

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
4	0 Armor Heavy	St+Ag+St	11	St			
-11	0 Plate Mail	St	11	St			
25	1 Armor Light	Ag+St+Ag	2/2/2	St			
28	1 Rigid Leather	St	2/2/2	St			
10	0 Soft Leather	Ag	2/2/2	St			
25	3 Armor Medium	St+Ag+St	10	St			
34	3 Chain Mail	St	10	St			
24	1 Artistic Active	Pr+Em+Ag	2/5	St			
9	0 Acting	SD	2/5	St			
9	0 Dancing	Ag	2/5	St			
9	0 Mimery	SD	2/5	St			
9	0 Mimicry	Me	2/5	St			
45	7 Play Instrument (flute)	Ag	2/5	St			
19	0 Poetic Improvisation	Me	2/5	St			10
9	0 Singing	Me	2/5	St			
19	0 Tale Telling	Me	2/5	St			10
9	0 Ventriloquism	SD	2/5	St			
5	0 Artistic Passive	Em+In+Pr	2/5	St			
-10	0 Music	Pr	2/5	St			
-10	0 Music	Pr	2/5	St			
-10	0 Painting	Ag	2/5	St			
-10	0 Poetry	Re	2/5	St			
-10	0 Sculpting	Ag	2/5	St			
16	1 Athletic Brawn	St+Co+Ag	4	St			
1	0 Athletic Games Brawn (*)	Ag	4	St			
1	0 Jumping	Ag	4	St			
1	0 Power Striking	St	4	St			
1	0 Power Throwing	St	4	St			
1	0 Weight Lifting	St	4	St			
16	1 Athletic Endurance	Co+Ag+St	3	St			
1	0 Athletic Games Endurance (*)	Co	3	St			
1	0 Distance Running	Co	3	St			
1	0 Rowing	St	3	St			
1	0 Scaling	St	3	St			
1	0 Sprinting	Qu	3	St			
22	2 Swimming	SD	3	St			
31	2 Athletic Gymnastics	Ag+Qu+Ag	3	St			
43	4 Acrobatics	Ag	3	St			
16	0 Athletic Games Gymnastics (*)	Co	3	St			
37	2 Climbing	St	3	St			
16	0 Contortions	SD	3	St			
16	0 Diving	Ag	3	St			
55	8 Flying / Gliding	In	3	St			
16	0 Juggling	In	3	St			
16	0 Pole-vaulting	Ag	3	St			
16	0 Rappeling	St	3	St			
16	0 Skating	Ag	3	St			
16	0 Skiing	Co	3	St			
16	0 Stilt Walking	Ag	3	St			
16	0 Surfing	Co	3	St			
16	0 Tightrope-walking	SD	3	St			
40	3 Tumbling	Ag	3	St			
15	0 Awareness Perceptions	In+SD+In	6	St			
19	4 Alertness	In	6	St			
15	0 Sense Ambush	Em	6	St			
15	3 Awareness Searching	In+Re+SD	1/5	St			
18	1 Detect Traps	In	1/5	St			
0	0 Lie Perception	Em	1/5	St			
21	2 Locate Hidden	In	1/5	St			

Bonus		Name	Stats	Cost	ST	Item	Spec	Spec
47	11	Observation	SD	1/5	St			
27	4	Poison Perception	Me	1/5	St			
27	4	Reading Tracks	SD	1/5	St			
0	0	Surveillance	SD	1/5	St			
33	6	Tracking	SD	1/5	St			
0	0	Awareness Senses	In+SD+In	3/7	St			
-15	0	Direction Sense	In	3/7	St			
-15	0	Reality Awareness	Em	3/7	Re			
-15	0	Sense Awareness (*)	Pr	3/7	St			
-5	0	Sense Awareness (Hearing)	Pr	3/7	St		10	
-15	0	Situational Awareness (*)	In	3/7	St			
-15	0	Spacial Location Awareness	Pr	3/7	Re			
-15	0	Time Sense	Em	3/7	Ev			
-4	0	Body Development	Co+SD+Co	8	St			
97	17	Body Development	Co	8	St		10	
14	0	Combat Maneuvers	Ag+Qu+SD	10	St			
-16	0	Mounted Combat	Em	10	St			
-16	0	Quickdraw	SD	10	St			
-16	0	Reverse Stroke (*)	Pr	10	St			
-16	0	Subdual	SD	10	St			
-16	0	Swashbuckling	Pr	10	St			
