|  |  |  |  |
| --- | --- | --- | --- |
| Warrior | Rogue | Priest | Wizard |
| Paladin | **Archer** | **Justiciar** | **Elementalist** |
| Warlord | **Assassin** | **Cleric** | **Sorcerer** |
| Ravager | **Stalker** | **Shaman** | **Necromancer** |
| Reaver | **Bard** | **Druid** | **Charmer** |

Paladin – holy fighter specializes in 1h weapon/shield, can use life magic

Warlord – tank able to use all weapon

Ravager – fighter specialized in dual weapon, 2hd weapon not allowed

Reaver – unholy fighter specialized 1h weapon/shield, can use death magic

Archer – rogue specialized in ranged weapons (bow or crossbow)

Assassin – rogue specialized in rear attacks & subterfuge, poisons

Stalker – rogue specialized in subterfuge and traps/locks, poisons

Bard – rogue specialized in musical attacks

Justiciar – priest tank specialized in 1h blunt/shield and life magic

Cleric – pure priest specialized in life magic

Shaman – priest specialized in talismans, 2hd blunt weapons

Druid – priest specialized in life magic (nature)

Elementalist – wizard advanced in 4 elemental magic

Sorcerer – wizard specialized in a single elemental magic

Necromancer – wizard specialized in death magic

Charmer – wizard specialized in charming magic & enchants

**Skills List**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill** | **Formula** | **Train Cost** | **Spec Cost** | **Maximum Base Spec/Advance/Learn** | | | **Description** | |
| [Arcane Lore](http://asheron.wikia.com/wiki/Arcane_Lore) | Int | Free | 2 | 226 | 208 | 200 | Magic skill for understanding magical writings | |
| [Deception](http://asheron.wikia.com/wiki/Deception) | Cha/2 | 4 | 2 | 226 | 208 | 200 | Rogue skill, basis for pick pocket & slight-of-hand abilities | |
| [Dual Wield](http://asheron.wikia.com/wiki/Dual_Wield) | (S+C)/2 | 2 | 2 | 226 | 208 | 200 | Double weapon melee skill, usable by warrior & rogue classes | |
| [Finesse Weapons](http://asheron.wikia.com/wiki/Finesse_Weapons) | (A+C)/2 | 4 | 4 | 226 | 208 | 200 | Weapon skill: Unarmed combat, usable by warrior & rogue classes (hand weapons) | |
| [Healing](http://asheron.wikia.com/wiki/Healing) | Int | 6 | 4 | 226 | 208 | 200 | Mending skill for first-aid | |
| [One Handed Weapons](http://asheron.wikia.com/wiki/Light_Weapons) | (S+C)/2 | 4 | 4 | 226 | 208 | 200 | 1 handed weapons, Slashing, Blunt, and piercing | |
| [Lock Pick](http://asheron.wikia.com/wiki/Lockpick) | (D+A)/2 | 6 | 4 | 226 | 208 | 200 | Rogue skill for picking locks and setting traps (Restricted skill) | |
| [Poison Making](http://asheron.wikia.com/wiki/Mana_Conversion) | (I+W)/2 | 4 | 6 | 226 | 208 | 200 | Rogue skill for making Poisons (Restricted skill) | |
| [Melee Defense](http://asheron.wikia.com/wiki/Melee_Defense) | Dex | 10 | 10 | 226 | 208 | 200 | Defense skill for melee weapons | |
| [Missile Defense](http://asheron.wikia.com/wiki/Missile_Defense) | Agi | 6 | 4 | 226 | 208 | 200 | Defense skill for missile weapons | |
| [Magic Defense](http://asheron.wikia.com/wiki/Magic_Defense) | (I+W)/2 | Free | 12 | 226 | 208 | 200 | Defense skill when dealing with enchant magic | |
