



Shill list

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

| Skill | Prerequisite | Level |
|----------------------------------|----------------------|---------|
| Magic: Battlemage | Auto-gained at LVL 1 | 0000 |
| Magic: Clairvoyant | Auto-gained at LVL 1 | 0 0 0 |
| Magic: Defender | Auto-gained at LVL 1 | 0 0 0 |
| Magic: Magician | Auto-gained at LVL 1 | 0 0 0 0 |
| Magic: Necromancer | Auto-gained at LVL 1 | 0 0 0 0 |
| Magic: Sorcerer | Auto-gained at LVL 1 | 0 0 0 0 |
| Magic: Thaumaturgus | Auto-gained at LVL 1 | 0 0 0 |
| Magic: Withstand | Auto-gained at LVL 1 | 0 0 0 0 |
| Always Alert | | 0 |
| Ambidextrous | | 0 |
| Animagus | Expert Thaumaturgy | 0 |
| Area Dodge | Speed Proficiency | 0 |
| Basic Weapons Training | | 0 |
| Battlecry | CHR > 13 | 0 |
| Catastrophic Critical | | 0 0 0 |
| Cleave | | 0 |
| Confident Accuracy | | 0 |
| Defence Against the Dark Arts | | 0 |
| Disciplined | | 00 |
| Eagle-Eyed | | 0 |
| Elegant Avoidance | | 0 |
| Elemental Master | Adept Sorcerer | 0 |
| Emergency Care | | 0 |

