

Type	Name	Cost	Prerequisite	Description
Racial Skills	+1 Strength	0 10	Hill Giant, Titan, Troll, Ogre, Tyrannus Northern Human, Dwarf, Orc, Dragoon, Mongrel	A PC with +1 Strength calls 1 extra point of damage and is able to walk at normal walking speed while carrying any of the smaller races. The PC must drag (half walking speed) any of the medium-sized creatures. The PC is unable to move any of the larger races.
	+2 Strength	15	+1 Strength and Hill Giant, Titan, Troll, Orc, Mongrel, Ogre, or Tyrannus	Purchasers of this skill gain an additional bonus to their natural strength, raising their total strength bonus to +2. A PC with +2 Strength calls 2 extra points of damage. S/he may now run with an unconscious PC of any of the smaller races, may walk at normal walking speed with any of the medium races, and are now able to drag a member of the large races.
	+3 Strength (Large Stature)	20	+2 Strength, Hill Giant, Titan, Ogre	A PC with +3 strength calls 3 extra points of damage. At this level of Strength the PC may now throw UNCONSCIOUS or WILLING members of the smaller races 5 feet. S/he may run with an unconscious member of the medium races and may walk at normal walking speed with an unconscious member of the larger races. Additionally a PC with +3 strength may throw a large stone (see weapon making rules) which has a base damage of 5 (base 2 + strength modifier).
	+4 Strength (Large Stature)	25	+3 Strength, Hill Giant, Titan	A PC with +4 Strength the PC calls 4 extra points of damage. At this level of strength the PC may throw UNCONSCIOUS or WILLING members of the smaller 10 feet. They may throw UNCONSCIOUS or WILLING members of the medium races 5 feet. And they may run at full speed with any member of the larger races. Additionally a PC with +4 strength may throw a small boulder (see weapon making rules) which has a base damage of 7 (base 3 + strength modifier).
	Ancestral Burglars	5	Nashon	Nashons who purchase this ability belong to a long line of Master Burglars. The spirits of their ancestors watch over them, allowing the Nashon to use any Mana Points he may possess to supplement his Skill Points when paying for the use of any Skulduggery Skill.
	Arctic Nature	0	Northern Human, Nashon	Northmen are native to the frozen north and do not suffer passive environmental damage from climates of extreme cold.
	Berserkerang	10	Northern Human, Orc	It takes one minute for one who has this skill to go berserk, which must be spend pacing back and forth, mumbling, barking, yelling and striking oneself. Once the berserker has successfully entered this rage, s/he gains several benefits: <ul style="list-style-type: none"> <li>o The Berserker can substitute any Skill Points s/he may possess for any Body Damage that he s/he sustains in combat.</li> <li>o The Berserker gains a +1 bonus to strength.</li> <li>o The Berserker becomes highly resistant to spells and monstrous abilities, and may resist ANY unbid majikal or monstrous effect in exchange for 5 Skill Points.</li> </ul> and disadvantages: <ul style="list-style-type: none"> <li>o The Berserker must continue to attack any visible target until s/he is rendered unconscious or killed. The Berserker will target enemies first, but if no enemy is immediately apparent, he will turn on his friends next, and if there are none, he will storm around and LOOK for something to kill and will attack on sight whomever or whatever s/he sees.</li> <li>o If no target becomes available after 1 minute, the Berserker ends.</li> </ul> Whenever a Berserkerang ends, the Berserker (if still alive) is immediately reduced to 0 Torso Body and UNCONCIOUS.
	Birth Band	0	Any Jan-I	This band allows the Jan-I to call their element as a tagline with any weapon they can use. The Jan-I suffer double damage, however, from the element which opposes this band. This band represents the actual lineage of the Jan-I. Jan have one element, Jin have two elements, Djinn have three elements.
	Call Element	5	Any Jan-I	The Jan is able to deliver a packet delivered attack using skill points to cause damage and the band element as the tagline (example 5 fire) 3 skill for Jan, 2 skill for Jin, 1 skill for Djinn.
