



		Total		Skill		Prof/Temp													
Category	Skill	bonus	Dev Cost	Cat Ranks	Skill Ranks	Cat Bonus	Skill Bonus	Racia Bonus	Item Bonus	Cat Stat1	Cat Stat2	Cat Stat3	Skill Stat	B1	B2	B3	Skill B4		
ATHLETIC-ENDURANCE	Athletic Games*	19	2/6	2		4	-15			Co	Ag	St	Co	10	10		10		
	Distance Running	19		2		4	-15			Co	Ag	St	Co	10	10		10		
	Rowing	17		2		4	-15			Co	Ag	St	St	10	10		8		
	Scaling	17		2		4	-15			Co	Ag	St	St	10	10		8		
	Sprinting	16		2		4	-15			Co	Ag	St	Qu	10	10		7		
	Swimming	31		2	2	4	6			Co	Ag	St	SD	10	10		1		
	Bicycling	0				-15	-15			Co	Ag	St	Ag	10	10		10		
ATHLETIC-GYMNASTICS	Acrobatics	22	1/5	5		10	-15			Ag	Qu	Ag	Ag	10	7		10		
	Athletic Games*	22		5		10	-15			Ag	Qu	Ag	Co	10	7		10		
	Climbing	38		5	1	10	3			Ag	Qu	Ag	St	10	7		8		
	Contortions	13		5		10	-15			Ag	Qu	Ag	SD	10	7		1		
	Diving	22		5		10	-15			Ag	Qu	Ag	Ag	10	7		10		
	Flying/Gliding (e)	86		5	20	10	50			Ag	Qu	Ag	In	10	7		9		
	Juggling	21		5		10	-15			Ag	Qu	Ag	In	10	7		9		
	Pole-vaulting	22		5		10	-15			Ag	Qu	Ag	Ag	10	7		10		
	Rappeling	20		5		10	-15			Ag	Qu	Ag	St	10	7		8		
	Skating	22		5		10	-15			Ag	Qu	Ag	Ag	10	7		10		
	Skiing	22		5		10	-15			Ag	Qu	Ag	Co	10	7		10		
	Stilt Walking	22		5		10	-15			Ag	Qu	Ag	Ag	10	7		10		
	Surfing	22		5		10	-15			Ag	Qu	Ag	Co	10	7		10		
	Tightrope-walking	13		5		10	-15			Ag	Qu	Ag	SD	10	7		1		
	Tumbling	22		5		10	-15			Ag	Qu	Ag	Ag	10	7		10		
	Skydiving	-3				-15	-15			Ag	Qu	Ag	Ag	10	7		10		
	AWARENESS-PERCEPTION	Alertness		34	2/10	N/A	10	N/A	10		5	In	SD	In	In	9	1		9
Sense Ambush		36	N/A	12		N/A	12		5	In	SD	In	Em	9	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	In	Re	SD	Em	9	2		9		
	Locate Hidden	89		20	12	30	34		5	In	Re	SD	In	9	2		9		
	Observation	85		20	14	30	38		5	In	Re	SD	SD	9	2		1		
	Poison Perception	66		20	6	30	18		5	In	Re	SD	Me	9	2		2		
	Reading Tracks	50		20	1	30	3		5	In	Re	SD	SD	9	2		1		
	Surveillance	65		20	6	30	18		5	In	Re	SD	SD	9	2		1		
	Tracking	50		20	1	30	3		5	In	Re	SD	SD	9	2		1		
AWARENESS-SENSES	Direction Sense	21	1/5	6		12	-15		5	In	Sd	In	In	9	1		9		
	Reality Awareness	45		6	3	12	9		5	In	Sd	In	Em	9	1		9		
	Sense Awareness: Sight	53		6	4	12	12		5	In	Sd	In	Pr	9	1		14		
	Sense Awareness: Hearing	53		6	4	12	12		5	In	Sd	In	Pr	9	1		14		
	Sense Awareness: Smell	50		6	3	12	9		5	In	Sd	In	Pr	9	1		14		
	Sense Awareness: Touch	53		6	4	12	12		5	In	Sd	In	Pr	9	1		14		
	Sense Awareness: Taste	47		6	2	12	6		5	In	Sd	In	Pr	9	1		14		
	Situational Awareness: Combat	39		6	1	12	3		5	In	Sd	In	In	9	1		9		
	Situational Awareness: Ammo	21		6		12	-15		5	In	Sd	In	In	9	1		9		
BODY DEVELOPMENT	Spacial Location Awareness	26		6		12	-15		5	In	Sd	In	Pr	9	1		14		
	Time Sense	21	6		12	-15		5	In	Sd	In	Em	9	1		9			
	Body Development	216	6/12	N/A	22	N/A	180		5	Co	Sd	Co	Co	10	1		10		
	COMBAT MANEUVERS	Blind Fighting	-12	4/12	N/A		N/A	-30			Ag	Qu	SD	SD	10	7		1	
		Missile Deflecting	-12		N/A		N/A	-30			Ag	Qu	SD	SD	10	7		1	
		Mounted Combat	-4		N/A		N/A	-30			Ag	Qu	SD	Em	10	7		9	
		Quickdraw	-12		N/A		N/A	-30			Ag	Qu	SD	SD	10	7		1	
		Reverse Stroke*	1		N/A		N/A	-30			Ag	Qu	SD	Pr	10	7		14	
