Elven Scion

Overview

THE High Elves are an ancient race of fey origins, their once powerful nations broken by ancient wars and internecine stuggles, their power wanes.

Elven Scions are the second and third sons and daughters of noble families with little magic talent. Many such leave their homes out of a sense of ennui, or in search of an opportunity for advancement. The fractuous presence of those that remain in the Elven courts with too much time on their hands, and without much chance of inheritance, often leads to bloody conflict that the Elves could well do without. For this reason supernumerary high born youths are often encouraged to stay away from the courts by providing them with make-work jobs far afield, or else they are sent away by fiat.

Trained by a range of tutors in an array of fields from a young age, an Elven Scion is a diplomant, poet, champion, and spy. When abroad theyt are expected to act as the eyes and ears of the elvish courts, and as agents that project Elvish power in the world and act in the best interests of the Elvish Courts.
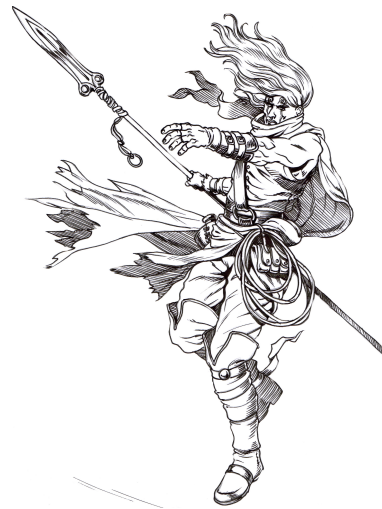
Armour Class: 10

Move: 6

Archetype Initiative: 12

Starting Coin: 40 + 2d4 gp

Starting Gear: Chain mail, long sword, dagger, rations for a week.

Height: 5'4" + 1d10 inches

Weight: 110 + 3d12 pounds

Age: 23 + 2d6 years

Appearance Examples: Supercilious, haughty, sly, noble, beautiful

Starting Coin: 40 + 2d4 gp

Tags: Elf

Attr Bonuses:

Attr Limits:

Example Aspects: It is better to be feared than loved, Politics have no relation to morals, My words are a shield for my people. Everything in the world is about sex, except sex, sex is about power. Power resides where men believe it resides.

Innate Abilities: The following abilities are innate to this archetype specifically: Fey IV, High Etiquette I, Sneak I, Brythinian/Common II, Negotiate I, Sword Strike I, Inochian I.

We do not list those abilities that are innate to all characters.

Suggested Builds

XXXX FIXME

Level Progression

The level progression table contains the skill points the player gets to spend on abilities when they gain a new level. Abilities that are innate to all characters are marked thus ☆. All characters get them for free at first level. Abilities that are specially innate to your archetype are marked with a ★. These are also free, but are special to your archetype. Your character automatically receives all innate abilities at first level. Abilities that we recommended you purchase for characters of this archetype are marked with a ! symbol.

Purchasing Abilities

Abilities are purchased using points. There are four different point types: Lore 📘, Martial ⚔, General 🔧, and Magical ⚡. Starting points for the archetype are specified in the previous section. The following sections contain point costs for ability levels in the following form: 📘/ ⚔ / 🔧/⚡.

Level		Stamina		Health		Skill Points				Resolve		Magic		Fate		Notes...
No#	XP	Base	Rest	Base	Rest	🔧	✂	📖	⚡	Base	Rest	Base	Rest	Base	Rest	
1	3	6+d4	2d4	6+d4	2d4	15	10	15	10	2d8	1d10	3d6	1d6			Musician - Strings I, Dance I, Oratory I, Brythinian II, Fey IV
2	3	+4	2d4	+4	2d4	8	8	8	8	3d8	1d10	3d6	2d6			
3	3	+5	2d4	+5	2d4	8	8	8	8	4d8	1d10	3d6	3d6			

Table 1.1: Elven Scion Level Progression Table

Alarum

Level	Value	Symbols
I	5/-/-/8	✓✓✗
II	-/-/-/4	✓
III	-/-/-/4	✓

Alchemy

Level	Value	Symbols
I	7/-/7/-	✓✓✓✓??
	Prereq:Mathemathics I	
II	7/-/7/-	✓✓✓??

Animal Handling

Level	Value	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/-/3/-	✓✓✓✓✓✗

Antiquarian

Level	Value	Symbols
I	7/-/2/-	✓✓✓??
II	3/-/2/-	✓✓✓✓??
III	3/-/3/-	✓✓✓✓??