| Missile Weapons | Agi | 6 | 6 | 226 | 208 | 200 | Weapon skill: Ranged weapons(bows & crossbows) | |
| Musical Instruments | (Cha+Wis)/2 | 6 | 6 | 226 | 208 | 200 | Weapon skill, usable only by Bards  (Restricted skill) | |
| [Salvaging](http://asheron.wikia.com/wiki/Salvaging) | (S+I)/2 | Free | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill for breaking down items & magical items into basic components | |
| [Shield](http://asheron.wikia.com/wiki/Shield) | (S+D)/2 | 2 | 2 | 226 | 208 | 200 | Armor skill for use of shields (some specialties can never use) | |
| [Sneak Attack](http://asheron.wikia.com/wiki/Sneak_Attack) | (C+A+D)/3 | 4 | 2 | 226 | 208 | 200 | Melee skill usable for rear attack skills, used by warriors & rogues | |
| Thrown Weapons | (S+A)/2 | 4 | 4 | 226 | 208 | 200 | Weapon skill: Missile weapon (thrown weapons)  Some classes can never use | |
| Two Handed Weapons | (S+C)/2 | 8 | 8 | 226 | 208 | 200 | Weapon skill: 2 handed weapons, Slashing, Blunt, and Piercing | |
| [Life Magic](http://asheron.wikia.com/wiki/Life_Magic) | (I+W)/4 | 12 | 8 | 176 | 158 | 150 | Spell class that is primarily used for healing, counters death magic | |
| Death Magic | (I+W)/4 | 16 | 12 | 176 | 158 | 150 | Spell class that is primarily used for damage, counters life magic | |
| [Air Magic](http://asheron.wikia.com/wiki/War_Magic) | (I+W)/4 | 16 | 12 | 176 | 158 | 150 | Spell class that is primarily used for damage, counters earth magic | |
| [Fire Magic](http://asheron.wikia.com/wiki/War_Magic) | (I+W)/4 | 16 | 12 | 176 | 158 | 150 | Spell class that is primarily used for damage, counters air magic | |
| [Water Magic](http://asheron.wikia.com/wiki/War_Magic) | (I+W)/4 | 16 | 12 | 176 | 158 | 150 | Spell class that is primarily used for damage, counters fire magic | |
| [Earth Magic](http://asheron.wikia.com/wiki/War_Magic) | (I+W)/4 | 16 | 12 | 176 | 158 | 150 | Spell class that is primarily used for damage, counters water magic | |
| [Creature Enchantment](http://asheron.wikia.com/wiki/Creature_Enchantment) | (I+W)/4 | 8 | 8 | 176 | 158 | 150 | Spell class that allows for enchantment of creatures & humanoids | |
| [Item Enchantment](http://asheron.wikia.com/wiki/Item_Enchantment) | (I+W)/4 | 8 | 8 | 176 | 158 | 150 | Spell class that allows for enchantment of items | |
| [Mana Conversion](http://asheron.wikia.com/wiki/Mana_Conversion) | (I+W)/2 | 6 | 6 | 226 | 208 | 200 | Mana regeneration skill for increasing mana recapture | |
| [Alchemy](http://asheron.wikia.com/wiki/Alchemy) | (I+W)/2 | 6 | 6 | 226 | 208 | 200 | Crafting skill to use plants to make potions & elixirs | |
| [Armor Tinkering](http://asheron.wikia.com/wiki/Armor_Tinkering) | (S+C)/2 | 4 | 6 | 226 | 208 | 200 | Crafting skill to craft armor, must know blacksmithing | |
| [Weapon Tinkering](http://asheron.wikia.com/wiki/Weapon_Tinkering) | (S+C)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Craft skill to craft weapons, must know blacksmithing | |
| [Magic Item Tinkering](http://asheron.wikia.com/wiki/Magic_Item_Tinkering) | (S+C+I)/3 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill for making magical items, doesn’t apply to potions, foods, or non-magical items | |