		Subdual	-12		N/A		N/A	-30			Ag	Qu	SD	SD	10	7		1	
		Swashbuckling	1		N/A		N/A	-30			Ag	Qu	SD	Pr	10	7		14	
Tumbling Evasion		-3	N/A			N/A	-30			Ag	Qu	SD	Ag	10	7		10		
Two-Weapon Combat:		118	N/A		20	N/A	80		10 10	Ag	Qu	SD	SD	10	7		1		
Weapon Style (Basic)*		-3	N/A			N/A	-30			Ag	Qu	SD	Ag	10	7		10		
Weapon Style (Adv)* (r)		-3	N/A			N/A	-30			Ag	Qu	SD	Ag	10	7		10		
Suppression Fire		-3	N/A			N/A	-30			Ag	Qu	SD	Ag	10	7		10		
Rapid Fire		-12	N/A			N/A	-30			Ag	Qu	SD	SD	10	7		1		
Combat Pilot		-4	N/A			N/A	-30			Ag	Qu	SD	In	10	7		9		
Crewmember AFV		-4	N/A			N/A	-30			Ag	Qu	SD	In	10	7		9		
Demolitions		-4	N/A			N/A	-30			Ag	Qu	SD	In	10	7		9		
Mounted Weapons Ambush	-4	N/A		N/A	-30			Ag	Qu	SD	In	10	7		9				
Gunnery: Heavy Energy Project	-4	N/A		N/A	-30			Ag	Qu	SD	In	10	7		9				
Gunnery: Missiles	-4	N/A		N/A	-30			Ag	Qu	SD	In	10	7		9				
Gunnery: Projectile Gunnery	-4	N/A		N/A	-30			Ag	Qu	SD	In	10	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	27			Re	Me	Em	Em	2	2		9		
	Language: Common (S)	51		7	8	14	24			Re	Me	Em	Em	2	2		9		
	Language: Common (W)	48		7	7	14	21			Re	Me	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	15			Re	Me	Em	Em	2	2		9		
	Lip Reading	4		7		14	-15			Re	Me	Em	SD	2	2		1		
	Magical Languages	5		7		14	-15			Re	Me	Em	Me	2	2		2		
	Signaling	5		7		14	-15			Re	Me	Em	Me	2	2		2		
Speed Reading	5	7		14	-15			Re	Me	Em	Me	2	2		2				
CRAFTS	Cooking	26	4/10	N/A	1	N/A	5			Ag	Me	SD	In	10	2		9		
	Drafting	-17		N/A		N/A	-30			Ag	Me	SD	SD	10	2		1		
	Fletching	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9		
	Horticulture	-9		N/A		N/A	-30			Ag	Me	SD	Em	10	2		9		
	Leather-crafts	-17		N/A		N/A	-30			Ag	Me	SD	SD	10	2		1		
	Metal-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9		
	Rope Mastery	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9		
	Scribing	-17		N/A		N/A	-30			Ag	Me	SD	SD	10	2		1		
	Service	-17		N/A		N/A	-30			Ag	Me	SD	SD	10	2		1		

		Total	Dev Cost	Skill	Skill Ranks	Prof/Temp												
Category	Skill	bonus		Cat		Ranks	Cat	Skill	Racia	Item	Cat	Cat	Cat	Skill	Cat	Cat	Skill	
	Sewing/weaving	26		N/A	1	N/A	5			Ag	Me	SD	In	10	2		9	
	Skinning	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9	
	Stone-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9	
	Trapping	-9		N/A		N/A	-30			Ag	Me	SD	Em	10	2		9	
	Wood-crafts	-9		N/A		N/A	-30			Ag	Me	SD	In	10	2		9	
DIRECTED SPELLS	Fire Mastery	65	3	1	16	2	42			Ag	SD	Ag	Ag	10	1		10	
INFLUENCE	Bribery	52	2/4	20		30	-15			Pr	Em	In	In	14	9		9	
	Diplomacy	52		20		30	-15	5		Pr	Em	In	In	14	9		9	
	Duping	94		20	9	30	27	5		Pr	Em	In	In	14	9		9	
	Interrogation	86		20	9	30	27	5		Pr	Em	In	SD	14	9		1	
	Leadership	57		20		30	-15	5		Pr	Em	In	Pr	14	9		14	
	Propaganda	45		20		30	-15	5		Pr	Em	In	Re	14	9		2	
	Public Speaking	52		20		30	-15	5		Pr	Em	In	In	14	9		9	
	Seduction (e)	121		20	24	30	54	5		Pr	Em	In	In	14	9		9	
	Trading	89		20	10	30	30	5		Pr	Em	In	SD	14	9		1	
	Training	52		20		30	-15	5		Pr	Em	In	Em	14	9		9	
	Brainwashing	44		20		30	-15	5		Pr	Em	In	SD	14	9		1	