Arcana

Level	Value	Symbols
0 ☆	-/-/-/-	✓✓??
I	8/-/-/-	✓✓??
	Prereq:Inochian I	
II	4/-/-/2	

Archery

Level	Value	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/6/-/-	✓✓✓✓✓✗
II	-/8/-/-	
III	-/13/-/-	
	Prereqs:Agility>12, Perception>12	

Armour Smith

Level	Value	Symbols
I	1/-/5/-	✓✓✓✓✓✗
	Prereq:Smith II	

Art

Level	Value	Symbols
I	2/-/4/-	??
II	2/-/4/-	?
III	3/-/2/-	

Augury

Level	Value	Symbols
I	5/-/-/2	✓✓✓✓✓✗
	Prereq:Tag: Cleric	
II	-/-/-/2	
III	-/-/-/2	

Auri Fames

Level	Value	Symbols
I	-/-/-/4	✓?
II	1/-/-/4	✓✓?

Axe Frenzy

Level	Value	Symbols
I	-/3/-/-	✓✓✓✓✓✗
	Prereqs:Willpower>11, Axe Strike I	
II	-/2/-/-	

Axe Hook

Level	Value	Symbols
I	-/4/-/-	✓✓??✗
	Prereq:Axe Strike I	
II	-/7/-/-	

Axe Strike

Level	Value	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/6/-/-	✓✓✓✓✓✗
II	-/12/-/-	

Banish

Level	Value	Symbols
I	-/-/-/4	✓✓✓?
II	-/-/-/3	✓✓✓?

Bind

Level	Value	Symbols
I	-/-/-/4	✓✓✓?
II	-/-/-/3	✓✓✓✓✓✗

Book Keeping

Level	Value	Symbols
I	4/-/1/-	
	Prereq:Mathemathics I	
II	4/-/1/-	
III	4/-/1/-	

Brace for Charge

Level	Value	Symbols
I	-/3/-/-	✓✓??✗
	Prereq:Polearm Stab I	
II	-/14/-/-	

Brythinian/Common

Level	Value	Symbols
0 ☆	-/-/-/-	✓✓✓
I ★	-/-/-/-	✓✓✓
II ★	-/-/-/-	✓✓✓✓✗
III	2/-/2/-	✓✓✓✓✗
IV	2/-/2/-	✓✓✓✓✗

Builder

Level	Value	Symbols
I	-/-/5/-	✓?
	Prereq:Carpentry I	
II	-/-/6/-	✓?
III	2/-/8/-	

Carpentry

Level	Value	Symbols
I	-/-/5/-	✓?
II	-/-/6/-	✓?
III	2/-/8/-	

Cartwright

Level	Value	Symbols
I	-/-/5/-	✓?
	Prereq:Carpentry I	
II	-/-/6/-	✓?
III	2/-/8/-	

Circle of Protection

Level	Value	Symbols
I	-/-/-/1	✓✓✓?
II	1/-/-/3	✓✓✓?

Cleave

Level	Value	Symbols
I	8/3/-/-	✓✓✓✓✓✗
	Prereqs:Axe Strike II, Strength>9	
II	-/3/-/-	
	Prereq:Strength>11	
III	-/3/-/-	
	Prereq:Strength>13	

Climb

Level	Value	Symbols
I	-/-/5/-	✓✓✓✓✓✗
II	-/-/2/-	

Cloak of Shadows

Level	Value	Symbols
I	-/-/-/4	✓✓✓✗
II	1/-/-/3	✓✓✓✗

Club Smash

Level	Value	Symbols
I	-/4/-/-	✓✓??✗
	Prereqs:Mace Strike I, Strength>10, Tag: club	
II	-/7/-/-	
	Prereq:Strength>12	

Commune

Level	Value	Symbols
I	-/-/-/4	✓✓?
II	-/-/-/3	✓✓?

Commune with the Dead

Level	Value	Symbols
I	5/-/-/5	✓✓✓✗✓✗

Concealment

Level	Value	Symbols
0 ☆	-/-/-/-	✓✓✓?
I	8/-/-/-	✓✓✓✓?
II	-/-/2/-	

Contacts

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓?
I	-/-/2/-	✓✓✓??
II	-/-/3/-	✓✓✓✓✓✗
III	-/-/4/-	✓✓✓✓✓✗

Contego

Level	Cost	Symbols
I	-/-/-/4	✓✓✓?
II	-/-/-/3	✓✓✓✓✓✗

Contortionist/Escape Artist

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/-/3/-	✓✓✓✓✓✗
II	-/-/2/-	✓✓✓✓✓✗

Cooper

Level	Cost	Symbols
I	-/-/5/-	✓?
	Prereq:Carpentry I	
II	-/-/5/-	✓?

