			0.3	
candles	carried on/in pack					10	1	0.3					2.5			2.5	
tinderbox + flint	carried on/in pack					1	1	0.3					0.3			0.3	
<missing book herb lore>	carried on/in pack					0	1	1					0			0	
raw emeralds	carried on/in pack					1	1	1					1			1	
pax ring	worn	emits high pitched whine, scares sea monsters				1	0	0.1					0.1			0	
ID: Darakon	carried on/in pack					1	0	0					0			0	
HERBS	carried in holdingpack					1	1	1					1			1	
argsbargie-flora	poison resist					10d	1	0					0			0	
akbutege	heal conc. hit	1d10 hits/dose				12d	1	0					0			0	
abass	heal conc. hit					3d	1	0					0			0	
aldaka	repaireye/organ damage	1d/day for 7 days to heal				7d	1	0					0			0	
balak	bone mending	1/2 cup tea overnight, immobilized				3d	1	0					0			0	
carcuta	lifekeeping	preserve life 1 day				1d	1	0					0			0	
curfalaka	heal muscle damage	1d/muscle healed				1d	1	0					0			0	
constitution pill		d100 hp/3hr				5d	1	0					0			0	
edram moss	bone mending	1d/bone. 2 hours to heal				1d	1	0					0			0	
hagar root	sleeping	1d /10hrs				10d	1	0					0			0	
herbal pouches						#	1	0					0			0	
lestagil-crystal	restore stat loss	restore 1 stat. Sleep 24 hours to heal.				1d	1	0					0			0	
swigmakril-flora	remove pain					5d	1	0					0			0	
tanith-fauna	seasickness					3d	1	0					0			0	
zulsendura-fauna	3 rnd haste	must rest 5 rnds for each round hasted				5d	1	0					0			0	
mandrake	demon bane	gives weapons greater effectiveness against demons				10d	1	0					0			0	
Menalar	anti-poison	mythical herb, universal antidote for all poisons				8d	1	0					0			0	
Zorian Roadasidum	heal conc. hit	1d10 hits/dose				2d	1	0					0			0	
Zorian Purple Roadasidum	lifekeeping	placed under tongue, 100 year lifekeeping				3d	1	0					0			0	