-16	0	Tumbling Evasion	Ag	10	Re			
-16	0	Two-weapon Combat (*)	SD	10	St			
17	2	Communications	Re+Me+Em	2/2/2	St			
2	0	Language Spoken (*)	Em	2/2/2	St			
32	5	Language Spoken (Common-spe	Em	2/2/2	St			
41	8	Language Spoken (Dwarvish)	Em	2/2/2	St			
29	4	Language Spoken (Elvish)	Em	2/2/2	St			
2	0	Language Written (*)	Em	2/2/2	St			
32	5	Language Written (Common-spe	Em	2/2/2	St			
35	6	Language Written (Dwarvish)	Em	2/2/2	St			
29	4	Language Written (Elvish)	Em	2/2/2	St			
2	0	Lip Reading	SD	2/2/2	St			
2	0	Magical Languages (*)	SD	2/2/2	Re			
2	0	Signaling	Me	2/2/2	St			
12	0	Crafts	Ag+Me+SD	4/10	St			
-18	0	Calligraphy	SD	4/10	St			
-18	0	Cooking	In	4/10	St			
-18	0	Drafting	SD	4/10	St			
-18	0	Fletching	In	4/10	St			
-18	0	Horticulture	Em	4/10	St			
-18	0	Leather-crafts (*)	SD	4/10	St			
-18	0	Metal-crafts (*)	In	4/10	St			
-18	0	Paper-making	SD	4/10	St			
-18	0	Rope Mastery	In	4/10	St			
-18	0	Scribing	SD	4/10	St			
-18	0	Service	SD	4/10	St			
-18	0	Sewing/weaving	In	4/10	St			
-18	0	Skinning	In	4/10	St			
-18	0	Stone-crafts (*)	In	4/10	St			
-18	0	Trapping	Em	4/10	St			
-18	0	Valet	SD	4/10	St			
-18	0	Wood-crafts (*)	In	4/10	St			
16	1	Directed Spells	Ag+SD+Ag	3	St			
43	9	Directed Spell (shock bolt)	Ag	3	St			
22	1	Influence	Pr+Em+In	2/6	St			
7	0	Bribery	In	2/6	St			
25	1	Diplomacy	In	2/6	St			
25	1	Duping	In	2/6	St			

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
7	0	Interrogation	SD	2/6	St		
7	0	Leadership	Pr	2/6	St		
7	0	Propaganda	Re	2/6	St		
7	0	Public Speaking	In	2/6	St		
25	1	Seduction	In	2/6	St		
25	1	Trading	SD	2/6	St		
21	3	Lore General	Me+Re+Me	1/3	St		
6	0	Culture Lore (*)	Me	1/3	St		
30	3	Fauna Lore (*)	Em	1/3	St		
33	4	Flora Lore (*)	Em	1/3	St		
6	0	Heraldry	Me	1/3	St		
6	0	History (*)	Me	1/3	St		
30	3	Own Culture Lore	Me	1/3	St		
30	3	Own Region Lore	Me	1/3	St		
6	0	Philosophy	In	1/3	St		
6	0	Region Lore (*)	Me	1/3	St		
6	0	Religion	Me	1/3	Ev		
22	1	Lore Magical	Me+Re+Me	2/5	St		
25	1	Artifact Lore	Me	2/5	St		
7	0	Circle Lore	Me	2/5	St		
34	4	Planar Lore	In	2/5	St		
25	1	Spell Lore	Me	2/5	St		
7	0	Symbol Lore	Em	2/5	St		
7	0	Undead Lore	Me	2/5	St		
7	0	Warding Lore	Me	2/5	St		
17	1	Lore Obscure	Me+Re+Me	3/7	St		
2	0	Demon/Devil Lore	Me	3/7	St		
26	3	Dragon Lore	Me	3/7	St		
41	8	Faerie Lore	Me	3/7	St		
2	0	Xeno-lores (*)	Me	3/7	St		
17	1	Lore Technical	Me+Re+Me	2/6	St		
78	33	Herb Lore	Me	2/6	Oc		
2	0	Lock Lore	Me	2/6	St		
2	0	Metal Lore	Me	2/6	St		
32	5	Poison Lore	Me	2/6	St		
2	0	Stone Lore	Me	2/6	St		
2	0	Trading Lore	Me	2/6	St		
27	4	Martial Arts Strikes	St+Ag+St	6	St		
12	0	Boxing	St	6	St		
12	0	Striking Degree 1	St	6	St		
12	0	Striking Degree 2	St	6	St		
12	0	Striking Degree 3	SD	6	St		