Crossbow Use

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/8/-/-	✓✓✓✓✓✗
II	-/15/-/-	

Cryptogrtaphy

Level	Cost	Symbols
I	2/-/-/-	✓✓✓✓✓✗
II	3/-/-/-	

Dagger Strike

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/5/-/-	✓✓✓✓✓✗
II	-/11/-/-	

Dance

Level	Cost	Symbols
0 ☆	-/-/-/-	✓?
I	-/-/5/-	✓?
II	-/-/2/-	

Dead Eye

Level	Cost	Symbols
I	-/2/-/-	✓✓???✗
	Prereq:Archery II	
II	-/5/-/-	

Deceive

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✗
I	-/-/3/-	✓✓✓✓✓✗

Demonic Lore

Level	Cost	Symbols
I	5/-/5/-	✓✓?
II	5/-/5/-	✓✓?

Deutellus

Level	Cost	Symbols
I	5/-/5/-	✓✓✓✓✓✗
II	5/-/5/-	✓✓✓✓✓✗
III	5/-/5/-	✓✓✓✓✓✗
IV	5/-/5/-	✓✓✓✓✓✗

Disarm

Level	Cost	Symbols
I	-/5/-/-	✓✓✓✓✓✗
II	-/5/-/-	

Disguise

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓?
I	-/-/4/-	✓✓✓?
II	1/-/1/-	

Dodge

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓
I	-/3/-/-	✓✓✓✓✓
II	-/3/-/-	

Drive Cart

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/-/2/-	

Dungeoneering

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	8/-/-/-	✓✓✓✓✓✗
II	3/-/2/-	
III	3/-/2/-	

Earth Science

Level	Cost	Symbols
I	7/-/7/-	✓✓✓?
II	7/-/7/-	✓✓✓???
	Prereq:Mathemathics I	

Etiquette

Level	Cost	Symbols
I	-/-/2/-	✓✓✓✓✓✗

Farmer

Level	Cost	Symbols
I	-/-/5/-	✓?
II	-/-/5/-	✓?
III	2/-/5/-	

Fast Loader

Level	Cost	Symbols
I	-/4/-/-	✓✓???✗
	Prereq:Crossbow Use I	
II	-/15/-/-	

Fey

Level	Cost	Symbols
I ★	-/-/-/-	✓✓✓✓✗
II ★	-/-/-/-	✓✓✓✓✗
III ★	-/-/-/-	✓✓✓✓✗
IV ★	-/-/-/-	✓✓✓✓✗
V	5/-/5/-	✓✓✓✓✗

Fey Resilience

Flesh Ward

Level	Cost	Symbols
I	-/-/-/4	✓✓✓?
II	-/-/-/3	✓✓✓✓✓✗
III	-/-/-/3	✓✓✓✓✓✗
	Prereq:Willpower>12	

Glamour

Level	Cost	Symbols
I	-/-/-/4	✓✓✓?
II	-/-/-/4	✓✓✓?
III	-/-/-/4	✓✓✓?

Grapple

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓?
I	-/2/2/-	✓✓?
II	-/3/-/-	

Gun Maintenance

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓?
I	-/3/-/-	✓✓?
	Prereq:Crossbow Use I	
II	-/14/-/-	

Hammer Smash

Level	Cost	Symbols
I	-/7/-/-	✓✓???✗
	Prereq:Hammer Strike I	
II	-/11/-/-	

Hammer Strike

Level	Cost	Symbols
0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/9/-/-	✓✓✓✓✓✗
II	-/16/-/-	

Head Butt

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉?
I	-/2/-/-	◉◉?
II	-/3/-/-	

Heavy Cross Bow Proficency

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉◉◉⊗
I	-/8/-/-	◉◉???◉⊗
II	-/15/-/-	

Hex

Level	Values	Symbols
I	-/-/-/2	◉◉◉?
II	-/-/-/3	◉◉◉?