	Mediation	57		20		30	-15	5		Pr	Em	In	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	-25			0		-15	-15			Me	Re	Me	SD	2	2		1
	Comparative Religion	-24	0			-15	-15			Me	Re	Me	Me	2	2		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	-24	0			-15	-15			Me	Re	Me	Me	2	2		2	
	Political Science	-12	0			-15	-15			Me	Re	Me	Pr	2	2		14	
	Religious History	-24	0			-15	-15			Me	Re	Me	Re	2	2		2	
	Sociology	-17	0			-15	-15			Me	Re	Me	Em	2	2		9	
	Visual Arts	-17	0		-15	-15			Me	Re	Me	In	2	2		9		
LORE-GENERAL	Culture Lore: Demonic	21	1/3	3	3	6	9			Me	Re	Me	Me	2	2		2	
	Fauna Lore	4		3		6	-15			Me	Re	Me	Em	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	-3		3		6	-15			Me	Re	Me	Me	2	2		2	
	Philosophy	4		3		6	-15			Me	Re	Me	In	2	2		9	
	Region Lore: 2nd lvl 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		3		6	-15			Me	Re	Me	Me	2	2		2	
	Efficiency Expertise	-17				-15	-15			Me	Re	Me	In	2	2		9	
	Fashion	-17				-15	-15			Me	Re	Me	In	2	2		9	
	Health Care	-24				-15	-15			Me	Re	Me	Me	2	2		2	
	Interior Design	-17				-15	-15			Me	Re	Me	In	2	2		9	
LORE-MAGICAL	Artifact Lore	-7		2/4	1		2	-15			Me	Re	Me	Me	2	2		2
	Circle Lore	-7	1			2	-15			Me	Re	Me	Me	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	0	1			2	-15			Me	Re	Me	Em	2	2		9	
	Undead Lore	14	1		2	2	6			Me	Re	Me	Me	2	2		2	
	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	-1		4		8	-15			Me	Re	Me	Me	2	2		2	
	Unlife Lore	-1		4		8	-15			Me	Re	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	-7	2/6	1		2	-15			Me	Re	Me	Me	2	2		2	
	Lock Lore	-7		1		2	-15			Me	Re	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	
	Trading Lore	-7		1		2	-15			Me	Re	Me	Me	2	2		2	
MARTIAL ARTS-STRIKING	Boxing	13	3	1		2	-15			St	Ag	St	St	8	10		8	
	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	
	Tackling	12		1		2	-15			St	Ag	St	Qu	8	10		7	
MARTIAL ARTS-SWEEPING	Blocking	-4	3	0		-15	-15			Ag	St	Ag	St	10	8		8	
	MA Sweeping	-2		0		-15	-15			Ag	St	Ag	Ag	10	8		10	
	Locking Holds (r)	-11		0		-15	-15			Ag	St	Ag	SD	10	8		1	
	Wrestling	-11		0		-15	-15			Ag	St	Ag	SD	10	8		1	
MRTL ARTS CMBT MNVR	Adrenal Deflecting	-12		N/A		N/A	-30			Ag	Qu	SD	SD	10	7		1	
	Adrenal Evasion	-3		N/A		N/A	-30			Ag	Qu	SD	Ag	10	7		10	
	Blind Fighting	-12		N/A		N/A	-30			Ag	Qu	SD	SD	10	7		1	
	MA Style (Basic)*	-3		N/A		N/A	-30			Ag	Qu	SD	Ag	10	7		10	
	MA Style (Adv)* (r)	-3		N/A		N/A	-30			Ag	Qu	SD	Ag	10	7		10	
OUTDOOR-ANIMAL	Animal Handling*	15	2/6	1		2	-15			Em	Ag	Em	Em	9	10		9	
	Animal Healing*	15		1		2	-15			Em	Ag	Em	Em	9	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		1		2	-15			Em	Ag	Em	In	9	10		9	
	Herding*	15		1		2	-15			Em	Ag	Em	Em	9	10		9	
	Riding: Equestrian	51		1	7	2	21			Em	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	

Category	Skill	Total Bonus	Dev Cost	Skill		Prof/Temp													
				Cat	Rank	Cat	Skill	Racia	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Skill
				Bonus	Bonus	Bonus	Bonus	Stat1	Stat2	Stat3	Stat4	B1	B2	B3	B4				
	Hunting	30		4	1	8	3			SD	In	Me	Em	1	9		9		
	Star-gazing	5		4		8	-15			SD	In	Me	Me	1	9		2		