	Claws	0 5	Mongrel Dragoon, Skink, Troll, Tyrannous	Claws are a natural attack that allows the race to use its razor like claws to deal damage. Since the claws are so hard and sharp they do not take damage upon them. Base damage for claws is one (1 claw)
	Crone's Curse	15	Female Vistani	This complex spell must has a required reagent: a personal item of the victim's. The Vistani woman fashions a crude facsimile of the victim. Once this is done the gypsy woman may curse the victim from a distance. The process for the curse to take effect is the same as in minor curse; however, the gypsy woman may use it without worry of a curse herself... just a mob of angry, superstitious peasants may try to tar and feather her.
	Desert Native	0	Any Jan-I	The Jan-I are native to the black sands of the inhospitable desert and do not suffer passive environmental damage from climates of extreme heat.
	Diurnal	0	Sulanni	All Sulanni take two points of torso damage each sunset, which cannot be healed in any fashion until sunrise
	Dwarven Smith	5	Dwarf	Many Dwarves have a knack for smithcraft, and any who purchase this skill receive one free retest during their use of any Smithing skill (Blacksmith, Armorsmith, Weaponsmith).
	Elemental Bloodline	0	Any Jan-I	All Jan-I are attuned to one or more of the desert elements: water/sea, fire/sun, earth/sand or air/storm. Jan have one element, Jin have two elements, Djinn have three elements.
	Elven Blood	0	Half-Elven Human	Allows the character the ability to purchase up to two Elven Racial Skills at their normal CP cost, which must be chosen from the appropriate racial skill list of their elven parent.
	Environmental Freedom	2	Mongrel	Some Mongrels are adapted to various environments. Purchasing this skill allows the character to possess water freedom, snow freedom etc.. A character may purchase up to three different environmental freedoms.

	Evil Eye	10	Female Vistani	Only a female gypsy with The Sight may purchase this skill. To use this skill, she will say "Evil Eye," expend 10 Skill Points and throw a fetish. If the fetish hits, the target is cursed and any test attempted while under the Evil Eye automatically fails on the first attempt. It may be retested if the PC has an appropriate source for a retest.
	Fast Learners	0	Southern Human, Northern Human, Vistani	The true strength of the Humans is that more than any other race, they are insatiably curious and value knowledge and learning just as highly as strength in arms. As such, all Humans receive +1 to their XP award each event.
	Fey Majik	0	Fey	Fey are naturally majikal beings and may learn any First Level Rote or Spell from any Majikal School without learning the normal prerequisite skills. Even the most warlike Fey is likely to know at least a few majikal spells. These spells are actually innate abilities developed by the Fey and may be cast even when the character does not have a free hand. The player must still strike the target with a fetish, if required. One 1 <sup>st</sup> level spell may be learned at character creation. If a Fey actually wants to learn higher majik in a school, s/he must purchase all the prerequisite skills for the school.
	Fiery Breath	10	Tyrannous	The Tyrannus may breath fire by expending Skill Points as packet-delivered fire-based damage in any increment. One skill for each point of fire damage thrown.
	Friend of the Forest	10	Yahari	Yahari may speak with any natural animal and invoke a friendly response from any natural animal by simply raising his or her palm, saying "Friend of the Forest," and expending 5 skill points. If the Yahari attacks a natural animal for any reason, it will no longer respect the Elf's claims of friendship, should s/he later attempt to use this ability.
	Good Aim	5	Hobbit, Nashon	Halflings who purchase this ability have a naturally good eye and may add +1 to their damage calls with any thrown weapon.
	Good Soul	5	Hobbit	Hobbits are naturally resistant to the corruption of the Tween. Hobbits who purchase this ability may substitute their Skill Points for any damage received from any inherently Evil source (bahle, undead, etc... see the Story Team to find out if there are other "evil" creatures around that you should be aware of), including spells and spell-like abilities which have the words Evil, Dark, Tween or Corruption in the verbal. Hobbits may also resist being involuntarily corrupted, controlled or tainted by inherently evil forces by expending 5 Skill Points.
	Hardy	5	Hobbit, Nashon	Halflings who purchase this ability may resist any disease by expending 5 Skill Points plus the Bid of the disease, if any.
