



Shill list

Don't forget to increase the prerequisite LVL by 2 every time a skill increases.

Skill	Prerequisite	Level
Always Alert		0
Ambidextrous		0
Animagus	Expert Thaumaturgy	0
Area Dodge		0
Basic Weapons Training		0
Battlecry	CHR > 13	0
Catastrophic Critical		0 0
Cleave		0
Defence Against the Dark Arts		0
Disciplined		0 0 0
Eagle-Eyed		0
Emergency Care		0
Extended Range		0 0 0
Familiar		0

Fast Caster	Adept Battlemage	0
Flying Lessons		0
Focussed Caster		0
Golden Touch	CHR > 14	0
Improved Instincts		0
Instinctive Retribution		0
Ironclad	FIT > 15	0
Knife Handler		000
Linguist		0 0 0 0
Meditation		00
Merciful		0
Mimicry	CHR > 13	0
Mobile		00
Moving Target	FIT > 12	0
Muggle Lover		0
Overcome Resistance		0 0 0 0
Parry		0
Power Attack		0
Sentinel	PCP > 15	0
Silent Magic		0 0 0

Commence		0
Spellsinger		0
Sprint Start	Speed Proficiency	0
Stabiliser		0 0 0 0
Superhero Landing		0
Surge		0
Tool-User		0
Undead Benefactor		0
Wandless Magic	Silent Magic	0
Wandwork	Ability to cast magic	0
Weak Spot		0
Weapons: Exotic Fighter		0
Weapons: Fighting Dirty		0
Weapons: Hulk Smash?		0
Weapons: Long Range Threat		0
Weapons: Simple Ranged Training		0
Weapons: Swordfighter		0

learned Spells Divination Charms Transfiguration Recuperation Illusion Divination Dark Arts