	Survival*	12		4		8	-15			SD	In	Me	In	1	9		9		
	Weather Watching	12		4		8	-15			SD	In	Me	In	1	9		9		
	Aquatics	13		4		8	-15			SD	In	Me	Ag	1	9		10		
POWER AWARENESS	Attunement	100	1/5	11	16	21	42	5		Em	In	Pr	Pr	9	9		14		
	Divination	38		11		21	-15	5		Em	In	Pr	In	9	9		9		
	Power Perception (e)	119		11	32	21	61	5		Em	In	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	In	Pr	SD	9	9		1		
	Magic Ritual	-11		N/A		N/A	-30			Em	In	Pr	SD	9	9		1		
	Spell Mastery(e): Arcane Barri	115		N/A	22	N/A	83			Em	In	Pr	Pr	9	9		14		
	Transcend Armor	37		N/A	1	N/A	5			Em	In	Pr	Pr	9	9		14		
POWER POINT DEVEL	Power Point Dev: Arcane	185		8	N/A	21	N/A	175		In	In			10	9		0		
PSYCHIC DISCIPLINES	Any*	-12		*	N/A		N/A	-30		Em	In	SD		9	9		0		
PSYCHIC ENERGY MANIPULA	Channeling	-3	6/14	N/A		N/A	-30			Em	In	Pr	In	9	9		9		
	Directed Discipline Mastery	-2		N/A		N/A	-30			Em	In	Pr	Ag	9	9		10		
	Massing	-11		N/A		N/A	-30			Em	In	Pr	SD	9	9		1		
	MetaConcert	-3		N/A		N/A	-30			Em	In	Pr	In	9	9		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	In	Pr	Pr	9	9		14		
	Two-Discipline Combination	-11		N/A		N/A	-30			Em	In	Pr	SD	9	9		1		
SCIENCE/ANALYTIC-BASIC	Basic Math	-24	2/4	0		-15	-15			Re	Me	Re	Re	2	2		2		
	Research	-25		0		-15	-15			Re	Me	Re	SD	2	2		1		
SCIENCE/ANALYTIC-ENG	Chemical Engineer (Industrial)	-17		0		-15	-15			Re	Me	Re	In	2	2		9		
	Chemical Engineer (IMedical)	-17		0		-15	-15			Re	Me	Re	In	2	2		9		
	Civil Engineering	-17		0		-15	-15			Re	Me	Re	In	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	In	2	2		9		
	Cybernetic Engineering	-17		0		-15	-15			Re	Me	Re	In	2	2		9		
	Electronic Engineering	-17		0		-15	-15			Re	Me	Re	In	2	2		9		
	Environmental Engineering	-17		0		-15	-15			Re	Me	Re	In	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			Re	Me	Re	In	2	2		9		
	Sanitation Engineering	-17		0		-15	-15			Re	Me	Re	In	2	2		9		
	Sound Engineering	-17		0		-15	-15			Re	Me	Re	In	2	2		9		
	Undersea Engineering	-17		0		-15	-15			Re	Me	Re	In	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	In	2	2		9		
SCIENCE/ANALYTIC-MEDICA	Autopsy	-17	4/10	0		-15	-15			Re	Me	Re	In	2	2		9		
	Drug Therapy	-24		0		-15	-15			Re	Me	Re	Re	2	2		2		
	Internal Medicine	-17		0		-15	-15			Re	Me	Re	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	In	2	2		9		
	Diagnosis: Medical	-24		0		-15	-15			Re	Me	Re	Re	2	2		2		
SCIENCE/ANALYTIC-SPECIAL	Advanced Math	-24	8	N/A		N/A	-30			Re	Me	Re	Re	2	2		2		
	Anthropology*	-17		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	In	2	2		9		
	Psychology*	-12		N/A		N/A	-30			Re	Me	Re	Pr	2	2		14		
	Aerodynamics	-24		N/A		N/A	-30			Re	Me	Re	Re	2	2		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	2	2		9		
	Forensics	-24		N/A		N/A	-30			Re	Me	Re	Re	2	2		2		
	Metallurgy	-24		N/A		N/A	-30			Re	Me	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-TECHNI	Computer Technology	-24		0		-15	-15			Re	Me	Re	Re	2	2		2		
	Criminal Technology	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10		