	Hover	0	Fey	Fey are naturally winged creatures and rarely if ever set foot on the ground. As such they are totally immune to pit traps and falling damage and may use their wings (in role-playing situations ONLY) to circumvent many physical barriers by flying over them.
	Howl	10	Mongrel	This gives the Mongrel the ability to throw a packet-based fear attack in exchange for 10 Skill points.
	Ignore Damage Level 1	5	Dwarves, Mongrels, Orcs	Those who purchase this skill gain immunity to waylay. In addition, when a PC begins taking body damage in a location, any non-majikal damage equal to or under a character's Ignore Damage level is answered with the PC saying "No effect." The damage is not counted towards the damage total. For Level 1, the PC takes no damage from any non-majikal call of 1-damage. Ignore Damage only affects physical damage to the body, not the PC's armor. The PC may only say "No effect" when the attack has gone through their armor and starts to hit body. If the damage is even one point higher than the PC's Ignore Damage level, the PC takes full damage.
	Large Stature	0	Hill Giant, Titan, Troll, Tyrannus, Ogre	Characters may not use Tinkering and may not run—only lope.
	Legendary Craftsman	5	Titan	Titans have always held a special understanding of art and craftsmanship. As such, Titans who purchase this skill receive one free retest of any test relating to crafting any majikal or mundane item.
	Lobster Claw	5	Mongrel	Claw damage base 3.
	Mad Scientist	10	Gnome	Some Gnomes are so brilliant their inventions take on a seemingly majikal quality, bordering some would say on madness. A Gnomish Mad Scientist may use any Mana s/he may possess instead of Skill Points in constructing Tinkering Doohickeys. However, items created in this way tend to be... quirky.
	Major Mongrel Adaptation	15	Mongrel	There are many more possible adaptations for Mongrels than are currently listed here. You may present possible adaptations to the Story Team, and if approved, may be allowed to purchase them for your character.
	Minor Curse	5	Vistani	Any gypsy may purchase this skill. The gypsy knows how to curse someone who has done them wrong. The Vistani must say "I curse you (PC's Name or clearly indicated target)" three times loud enough for the victim to hear them. The curse always has an unknown (horrible) effect. The effect of this curse happens once the gypsy goes to the Oracle who will contact an available marshal. The marshal informs the victim of what effects of the curse upon him/her.  If the marshal feels that the Vistani used a curse for no good reason, the Vistani will find him/herself under a very similar curse.
	Minor Mongrel Adaptation	5	Mongrel	There are many more possible adaptations for Mongrels than are currently listed here. You may present possible adaptations to the Story Team, and if approved, may be allowed to purchase them for your character.
	Moderate Mongrel Adaptation	10	Mongrel	There are many more possible adaptations for Mongrels than are currently listed here. You may present possible adaptations to the Story Team, and if approved, may be allowed to purchase them for your character.
	Natural Thieves	5	Nashon	Nashons are scavengers and thieves by nature. Nashons who purchase this ability may make one free retest when using any Skullduggery skill.
	Nocturnal	0	Troll, Goblin, Orc, Ogre	Races who have this take two points of torso damage each sunrise, which cannot be healed in any fashion until sunset.
	Packrat	5	Goblin	Many Goblins are natural packrats and tend to... ahem... collect various random items and knick-knacks. Goblins who purchase this ability receive a small package of random items (craftables, reagents, small weapons and/or currency) at the beginning of every Rendezvous weekend.

	Poison Fangs	10	Mongrel	The Mongrel secretes acidic saliva, which may be spit. The Mongrel may expend his or her skill points as packet-delivered acid-based damage in any increment.
	Poisonous Gland	10	Dragoon	The Dragoon secretes acidic saliva, which may be spit. The Dragoon may expend his or her skill points as packet-delivered acid-based damage in any increment.
	Prophecy	10	Troll	Some Trolls are gifted with extraordinary powers of foresight. Trolls who have this ability may ask one question of the Oracle, once per weekend, and are guaranteed a truthful (if not complete or easily interpretable) answer. However, the Troll cannot directly reveal any knowledge gained in this way and may only respond to questions concerning it through riddles and vague references. Anyone abusing this power will have it removed permanently from the character sheet.
	Purebred Thunderhoof	5	Flatland Ogre	Cuts between-event travel time down to a third.