| Extended Range O O O Familiar Adept Battlemage O O Fighting Dirty Adept Battlemage O O Fighting Dirty O O Fying Lessons O O Focused Caster CHR > 10 O Golden Touch CHR > 10 O Hulk Smash? CHR > 10 O Improved Instincts FIN > 12 O Instinctive Retribution ATH > 15 O Knife Handler ATH > 15 O O Long Range Threat ATH > 12 O O Meditation Meditation O O O Multiplie ATH > 12 O O Multiplie ATH > 12 O O Multiplie ATH > 12 O O Musician Augitation O O O O Musician Augitation O O O O O Movincome Parry | Exotic Fighter | | 0 |
|--|----------------------------|----------|-------|
| iar Adept Battlemage o ng Dirty o o r Lessons o o sed Caster CHR > 10 o n Touch CHR > 10 o Smash? o o ved Instincts FIN > 12 o sed Accuracy FIN > 12 o tation ATH > 15 o ad ATH > 12 o ation o o o tall CHR > 13 o eth ATH > 12 o eth o o ation o o eth o o whee Novice Brawler o ome o o ance Novice Brawler o swing o ower o ower o ower o o o o o o <t< th=""><th>Extended Range</th><th></th><th>0</th></t<> | Extended Range | | 0 |
| Saster Adept Battlemage o ng Dirty o o g Lessons o o sed Caster CHR > 10 o n Touch CHR > 10 o sed Caster CHR > 10 o sed Caster chr o wed Instincts FIN > 12 o sed Accuracy FIN > 12 o add ATH > 15 o ad admin ATH > 12 o End on ation co o full chr chr e Lover ATH > 12 o ist chr o e Lover Attack o isn chr o ist chr o crive chr chr ist chr | Familiar | | 0 |
| ng Dirty o sed Caster o sed Caster o Smash? o sed Accuracy FIN > 12 o ved Instincts o o sed Accuracy FIN > 12 o vution ATH > 15 o add ATH > 15 o std ctive o o tal CHR > 13 o e c o o tal c c tal c o tal | Fast Caster | l . | 0 |
| Touch CHR > 10 0 | Fighting Dirty | | 0 |
| sed Caster 0 n Touch CHR > 10 0 Smash? 0 0 ved Instincts 0 0 sed Accuracy FIN > 12 0 ctive 0 0 ution ATH > 15 0 add ATH > 13 0 till 0 0 e 0 0 ist 0 0 tril 0 0 ist 0 | Flying Lessons | | 0 |
| n Touch CHR > 10 o Smash? o o ved Instincts FIN > 12 o sed Accuracy FIN > 12 o ctive oution ATH > 15 o ad ATH > 15 o o ist change Threat co o full CHR > 13 o o int change CHR > 13 o o ist change change change o o ist change ATH > 12 o o ist change change change o ist change change change o ist change change change change ist ch | Focussed Caster | | 0 |
| Smash? 0 ved Instincts FIN > 12 0 sed Accuracy FIN > 12 0 ctive 0 0 0 ad ATH > 15 0 0 ad ATH > 15 0 0 st 0 0 0 0 till 0 0 0 0 ist CHR > 13 0 0 ist 0 0 0 0 ist Novice Brawler 0 0 ian Novice Brawler 0 0 Swing 0 0 0 Ower 0 0 0 Ower 0 0 0 Ower 0 0 0 ist | Golden Touch | \wedge | 0 |
| ved Instincts 0 sed Accuracy FIN > 12 0 ctive 0 0 0 ad ATH > 15 0 0 ad ATH > 15 0 0 ist 0 0 0 0 ist 0 0 0 0 tril CHR > 13 0 0 ist CHR > 13 0 0 ist ATH > 12 0 0 ist Ist 0 0 ist Novice Brawler 0 0 ooe O 0 0 ian Novice Brawler 0 0 ooe O 0 0 Swing O 0 0 ower O 0 0 ower O 0 0 ower O 0 0 ower O 0 0 ower </th <th>Hulk Smash?</th> <th></th> <th>0</th> | Hulk Smash? | | 0 |
| sed Accuracy FIN > 12 o ctive ctive o uution ATH > 15 o ad ATH > 15 o Bander o o tist c o tist c o tist c o till | Improved Instincts | | 0 |
| ective oution ad ATH > 15 00 Handler 0000 Ist 00000 Range Threat 00000 Itil 00000 It | Increased Accuracy | \wedge | 0 |
| ad ATH > 15 00 Handler 000 or | Instinctive Retribution | | 0 |
| Handler | Ironclad | \ | 00 |
| ist 0 0 0 0 0 Range Threat 0 0 0 0 tul 0 0 0 ry CHR > 13 0 e 0 0 0 0 ian 0 0 0 0 0 ian Novice Brawler 0 one 0 0 0 0 0 Attack 0 0 Swing 0 0 ower 0 0 ower 0 0 | Knife Handler | | 0 0 0 |
| Range Threat 0 ation 0 rul 0 ry 0 e 0 g Target ATH > 12 0 ie Lover 0 ian 0 0 ome ance 0 0 ance Novice Brawler 0 Swing 0 0 ower 0 0 ower 0 0 ower 0 0 ower 0 0 | Linguist | | 0 0 0 |
| ation 00 full CHR > 13 0 e O 0 0 g Target ATH > 12 0 ie Lover 0 0 0 ian Novice Brawler 0 0 Attack 0 0 0 Swing 0 0 ower PER > 13 0 | Long Range Threat | | 0 |
| e g Target ATH > 13 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | Meditation | | 00 |
| ry CHR > 13 0 e 0 0 0 g Target ATH > 12 0 ian 0 0 0 ome Novice Brawler 0 0 Attack 0 0 0 Swing 0 0 ower 0 0 ower 0 0 ower 0 0 ower 0 0 iel PER > 13 0 | Merciful | | 0 |
| e E Cover ig Target ATH > 12 0 ie Lover ian ome ance Novice Brawler oloose Swing ower PER > 13 open | Mimicry | ^ | 0 |
| ig Target ATH > 12 O le Lover O O ian O 0 0 0 O ance Novice Brawler O Attack O O Swing O Ower O Ower O Iel PER > 13 O | | | 0 |
| E Lover | Moving Target | \vee | 0 |
| ian 0 0 0 0 ome 0 0 0 0 ance Novice Brawler 0 Attack 0 loose 0 Swing 0 ower 0 ower 0 lower 0 o 0 lower 0 lose 0 <t< th=""><th>Muggle Lover</th><th></th><th>0</th></t<> | Muggle Lover | | 0 |
| ome Novice Brawler 0 0 0 0 Attack 0 loose 0 Swing 0 lel PER > 13 0 | Musician | | 0 0 0 |
| Attack Novice Brawler loose Swing Swing PER > 13 | Overcome Resistance | | 0 0 |
| PER > 13 | Parry | | 0 |
| PER > 13 | Power Attack | | 0 |
| PER > 13 | Quickloose | | 0 |
| PER > 13 | Rapid Swing | | 0 |
| PER > 13 | Raw Power | | 0 |
| | Sentinel | \ _ | 0 |

| Shadow Walker | | 0 |
|-------------------------------|---|---------|
| Signature Spell | Novice in at least one school | 0 0 |
| Silent Magic | | 0 0 0 |
| Simple Ranged Training | | 0 |
| Spellmaker | Expert in at least one school | 0 |
| Stabiliser | | 0 0 0 0 |
| Surge | | 0 |
| Swordfighter | | 0 |
| Tool-User | | 0 |
| Tough as Nails | | 0 |
| Undead Benefactor | Novice Defender | 0 |
| Wandless Magic | Beginner Silent Magic | 0 |
| Wandwork | | 0 |
| Weak Spot | | 0 |
| Species: Behind the Scenes | House-Elf Species Ability | 0 |
| Species: Corrupted Blood | Vampire and Werewolf Species Ability | 0 |
| Species: Enormous Size | Half-Giant Species Ability | 0 |
| Species: Fury's Visage | Half-Veela Species Ability | 0 |
| Species: Morph | Metamorphmagus Species Skill | 0 |
| Species: Night's Child | Vampire Species Ability | 0 |
| Species: Vampric Feeding | Vampire Species Ability | 0 |
| Species: Wolfblood | Werewolf Species Ability | 0 |
| Species: Wolfmoon | Werewolf Species Ability | 0 |

learned Spells Divination Charms Transfiguration Recuperation Illusion Divination Dark Arts