Hibernian

Level	Values	Symbols
I	5/-/5/-	◉◉◉◉◉⊗
II	5/-/5/-	◉◉◉◉◉⊗
III	5/-/5/-	◉◉◉◉◉⊗

High Contacts

Level	Values	Symbols
I	-/-/2/-	◉◉◉◉◉⊗
II	-/-/3/-	◉◉◉◉◉⊗
III	-/-/4/-	◉◉◉◉◉⊗

High Etiquette

Level	Values	Symbols
I ★	-/-/-/-	◉◉??

History

Level	Values	Symbols
I	6/-/7/-	◉◉?
II	6/-/7/-	◉◉?

Hook

Level	Values	Symbols
I	-/3/-/-	◉◉???◉⊗
	Prereq:Polearm Stab I	
II	-/14/-/-	
	Prereq:Strength>13	

Horse-Riding

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉◉◉⊗
I	-/-/2/-	◉◉◉◉◉⊗
	Prereq:Animal Handling I	
II	-/-/2/-	◉◉◉◉◉⊗

Hunting

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉◉◉⊗
I	6/-/-/-	◉◉◉⊗
	Prereq:Tracking I	
II	2/-/3/-	

Incendo

Level	Values	Symbols
I	-/-/-/4	◉◉◉?
II	-/-/-/3	◉◉◉◉◉⊗

Inochian

Level	Values	Symbols
I ★	-/-/-/-	◉◉◉◉◉⊗
II	6/-/-/-	◉◉◉◉◉⊗

Interrogate/Torture

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉⊗
I	-/-/4/-	

Intimidate

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉⊗
I	-/-/3/-	◉◉◉⊗

Jester

Level	Values	Symbols
I	2/-/3/-	◉◉◉◉◉⊗
II	-/-/2/-	◉◉◉◉◉⊗

Jump

Level	Values	Symbols
I	-/-/5/-	◉◉◉?
II	-/-/3/-	

Khuzdern/Dwarvern

Level	Values	Symbols
I	5/-/2/-	◉◉◉◉◉⊗
II	5/-/2/-	◉◉◉◉◉⊗
III	7/-/5/-	◉◉◉◉◉⊗
IV	7/-/5/-	◉◉◉◉◉⊗
V	7/-/5/-	◉◉◉◉◉⊗

Kick

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉⊗
I	-/3/-/-	◉◉◉⊗
II	-/3/-/-	◉◉◉?⊗
III	-/3/-/-	

Law (Society)

Level	Values	Symbols
I	7/-/7/-	◉◉?
II	7/-/7/-	◉◉?

Leadership

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉◉◉⊗
I	-/2/2/-	◉◉◉◉◉⊗
II	-/2/3/-	◉◉◉◉◉⊗

Listen

Level	Values	Symbols
0 ☆	-/-/-/-	◉◉◉◉◉⊗
I	-/-/5/-	◉◉◉◉⊗
II	-/-/3/-	

Long Bow Proficency

Level	Values	Symbols
I	-/5/-/-	◉◉???◉⊗
	Prereqs:Archery I, Strength>10, Not Short	
II	-/5/-/-	◉◉???◉⊗
	Prereqs:Archery I, Strength>12, Not Short	
III	-/13/-/-	

Low Contacts

Level	Values	Symbols
I	-/-/2/-	◉◉◉◉◉⊗
II	-/-/3/-	◉◉◉◉◉⊗
III	-/-/4/-	◉◉◉◉◉⊗

Low Etiquette

Level	Values	Symbols
I	-/-/1/-	◉◉◉◉◉⊗

Lucky

Level	Values	Symbols
I	-/-/3/-	◉◉◉
II	-/-/3/-	◉◉◉◉
III	-/-/1/-	◉◉◉◉◉⊗

Mace Strike

Level	Values	Symbols
0	-/-/-/-	◉◉◉◉◉⊗
	Prereq:Tag: club	
I	-/6/-/-	◉◉◉◉◉⊗
II	-/12/-/-	

Mason

Level	Values	Symbols
I	-/-/5/-	◉?
II	-/-/6/-	◉?
III	2/-/8/-	

Master

Level	Values	Symbols
I	2/-/3/-	◉◉◉⊗
	Prereq:Sailor I	
II	-/-/3/-	◉◉⊗
III	4/-/2/-	◉◉?⊗
	Prereq:Mathemathics I	

Mathemathics

Level	Values	Symbols
I	4/-/-/-	◉◉
II	4/-/-/-	◉◉
III	4/-/-/-	◉◉

Mind Worm

Level	Values	Symbols
I	-/-/-/5	◉◉◉?
II	-/-/-/3	◉◉◉?