| [Cooking](http://asheron.wikia.com/wiki/Cooking) | (I+C)/2 | 4 | 4 | 226 | 208 | 200 | Crafting skill to make foods, from meats, herbs & veggies | |
| [Fletching](http://asheron.wikia.com/wiki/Fletching) | (S+A)/2 | 4 | 4 | 226 | 208 | 200 | Crafting skill for making bow & arrows, crossbows & quarrels | |
| Mining | (S+C)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to harvest ores. Useful to Blacksmithing & Jewelcrafting |
| Forestry | (I+A)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to harvest flowers, herbs, & wood. Useful to Alchemy skill | |
| Butchery | (D+C)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to harvest meats & skins. Useful to cooking & leatherwork | |
| Blacksmithing | (S+C)  /2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill for making basic items. Basis skill for future tradeskills | |
| Carpentry | (S+D+C)  /3 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to craft & repair wooden items. Useful to many other skills | |
| Weaving | (I+A)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to create cloth items. Useful to tailoring | |
| Leatherwork | (I+A)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to create leather items. Useful to tailoring | |
| Tailoring | (I+A)/2 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to create clothing, items & repair sails | |
| Jewelcrafting | (I+A+D)/3 | 4 | \*\*\* | \*\*\* | \*\*\* | 200 | Crafting skill to craft jewelry. Helpful to learn mining to get gems & ores | |
| Animal Lore | Int | 6 | 12 | 226 | 208 | 200 | Utility skill to identify & control animals, useful to butchering | |
| Appraising | Int | 4 | 4 | 226 | 208 | 200 | Utility skill to help accurately gauge the price of an item | |
| Cartography | (I+W)/2 | 6 | 6 | 226 | 208 | 200 | Utility skill to read maps, useful to navigation | |
| Heraldry | Cha | 8 | 8 | 226 | 208 | 200 | Utility skill useful in identifying flags | |
| Navigation | (I+W)/2 | 6 | 6 | 226 | 208 | 200 | Utility skill useful to choosing routes & destinations | |
| Planetology | (I+W)/2 | 6 | 6 | 226 | 208 | 200 | Space Skill in locating & identifying planets | |
| Shipwright | (S+C)/2 | 4 | 6 | 226 | 208 | 200 | Craft skill to repair ship damage & installing ship modifications | |
| Siege Weapons | (S+I)/2 | 4 | 6 | 226 | 208 | 200 | Weapon skill in handling siege weapons; repair & operation | |
| Spacemanship | (I+D)/2 | 4 | 4 | 226 | 208 | 200 | Space skill in handling a Spelljamming ships, skill useful in maneuvering | |
| Spelljamming | (I+W)/2 | 12 | 18 | 226 | 208 | 200 | Space skill in commanding a Spelljamming helms | |
| Stonemason | (S+C)/2 | 4 | 6 | 226 | 208 | 200 | Crafting skill to repair & build stone items | |
| Plate armor | \*\*\*\* | -- | -- | -- | -- | -- | Armor skill available only to warriors | |
| Chain armor | \*\*\*\* | -- | -- | -- | -- | -- | Armor skill available only to priests | |
| Leather armor | \*\*\*\* | -- | -- | -- | -- | -- | Armor skill available only to rogues | |
| Cloth armor | \*\*\*\* | -- | -- | -- | -- | -- | Armor skill available only to wizards | |