	Racial Memory	10	Mountain Ogre	The Mountain Ogre is able to channel the memories of dead ancestors. When this ability is used the Mountain Ogre may temporarily remember skills by expending the XP cost of the skill in personal mana. The memory and skill lasts until it is used or for 10 minutes. This ability may be used to duplicate any basic testable skill at level one.
	Read and Write	0	Southern Human, Hobbit, Gnome, Dwarf, Titan, Fey, Sulanni, Yahari, Goblin, Jan-I	The character was educated in the basics of reading, writing and ciphering at a young age.
	Regeneration—Herps	10	Skink, Dragoon, Tyrannus	Herps naturally regenerate damage done to them. Dragoons may convert Skill Points into Body Points (for themselves only). To do this, the Dragoon must find a sunny spot. S/he must then reach and remain in an uninterrupted state of concentration for 5 minutes, during which time s/he may regenerate Body Points from any available Skill Points.
	Regeneration—Trolls	15	Troll	Trolls naturally regenerate any damage done to them. Trolls may convert their Skill Points into Body Points (for themselves only). To do this, the Troll must remain in an uninterrupted state of concentration for 5 minutes, during which time he may regenerate any number of body points, providing s/he has the available skill points. If a Troll is reduced to -1 Body / the DYING status, the Troll will automatically begin to regenerate. If the Troll is not killing-blown, at the end of his/her five minute count, s/he will regenerate (assuming available Skill Points) instead of turning to dust.
	Resist Element	5	Any Jan-I	This skill allows the Jan-I to substitute Skill Points for any damage sustained from any of their band elements.
	Resistant to Charms	5	Sulanni, Yahari	May resist any unbid charm-based effect by expending 5 Skill Points.
	Resistant to Disease	5	Sulanni, Yahari	May resist any unbid disease-based effect by expending 5 Skill Points.
	Resistant to Majik	5	Dwarf	Dwarves who purchase this skill are particularly resistant to majik and may substitute their Skill Points for any damage delivered to them from a majikal source.
	Resistant to Sleep	5	Sulanni, Yahari	May resist any unbid sleep-based effect by expending 5 Skill Points.
	Runes of Protection	10	Northern Human	Many Northmen cover their bodies with ancient runes of protection, passed down from the time of the Ancestors. Northmen who purchase this ability may substitute any Mana Points they may possess for Armor Points when they are damaged in combat, as long as all exposed skin is covered in elaborate runes and markings.
	Scramble	10	Skink	Skinks are so agile that they may dodge one attack (identical to the Dodge skill, but without the needed prerequisites) in exchange from 15 Skill Points.
	See Beyond	10	The Sight, Female Vistani, Troll	The character must possess the Sight and have gained an in-game insanity in order to purchase this skill. Like the Sight, itself, See Beyond cannot be turned off. The PC's Sight has grown stronger, and s/he may not be blinded, even if their eyes are covered or ripped out. S/he is able to view auras as naturally as s/he views the physical world. If the insanity that enables the learning of this ability is ever cured, this skill (and the associated XP, don't forget) is removed from the character sheet.  Old gypsy women are often referred to as witches because of their ability to detect evil and see the future. Because of the constant bombardment by visions from the Tween, the female Vistani has grown numb to some of the lesser horrors. Although she is sees possessed creatures or PCs as they appear on the Tween, she may now also resist insanities caused by Tween visions at the cost of 5 Skill Points per resist.
	Sense Tween	10	Sulanni	Some Sulanni possess a limited ability to sense when the Tween is near. S/he cannot pinpoint where and doesn't actually see into the Tween but can "feel" it whenever there is a presence of the Tween (including bhale, living dead, Tween Touch, Tween Taint and dead spirits). To use the ability the Sulanni must raise his hand palm out and say "Sense Tween." If there is a presence which can be revealed by use of this ability, the marshal or player will acknowledge "yes."
	Small Stature	0	Hobbit, Nashon, Gnome, Fey, Goblin, Skink	Characters may not use two-handed weapons and cannot drag or otherwise move characters of a medium or large size using their own strength.
