

55.2 Skills

	0	1	2	3	4	5	6	7	8	9	10
Adventuring skills ^A	0	125	250	375	500	625	750	875	1000	1125	1250
Alchemist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Armourer	600	300	800	1600	3000	5500	6200	7300	8800	10800	14000
Artisan	250	100	150	350	700	950	1500	1850	2500	3200	4000
Assassin	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100
Astrologer	400	150	500	1150	2050	3100	4400	5900	7500	9400	11500
Beast Master ^B	600	250	750	1650	2800	4300	5600	7350	9300	11400	13750
Courtier ^C	250	100	200	500	950	1450	2050	2800	3600	6300	8000
Healer	1000	400	1600	3500	5800	8400	11400	14700	18500	22500	26750
Herbalist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Languages	200	75	125	300	550	850	1350	1700	2250	2900	3500
Mechanician	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Merchant ^D	300	125	300	850	1400	2200	3400	4200	5300	6800	9500
Military Scientist	300	125	350	950	1500	2350	3100	4150	5400	6750	10000
Navigator	400	150	400	900	1550	2400	3350	4450	5750	7100	10500
Philosopher	1400	700	1400	2100	2800	3500	4200	4900	5600	6300	7000
Ranger	600	250	800	1650	2750	4100	5650	7350	9300	11400	13250
Spy ^E	500	200	600	1400	2400	3600	5000	6600	8400	10400	12600
Stealth	0	500	1000	1500	2000	2500	3000	3500	4000	4500	5000
Thief ^E	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000
Troubadour ^F	250	100	200	500	1050	1450	2100	2800	3900	4600	7000
Warrior	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100
Weaponsmith	600	300	800	1600	3000	5500	6200	7300	8800	10800	14000

Notes

A Adventuring skills includes Horsemanship, Climbing, Flying, Swimming and Knowledge. Orienteering is now the Artisan skill of cartographer. See the above table for Stealth. Knowledge is an adventuring skill which takes 4 weeks and 500ep to learn Rank 0. It cannot be Ranked beyond Rank 0.

B A beastmaster may acquire the ability to train additional types of creatures after they reach Rank 10 through the expenditure of additional EP. See Beastmaster (§35) for details.

C Depending on the characters’s personal characteristics, the courtier may pay 10% more, or maybe even 10% less, EP to rise in Rank. See Courtier (§36) for details. Once a courtier has reached Rank 10, they may expend 1000 extra EP per ability in order to gain additional abilities within the profession.

D After attaining Rank 10 the merchant may expend additional EP in expanding the list of areas of expertise. See merchant (§41) for details.

E If a character is more proficient thief than spy, then the cost to rise in Ranks in spying is halved, until the two Ranks are equal. The reverse is also true. See Spy (§46) or Thief (§47) for details.

F After attaining Rank 10 it is possible for the troubadour to add more abilities to their repertoire through the expenditure of 500 extra EP per ability. See Troubadour (§48) for details.

G Learning to use climbing claws has a one off cost of 1000 EP. Similarly, the use of ropes has a one off cost of 500 EP.

55.3 Characteristics

Stat	First Point	Extra Points
Fatigue	2500	2500
Endurance	5000	2500
Perception	1000	750
All others	5000	5000