Misfortune

Level	Values	Symbols
I	-/-/3/-	◉◉◉◉◉⊗
II	-/-/3/-	◉◉◉◉◉⊗

Mist

I	-/-/-/4	✓✓✓✗
II	-/-/-/4	✓✓✓✗

Musician - Keyed

I	1/-/3/-	✓✓✓✓✓✗
II	1/-/2/-	✓✓✓✓✓✗

Musician - Percussion

I	2/-/3/-	✓✓✓✓✓✗
II	1/-/2/-	

Musician - Singing

0 ☆	-/-/-/-	✓✓✓✓✓✗
I	1/-/3/-	✓✓✓✓✓✗
II	1/-/3/-	✓✓✓✓✓✗

Musician - Strings

I	-/-/3/-	✓✓✓✓✓✗
II	1/-/2/-	✓✓✓✓✓✗

Musician - Wind Instrument

I	-/-/3/-	✓✓✓✓✓✗
II	1/-/2/-	✓✓✓✓✓✗

Natural History

I	6/-/7/-	✓✓✓?
II	6/-/7/-	✓✓✓?✓?
III	6/-/7/-	✓✓✓?✓?
	Prereq:Alchemy I	

Natural Sprinters

Necromantic Lore

I	5/-/5/-	✓?
II	5/-/5/-	✓?
III	5/-/5/-	✓✓✓?

Negotiate

0 ☆	-/-/-/-	✓✓✓✓?
I ★	-/-/-/-	✓✓✓✓?
II	-/-/2/-	✓✓✓✓?

Nick of Time

I	1/1/1/-	✓✓✓✓✓✗
II	-/-/3/-	✓✓✓✓✓✗
III	-/-/3/-	✓✓✓✓✓✗

Not As Bad As It Looks

I	-/-/3/-	✓✓✓✓✓✗
II	-/2/3/-	✓✓✓✓✓✗
III	-/2/3/-	✓✓✓✓✓✗

Notice

I	-/-/5/-	✓✓✓✓✓✗
II	-/-/3/-	

Oratory

I	-/-/2/-	✓✓✓✓✓✗
II	2/-/3/-	✓✓✓✓✓✗

Parry

I	2/8/-/-	✓✓✓✗
II	-/3/-/-	

Perceive

0 ☆	-/-/-/-	✓✓?✗
I	2/-/2/-	

Physics

I	7/-/7/-	✓✓?
	Prereq:Mathemathics I	
II	7/-/7/-	✓✓?

Pick Locks

0 ☆	-/-/-/-	✓✓✓??
I	8/-/-/-	✓✓✓?
II	8/-/-/-	✓✓✓?
III	2/-/2/-	

Polearm Stab

0 ☆	-/-/-/-	✓✓✓✓✓✗
I	-/7/-/-	✓✓✓✓✓✗
	Prereq:Strength>11	
II	-/14/-/-	

Politics

I	6/-/7/-	✓✓??
II	6/-/7/-	✓✓??

Portal

I	-/-/-/10	✓✓✓?
II	1/-/-/3	✓✓✓?
III	4/-/-/3	✓✓✓?

Potion Making

I	5/-/5/-	✓✓✓✓✓✗
	Prereq:Natural History II	

Punch

0 ☆	-/-/-/-	✓✓✓✗
I	8/-/-/-	✓✓✓✓✗✗
II	-/2/-/-	

Rain of Arrows

I	-/2/-/-	✓✓??✓?✗
	Prereqs:Archery II, Agility>10	
II	-/5/-/-	
	Prereq:Agility>12	
III	-/5/-/-	
	Prereq:Agility>13	

Reroll

0 ☆	-/-/-/-	✓✓✓
I	-/-/3/-	✓✓✓
II	-/-/3/-	✓✓✓✓
III	-/-/1/-	✓✓✓✗✓✗

Ropecraft

0 ☆	-/-/-/-	✓✓✓?
I	8/-/-/-	✓✓✓?
II	-/-/2/-	

Run

0 ☆	-/-/-/-	✓✓✓?
I	-/-/5/-	✓✓✓?
II	-/-/2/-	

Sailor

0 ☆	-/-/-/-	✓✓✓?✗
I	-/-/3/-	✓✓✓?✗
II	-/-/3/-	✓✓?
III	-/-/3/-	
IV	-/-/3/-	

Scout

0 ☆	-/-/-/-	✓✓✗
I	4/-/1/-	✓✓✗
II	2/-/2/-	

Scroll Writing

I	5/-/5/-	✓✓✓✓✓✗
	Prereq:Inochian II	

Search

0 ☆	-/-/-/-	✓✓✓?
I	8/-/-/-	✓✓✓?
II	8/-/-/-	✓✓✓?
III	2/-/1/-	

Shield Block

0 ☆	-/-/-/-		✓✓✗
I	-/5/-/-		✓✓✗
II	-/5/-/-		

Shield Push

I	8/-/-/-		✓✓✓?
II	-/2/-/-		✓✓✓?
III	-/2/-/-		✓✓✓?