*\* Attributes max at 100 pts*.

\*\* Arcane Lore, Salvaging, & Magic Defense are learned at creation time

\*\*\* Tinkering & Salvaging cannot be specialized or advanced trained

**Skill Limits**

Skills when initially trained start at a specific point, and adjust the maximum attainment:

* Trained skills can be raised proficiency 108 points, & start at proficiency level 8.
* Specialized skills can be raised proficiency 126 points, & start at proficiency level 16.
* Double specialized skills also can reach 126 points, & start at proficiency level 24.

**Icon Breakdowns**

Each icon has a specific backing to identify easier at a glance:

* Weapon Skills: Red Icon backing
* Armor Skills: Purple Icon backing
* Crafting Skills: Orange Icon backing
* Magic Skills: Green Icon backing
* Defense Skills: Blue Icon backing
* Utility Skills: Yellow Icon backing
* Space Skills: White Icon backing

**Attribute Modifiers**

Each offensive skill has an additional hidden damage modifier based on an attribute:

* [Missile Weapons](http://asheron.wikia.com/wiki/Missile_Weapons) : Agility for Bow/Crossbow, Strength for Thrown Weapons
* [One Handed Weapons](http://asheron.wikia.com/wiki/Heavy_Weapons) : Strength
* [Two Handed Weapons](http://asheron.wikia.com/wiki/Light_Weapons) : Strength
* [Finesse Weapons](http://asheron.wikia.com/wiki/Finesse_Weapons) : Agility
* [Death Magic](http://asheron.wikia.com/wiki/War_Magic): Death
* [Life Magic](http://asheron.wikia.com/wiki/Life_Magic): Life
* [Air Magic](http://asheron.wikia.com/wiki/Void_Magic) : Air
* [Fire Magic](http://asheron.wikia.com/wiki/Void_Magic) : Fire
* [Water Magic](http://asheron.wikia.com/wiki/Void_Magic) : Water
* [Earth Magic](http://asheron.wikia.com/wiki/Void_Magic) : Earth

**Master Skill List Breakdown**

MasterSkillList.Add(new Skill("Arcane Lore", 0, 2, 1, Skill.Category.LEARNED));

MasterSkillList.Add(new Skill("Salvaging", 0, -1, 1, Skill.Category.LEARNED));

MasterSkillList.Add(new Skill("Magic Defense", 0, 12, 1, Skill.Category.LEARNED));

//Weapon skills

MasterSkillList.Add(new Skill("One Hand Weapons", 4, 4, 0));

MasterSkillList.Add(new Skill("Two Hand Weapons", 8, 8, 0));

MasterSkillList.Add(new Skill("Finesse Weapons", 4, 4, 0));

MasterSkillList.Add(new Skill("Thrown Weapons", 4, 4, 0));

MasterSkillList.Add(new Skill("Missile Weapons", 6, 6, 0));

MasterSkillList.Add(new Skill("Dual Wield", 2, 2, 0));

MasterSkillList.Add(new Skill("Sneak Attack", 4, 2, 0));

MasterSkillList.Add(new Skill("Musical Instruments", 6, 6, 0));

//Utility skills

MasterSkillList.Add(new Skill("Deception", 4, 2, 0));

MasterSkillList.Add(new Skill("First Aid", 6, 4, 0));

MasterSkillList.Add(new Skill("Lock Pick", 6, 4, 0));

MasterSkillList.Add(new Skill("Melee Defense", 10, 10, 0));

MasterSkillList.Add(new Skill("Missile Defense", 6, 4, 0));

MasterSkillList.Add(new Skill("Shield", 2, 2, 0));

MasterSkillList.Add(new Skill("Animal Lore", 6, 12, 0));

MasterSkillList.Add(new Skill("Appraising", 4, 4, 0));

MasterSkillList.Add(new Skill("Poison Making", 4, 6, 0));

MasterSkillList.Add(new Skill("Subterfuge", 6, 6, 0));

MasterSkillList.Add(new Skill("Stealth", 6, 6, 0));

MasterSkillList.Add(new Skill("Talismans", 2, 4, 0));

MasterSkillList.Add(new Skill("Trinkets", 2, 4, 0));

//Magic skills

MasterSkillList.Add(new Skill("Mana Conversion", 6, 6, 0));

MasterSkillList.Add(new Skill("Life Magic", 12, 8, 0));

MasterSkillList.Add(new Skill("Death Magic", 16, 12, 0));

MasterSkillList.Add(new Skill("Fire Magic", 16, 12, 0));

MasterSkillList.Add(new Skill("Air Magic", 16, 12, 0));

MasterSkillList.Add(new Skill("Water Magic", 16, 12, 0));