12	0	Striking Degree 4	SD	6	St		
12	0	Tackling	Qu	6	St		
8	0	Martial Arts Sweeps	Ag+St+Ag	6	St		
-7	0	Blocking	ST	6	St		
-7	0	Sweeps Degree 1	Ag	6	St		
-7	0	Sweeps Degree 2	Ag	6	St		
-7	0	Sweeps Degree 3	SD	6	St		
-7	0	Sweeps Degree 4	SD	6	St		
-7	0	Wrestling	SD	6	St		
41	1	Outdoor Animal	Em+Ag+Em	1/2	St		
26	0	Animal Handling (*)	Em	1/2	St		
26	0	Animal Healing (*)	Em	1/2	St		
26	0	Animal Mastery (*)	Pr	1/2	Re		
26	0	Animal Training (*)	SD	1/2	St		
26	0	Driving (*)	In	1/2	St		
26	0	Herding (*)	Em	1/2	St		
53	4	Riding (horse)	Em	1/2	St		

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36	3 Outdoor Environmental	SD+In+Me	1/2	St			
39	1 Caving	Me	1/2	St			
51	5 Foraging	Em	1/2	St			
51	5 Hunting	Em	1/2	St			
42	2 Star-gazing	Me	1/2	St			
42	2 Survival (forest)	In	1/2	St			
39	1 Weather Watching	In	1/2	St			
27	1 Power Awareness	Em+In+Pr	2/6	St			
53	2 Attunement	Pr	2/6	St		20	
12	0 Divination	In	2/6	Ev			
12	0 Power Perception	Pr	2/6	Re			
33	2 Read Runes	Me	2/6	St			
25	0 Power Manipulation	Em+In+Pr	4/10	St			
-5	0 Channeling	SD	4/10	Ev			
-5	0 Magic Ritual (*)	SD	4/10	St			
-5	0 Spell Mastery (*)	Pr	4/10	St			
-5	0 Transcend Armor	Pr	4/10	Re			
12	0 Power Point Development	In	4	St			
92	14 Power Point Development	-	4	St			
11	1 Science/Analytic Basic	Re+Me+Re	1/4	St			
-4	0 Basic Math	Re	1/4	St			
-4	0 Research	SD	1/4	St			
9	0 Science/Analytic Specialized	Re+Me+Re	6/14	St			
-21	0 Advanced Math	Re	6/14	St			
-21	0 Alchemy	In	6/14	St			
-21	0 Anthropology	Em	6/14	St			
-21	0 Astronomy	Pr	6/14	St			
-21	0 Bio-chemistry	In	6/14	St			
-21	0 Psychology	Pr	6/14	St			
-15	0 Self Control	SD+Pr+SD	5	St			
-30	0 Adrenal Balance	Ag	5	St			
-30	0 Adrenal Concentration	Pr	5	St			
-30	0 Adrenal Landing	Ag	5	St			
-30	0 Adrenal Leaping	St	5	St			
-30	0 Adrenal Quickdraw	Ag	5	St			
-30	0 Adrenal Quickness		5	St			
-30	0 Adrenal Speed	Qu	5	St			
-30	0 Adrenal Stabilization	SD	5	Re			
-30	0 Adrenal Strength	St	5	St			
-30	0 Cleansing Trance	SD	5	Re			
-30	0 Control Lycantrophy	SD	5	Re			
-30	0 Death Trance	SD	5	Re			
-30	0 Frenzy	SD	5	St			
-30	0 Healing Trance	Em	5	St			
-5	0 Meditation	SD	5	Ev		25	
-30	0 Mnemonics	Me	5	St			
-30	0 Sleep Trance	SD	5	St			
-30	0 Stunned Maneuvering	Pr	5	St			
10	0 Special Attacks	St+Ag+SD	10	St			
-20	0 Brawling	SD	10	St			
-20	0 Disarm Foe Armed (*)	Ag	10	St			
-20	0 Disarm Foe Unarmed (*)	Ag	10	St			
-20	0 Jousting	SD	10	St			
0	0 Special Defenses		40	St			
-30	0 Adrenal Defense	-	40	St			
-30	0 Adrenal Toughness	-	40	Re			
12	0 Spells Own Realm Closed Lists	In	4/4/4	St			
24	12 Calm Spirits		4/4/4	St			
12	0 Spells Own Realm Open Lists	In	4/4/4	St			

Bonus	Name	Stats	Cost	ST	Item	Spec	Spec
23	11	Light's Way	4/4/4	St			