Shipwright

I	-/-/5/-		✓?
		Prereq:Carpentry I	
II	-/-/6/-		✓?
III	2/-/8/-		

Shoot

0 ☆	-/-/-/-		✓✓✓✓✗
I	-/7/-/-		✓✓✓✓✗
II	-/14/-/-		

Sign of Idreshein

I	-/-/-/5		✓✓✓?
II	-/-/-/4		✓✓✓?

Sixth Sense

Sleight of Hand

0 ☆	-/-/-/-		✓✓✓✗
I	8/-/-/-		✓✓✓?
II	-/-/4/-		✓✓✓?
III	-/-/3/-		

Smith

I	-/-/6/-		✓?
II	-/-/6/-		✓?
III	2/-/9/-		

Smoke Weasel

I	-/-/-/3		✓✓✓?
II	-/-/-/3		✓✓✓???

Sneak

0 ☆	-/-/-/-		✓✓✓✓✗
I ★	-/-/-/-		✓✓✓✗
II	-/-/2/-		✓✓✓✗

Stealth

0 ☆	-/-/-/-		✓✓✓???✗
I	3/-/-/-		✓✓✓✓✗
II	3/-/3/-		

Stone Skin

I	-/-/-/4		✓✓✓✗
II	-/-/-/4		✓✓✓✗

Summon

I	-/-/-/6		✓✓?
II	-/-/-/4		✓✓?

Support

I	8/-/-/-		✓✓✓✓✗
II	-/2/-/-		

Survivalism

0 ☆	-/-/-/-		✓✓✓✓✗
I	8/-/-/-		✓✓✓✓✗
		Prereq:Wayfinding I	
II	-/-/3/-		

Swim

I	-/-/5/-		✓✓✓✓✗
II	-/-/3/-		

Sword Feint

I	8/3/-/-		✓✓✓✗
		Prereq:Sword Strike II	
II	-/3/-/-		

Sword Strike

0 ☆	-/-/-/-		✓✓✓✓✗
I ★	-/-/-/-		✓✓✓✓✗
II	-/14/-/-		

Sylvan

I	5/-/5/-		✓✓✓✓✗
II	5/-/5/-		✓✓✓✓✗
III	5/-/5/-		✓✓✓✓✗
IV	5/-/5/-		✓✓✓✓✗
V	5/-/5/-		✓✓✓✓✗

Theology

0 ☆	-/-/-/-		✓?
I	4/-/-/-		✓✓✓?
II	4/-/5/-		✓✓✓?
III	4/-/-/-		✓✓✓?

Throw

0 ☆	-/-/-/-		✓✓✓?
I	-/-/4/-		✓✓✓✗✗
II	-/-/2/-		

Throw Dagger

I	-/3/-/-		✓✓???✗
		Prereq:Dagger Strike I	
II	-/14/-/-		

Tracking

0 ☆	-/-/-/-		✓✓✓✓✗
I	5/-/-/-		✓✓✓✓✗
II	3/-/-/-		

Trap Work

0 ☆	-/-/-/-		✓✓✓???
I	4/-/-/-		✓✓✓???
II	2/-/2/-		

True Sight

I	-/-/-/4		✓✓✓?
II	-/-/-/3		✓✓✓✗✗
III	-/-/-/3		✓✓✓✗✗
		Prereq:Willpower>12	

Turn Undead

Wayfinding

0 ☆	-/-/-/-		✓✓✗
I	4/-/1/-		✓✓✗
II	2/-/2/-		

Weapon Smith

I	-/-/6/-		✓?
		Prereq:Smith II	
II	-/-/6/-		

Wild Swing

I	-/3/-/-		✓✓✓✗✗
		Prereq:Tag: club	
II	-/2/-/-		

Wither

I	-/-/-/4		✓✓✓?
II	-/-/-/3		✓✓✓✓✗