MasterSkillList.Add(new Skill("Earth Magic", 16, 12, 0));

MasterSkillList.Add(new Skill("Item Enchantment", 8, 8, 0));

MasterSkillList.Add(new Skill("Creature Enchantment", 8, 8, 0));

}

//crafting skills

public void BuildCraftingSkills() {

MasterSkillList.Add(new Skill("Alchemy", 6, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Cooking", 4, 4, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Fletching", 4, 4, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Magic Item Tinkering", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Armor Tinkering", 4, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Weapon Tinkering", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Blacksmith", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Mining", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Forestry", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Butchery", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Carpentry", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Weaving", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Leatherwork", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Tailoring", 4, -1, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Jewelcrafting", 4, -1, 0, Skill.Category.UNAVAILABLE));

}

//secondary skills

public void BuildSecondarySkills() {

MasterSkillList.Add(new Skill("Cartography", 6, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Heraldry", 8, 8, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Navigation", 6, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Planetology", 6, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Shipwright", 4, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Siege Weapons", 4, 6, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Spacemanship", 4, 5, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Spelljamming", 12, 18, 0, Skill.Category.UNAVAILABLE));

MasterSkillList.Add(new Skill("Stonemason", 4, 6, 0, Skill.Category.UNAVAILABLE));

**Skill Costs**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Specialized** | | | **Advanced** | | **Learned** | |
| **Point** | Per Pt | Total XP | Per Pt | Total XP | Per Pt | Total XP |
| **1** | 23 | 23 | 58 | 58 | 81 | 81 |
| **2** | 32 | 55 | 80 | 138 | 112 | 193 |
| **3** | 41 | 96 | 102 | 240 | 143 | 336 |
| **4** | 50 | 146 | 124 | 364 | 174 | 510 |
| **5** | 59 | 205 | 146 | 510 | 205 | 715 |
| **6** | 68 | 273 | 168 | 678 | 236 | 951 |
| **7** | 77 | 350 | 190 | 868 | 267 | 1218 |
| **8** | 86 | 436 | 212 | 1080 | 298 | 1516 |
| **9** | 95 | 531 | 243 | 1323 | 338 | 1854 |
| **10** | 109 | 640 | 274 | 1597 | 383 | 2237 |
| **11** | 123 | 763 | 305 | 1902 | 428 | 2665 |
| **12** | 137 | 900 | 336 | 2238 | 473 | 3138 |
| **13** | 151 | 1051 | 367 | 2605 | 518 | 3656 |
| **14** | 165 | 1216 | 398 | 3003 | 563 | 4219 |
| **15** | 179 | 1395 | 429 | 3432 | 608 | 4827 |
| **16** | 193 | 1588 | 460 | 3892 | 653 | 5480 |
| **17** | 207 | 1795 | 491 | 4383 | 698 | 6178 |
| **18** | 221 | 2016 | 531 | 4914 | 752 | 6930 |
| **19** | 240 | 2256 | 571 | 5485 | 811 | 7741 |
| **20** | 259 | 2515 | 611 | 6096 | 870 | 8611 |
| **21** | 278 | 2793 | 651 | 6747 | 929 | 9540 |
| **22** | 297 | 3090 | 691 | 7438 | 988 | 10528 |
| **23** | 316 | 3406 | 731 | 8169 | 1047 | 11575 |
| **24** | 335 | 3741 | 771 | 8940 | 1106 | 12681 |
| **25** | 354 | 4095 | 811 | 9751 | 1165 | 13846 |
| **26** | 373 | 4468 | 851 | 10602 | 1224 | 15070 |
| **27** | 392 | 4860 | 900 | 11502 | 1292 | 16362 |
| **28** | 416 | 5276 | 949 | 12451 | 1365 | 17727 |

\*spec = 9 + int(level/9)\*5 + previous level

\*\*adv = 22 + int(level/9)\*9 + previous level

*Skill train levels max out at 100pts*