25	13	Lofty Movements	4/4/4	St			
22	10	Lore	4/4/4	St			
12	0	Spells Own Realm Own Base Lists	In	3/3/3	St		
26	14	Animal Mastery		3/3/3	St		
25	13	Herb Mastery		3/3/3	St		
26	14	Nature's Lore		3/3/3	St		
26	14	Nature's Movement/Senses		3/3/3	St		
26	14	Nature's Protection		3/3/3	St		
26	14	Plant Mastery		3/3/3	St		
12	0	Spells Own Realm Training Package	In	4/4/4	St		
-18	0	Spell List ORTP (*)	-	4/4/4	Re		
-3	0	Subterfuge Attack	Ag+SD+In	10	St		
-18	0	Ambush	In	10	St		
-18	0	Silent Kill	In	10	St		
19	1	Subterfuge Mechanics	In+Ag+Re	8	St		
4	0	Camouflage	Em	8	St		
4	0	Counterfeiting	Re	8	St		
4	0	Disarm Traps	SD	8	St		
4	0	Disguise	Pr	8	St		
4	0	Forgery	Re	8	St		
4	0	Hiding Item	Re	8	St		
4	0	Pick Locks	Re	8	St		
4	0	Setting Traps	SD	8	St		
4	0	Trap Building	Re	8	St		
28	3	Use / Remove Poison	SD	8	St		
14	1	Subterfuge Stealth	Ag+SD+In	3	St		
23	3	Hiding	In	3	St		
-1	0	Pick Pockets	Pr	3	St		
32	6	Stalking	SD	3	St		
-1	0	Trickery	Pr	3	St		
6	1	Technical/Trade General	Re+Me+SD	3/7	St		
-9	0	Begging	Pr	3/7	St		
-9	0	First Aid	Em	3/7	St		
-9	0	Gambling	Pr	3/7	St		
-9	0	Mapping	SD	3/7	St		
-9	0	Operating Equipment	In	3/7	St		
-9	0	Orienteering	SD	3/7	St		
-9	0	Sailing	SD	3/7	St		
-9	0	Tactical Games	SD	3/7	St		
9	1	Use Prepared Herbs	Ag	3/7	St		
15	0	Technical/Trade Professional	Re+Me+In	8	St		
-15	0	Advertising	In	8	St		
-15	0	Architecture	In	8	St		
-15	0	Diagnostics (*)	Em	8	St		
-15	0	Dowsing	In	8	St		
-15	0	Drowsing	In	8	St		
-15	0	Engineering (*)	In	8	St		
-15	0	Mechanition (*)	Ag	8	St		
-15	0	Military Organization (*)	In	8	St		
-15	0	Mining (*)	In	8	St		
-15	0	Second Aid	Em	8	St		
-15	0	Surgery	Em	8	St		
15	0	Technical/Trade Vocational	Me+In+Re	5/12	St		
-15	0	Administration	Pr	5/12	St		
-15	0	Appraisal	Re	5/12	St		
-15	0	Boat Pilot (*)	Ag	5/12	St		
-15	0	Cartography	Re	5/12	St		
-15	0	Evaluate Armor	Re	5/12	St		

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-15	0	Evaluate Metal	Re	5/12	St			
-15	0	Evaluate Stone	Re	5/12	St			
-15	0	Evaluate Weapon	Re	5/12	St			
-15	0	Gimmickry	Re	5/12	St			
-15	0	Hypnosis	Em	5/12	St			
-15	0	Midwifery	Em	5/12	St			
-15	0	Navigation	Re	5/12	St			
25	2	Preparing Herbs	Ag	5/12	St			
-15	0	Preparing Poisons	SD	5/12	St			
-15	0	Siege Engineering	In	5/12	St			
-15	0	Tactics (*)	Re	5/12	St			
1	0	Urban	In+Pr+Re	4	St			
-14	0	Contacting	Re	4	St			
-14	0	Mingling	Ag	4	St			
-14	0	Scrounging	Re	4	St			
-14	0	Streetwise	Em	4	St			
21	1	Weapon 1-H Edged	St+Ag+St	7	St			
59	14	1-H Edged (short sword)	St	7	St			
8	0	Weapon Missile	Ag+St+Ag	9	St			
4	0	Weapon Pole Arms	St+Ag+St	20	St			
-11	0	Pole Arms (*)	St	20	St			
33	5	Weapon Thrown	Ag+St+Ag	6	Ev			
99	43	Thrown (dagger)	Ag	6	Oc			