	Cryogenic Operation	-16		0		-15	-15			Re	Me	Re	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	2	2		9		
	Mechanical Technology	-16		0		-15	-15			Re	Me	Re	Ag	2	2		10		
	Medical Technology	-17		0		-15	-15			Re	Me	Re	Em	2	2		9		
	Musical Technology	-16		0		-15	-15			Re	Me	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		
	Diagnosis: Mechanical	-24		0		-15	-15			Re	Me	Re	Re	2	2		2		
SELF CONTROL	Adrenal Balance	-5	2/6	0		-15	-15			SD	Pr	SD	Ag	1	14		10		
	Adrenal Concentration (r)	-1		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	-15			SD	Pr	SD	Ag	1	14		10		
	Adrenal Speed	-8		0		-15	-15			SD	Pr	SD	Qu	1	14		7		
	Adrenal Stabilization*	-14		0		-15	-15			SD	Pr	SD	SD	1	14		1		

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

Category	Skill	Total bonus	Dev Cost	Skill Cat	Skill Rank	Prof/Temp													
						Cat	Skill	Racia	Item	Cat	Cat	Cat	Skill	Cat	Cat	Cat	Skill	Cat	Skill
						Bonus	Bonus	Bonus	Bonus	Stat1	Stat2	Stat3	Stat4	B1	B2	B3	B4		
T/T-PROFESSIONAL	Driving (Mechanical)	-16	8	N/A		-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		
	Advertising	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Architecture	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Diagnostics*	-17				N/A	-30			Re	Me	In	Em	2	2		9		
	Dowsing	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Engineering*	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Mechanition*	-16				N/A	-30			Re	Me	In	Ag	2	2		10		
	Military Organization*	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Mining*	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Second Aid	-17				N/A	-30			Re	Me	In	Em	2	2		9		
	Surgery	-17				N/A	-30			Re	Me	In	Em	2	2		9		
	Astrogration: Hyperspace	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Law*	-24				N/A	-30			Re	Me	In	Re	2	2		2		
	Military Org.: Pwrd Armr Troop	-17				N/A	-30			Re	Me	In	In	2	2		9		
T/T-VOCATIONAL	Military Org.: Space Forces	-17	5/12	N/A		N/A	-30			Re	Me	In	In	2	2		9		
	Pilot: Hyperspace	-17				N/A	-30			Re	Me	In	In	2	2		9		
	Administration	-5				N/A	-30			Me	In	Re	Pr	2	9		14		
	Appraisal	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Boat Pilot*	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Cartography	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Evaluate Armor*	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Evaluate Metal	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Evaluate Stone	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Evaluate Weapon*	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Gimmickry	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Hypnosis	-10				N/A	-30			Me	In	Re	Em	2	9		9		
	Midwifery	-10				N/A	-30			Me	In	Re	Em	2	9		9		
	Navigation	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Preparing Herbs	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Preparing Poisons	-18				N/A	-30			Me	In	Re	SD	2	9		1		
