HEROES AND HOMEBREWS

NAME		LEVEL
CONCEPT		BACKGROUND
LINEAGE		CAMPAIGN
GENDED	AGE	DI AVED

	-					
5	KILLS		DEFENSES			
SKILL NAMES	RANKS	SPECIALLIZATIONS	DODGE ARM	MOR REFLEX	FORTITUDE WILL	
ANIMAL HANDLING ANIMAL TRAINING						
HUSBANDRÝ RIDE			VITALITY	VITALITY WOUNDS		
ATHLETICS			THE TOTAL STATE OF THE TOTAL STA			
ACROBATICS			MAX CURRENT MAX		MAX CURRENT	
CLIMBING RUNNING			MAX CONTENT			
SWIMMING			A CTIONIC			
COMBAT BRAWL				ACTION		
SHOOT		<u> </u>	PERSULATION	PRESENCE STA	TUS	
WEAPONRY						
CRAFT						
APPRAISE DISABLE DEVICE						
FORGERY			ATTACKS	BONUS DAMAGE	TRAITS	
MAKING						
KNOWLEDGE^ LOGIC			<u> </u>			
RESEARCH						
USE MAGIC DEVICE						
ARCANA* HISTORY*			ENGAGE DISE	ENGAGE AID SN	IEAK DEFEND	
LOCAL			ENGAGE DIST	ENGAGE AID DI	EAR DELEND	
NATURE*			SEARCH DEL	AY TAKE COVER	SECOND WIND	
MEDICINE* PROFESSION			ATTACK CAS	ST SPELL PARLEY	OBSERVE AIM	
RELIGON*			ATTACK CAS	O SI LLL I MILLEI	OBSERVE AIM	
SCIENCE*				CE A TIID	<u>FC</u>	
MAGIC** CASTING				FEATUR	<u> L</u> D	
RITUALS						
SPELLCRAFT						
OUTDOORS FIRST AID						
NAVIGATION						
SURVIVAL						
TRACKING PERCEPTION						
AWARENESS			-			
INVESTIGATION						
SEARCH SOCIAL						
CAROUSE	<u> </u>					
ETTIQUETTE*						
LEADERSHIP* PERFORM						
PERSUASION						
STEALTH						
DISGUISE SLEIGHT OF HAND						
SNEAK			-			
			l			
SKILL GROUPS HAVE A MAXIMUM LEVEL OF 4 ADD SKILL GROUP LEVEL TO DEPENDANT SKILLS						
* DOES NOT INCREASE IN L						
** CAN ONLY BE LEARNED	IF YOU CAN USE M	AGIC	l			
^ TRAINED ONLY						
EXPERIE	NCE _					
			l			
NEXT LEVE	L					