	Siege Engineering	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Tactics*	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	AFV Driver	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Alien Environments*	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Astrogration: N-Space	-17				N/A	-30			Me	In	Re	Me	2	9		2		
	Cosmetology	-5				N/A	-30			Me	In	Re	Pr	2	9		14		
	Criminal Investigation	-10				N/A	-30			Me	In	Re	In	2	9		9		
	Pilot: Atmospheric	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Pilot: Marine	-10				N/A	-30			Me	In	Re	In	2	9		9		
	Pilot: N-Space	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Pilot: Orbital	-9				N/A	-30			Me	In	Re	Ag	2	9		10		
	Powered Armor AFV: Air Supp	-17				N/A	-30			Me	In	Re	Re	2	9		2		
	Powered Armor AFV: Infantry	-17				N/A	-30			Me	In	Re	Re	2	9		2		
URBAN	Contacting	-51	2/6	9	1	18	3	5		In	Pr	Re	Re	9	14		2		
	Mingling	41				18	-15	5		In	Pr	Re	Ag	9	14		10		
	Scrounging	33				18	-15	5		In	Pr	Re	Re	9	14		2		
	Streetwise	79				18	24	5		In	Pr	Re	Em	9	14		9		
	Booking	2				-15	-15			In	Pr	Re	In	9	14		9		
	Drug Trafficking	7				-15	-15			In	Pr	Re	Pr	9	14		14		
	Organized Crime	7				-15	-15			In	Pr	Re	Pr	9	14		14		
WEAPON-1H-Energy	Any*	8	9			-15	-15	10		Ag	Ag	St	St	10	10		8		
WEAPON-2H-Energy	Any*	8	9			-15	-15	10		Ag	Ag	St	St	10	10		8		
WEAPON-1H Firearm	Any*	10	9			-15	-15	10		Ag	Ag	St	Ag	10	10		10		
WEAPON-2H Firearm	Any*	10	9			-15	-15	10		Ag	Ag	St	Ag	10	10		10		
WEAPON-1H Edged	Any*	43	3/5	10		20	-15	10		St	Ag	St	Ag	8	10		10		
	Shortsword	118		10	20	20	50	10	10	St	Ag	St	Ag	8	10		10		
	Dagger	118		10	20	20	50	10	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	10	8		10		
	Dagger	43	4	1	1	2	3	10		Ag	St	Ag	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 ARTILL	Any*	1	9			-15	-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	
platinum	100
gold	48
silver	98
bronze	
copper	
tin	

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

				Skill		Prof/Temp												
Category	Skill	Total bonus	Dev Cost	Cat Ranks	Skill Ranks	Bonus	Bonus	Bonus	Bonus	Stat1	Stat2	Stat3	Stat4	Skill Cat	B1	B2	Cat B3	Skill B4
Dagger of poison	scabbard					+10 magical, must resist poison on any critical								1	1	0.75	0.8	0.75
dagger	scabbard					+10 non-magical								1	1	0.75	0.8	0.75
hand crossbow	shoulder					+10 non-magical								1	1	2	2	2
bolts	quiver on belt					+5 non-magical								40	1	0.15	6	6
boots	worn					+10 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 Lore: Demon Lore								1	1	1	1	1
Book of Arcane knowledge	backpack					Arcane spells up to 30th level								1	1	1	1	1
soap and toiletries	backpack													1	1	0	0	0
False ID	backpack					+10 Disguise if appropriate								1	1	0	0	0
lock picks	pouch					+5 pick locks								1	1	0.25	0.3	0.25
silk hammock	backpack													1	1	0.5	0.5	0.5
rope, silk 50'	backpack					supports 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 herbs								5	1	0.01	0	

Riding beast

strong horse

		Total	Dev	Skill	Prof/Temp												
Category	Skill	bonus	Cost	Ranks	Skill	Cat	Skill	Racia	Item	Cat	Cat	Cat	Skil	Cat	Cat	Cat	Skill
						Bonus	Bonus	Bonus	Stat1	Stat2	Stat3	itat	B1	B2	B3	B4	