	The Sight	0 5	Troll Female Vistani	This skill is both a blessing and a curse. You are able to see any creature in the Tween, including spirits. Many female gypsies attend the CSM to train in the Life School because of this. Without the Sight, spirits are only visible on holy or unholy ground, but someone with the sight sees them all of the time.  The curse of possessing the Sight is that it cannot be turned off... no matter what is seen. The Tween is not a place for mortal eyes to gaze upon, and many an old gypsy woman has torn their eyes out because something a mortal was not meant to see or know wandered to close to her Sight. Most beings with this ability go mad (trolls for example are all said to be touched in the head) and die screaming and alone, begging for the visions to stop.

	Thick Fur	5	Mongrel	This skill gives the character an immunity to passive environmental effects
	Thick Skin	5	Hill Giant	Hill Giants are naturally tough, and many of them are able to ignore minor wounds due to their sheer size and toughness. Those who purchase this skill may substitute their Skill Points for any physical damage suffered.
	Thunderhoof	0	Flatland Ogre	The Ogre's personal mount—cuts between-event travel time in half.
	Tinkering Genius	5	Gnome	Gnomes who purchase this skill have a knack for tinkering and gain one free retest whenever they make a test based on the Tinkering skill.
	Troupe Underground	10	Goblin	It is widely known that Goblins maintain close contact with each other's Troupes, though exactly how they do this is unknown. Those who purchase this ability may take anything of worth that they come into possession of and may trade it to receive the cash value of that item. This process requires that the Goblin reach a predetermined point of contact (see the Oracle). The player must remain out-of-play for one full community enhancement shift, which upon completion they receive the base monetary worth of the item(s), and may return in-play at the same point from which they left. Also, a Goblin may instead use this time to receive a rumor, though the truth and/or usefulness of such rumors is suspect.
	Twitchy	0	Troll	Trolls are constantly exposed to visions of the Tween and must see the Oracle at the beginning of every Rendezvous weekend to be assigned a quirk, which effects their behavior.
	Water Freedom	0	Skink, Dragoon, Tyrannus	Herps are natural swimmers and may breathe and move without restriction in watery environments.
	Weapon of Choice	5	Southern Human, Northern Human, Dwarf, Sulanni, Yahari, Ogre	The character receives a +1 to damage when using the race's weapon of choice.
	Wings	5	Mongrel	Some Mongrels are naturally winged creatures and rarely if ever set foot on the ground. As such they are totally immune to pit traps and falling damage and may use their wings (in role-playing situations ONLY) to circumvent many physical barriers by flying over them
<b>General skills</b>	Health	3	None	A character's Health determines how much physical damage they can take. (Each point of damage a character receives deducts an Armor Point or Body Points.) Please refer to the Races section of the Character Creation chapter to determine the number of Body Points your race receives each time the Health skill is purchased.
	Arête	2	None	A character's Arête determines how much majikal energy can be manipulated. Please refer to the Races section of the Character Creation chapter to determine the number of Mana Points your race receives each time the Arête skill is purchased.
	Proficiency	2	None	The proficiency skill grants the character Skill Points that are used to determine how often or well the character is able to perform certain skills. If the skill you are using has a skill cost, this cost is paid for from your remaining Skill Points. Once a character is out of Skill Points, performing skills that have a skill cost is impossible. Please refer to the Races section of the Character Creation chapter to determine the number of Skill Points your race receives each time the Proficiency skill is purchased.
<i>Learning/ Employment</i>	Apprentice	0	A Profession's Journeyman or Master to be apprenticed to	This is someone who possesses the most basic level of knowledge and ability associate with a skill group. Apprentices may not teach any except general skills as they are still trying to get the hang of their profession, themselves. In order to learn a Profession skill, you must become apprenticed to a journeyman or master. Apprentice is a 0 XP skill. Becoming apprenticed to a master makes you eligible to earn the 1 bonus XP per event your master is allowed to award to 1 apprentice. Apprentice is also the prerequisite skill to becoming a journeyman, which allows you to teach others your profession.
	Journeyman	3	Apprentice	A journeyman is more advanced than an apprentice and has access to much of the more advanced knowledge and skills associated with a profession. A journeyman may teach up to three apprentices.
	Bard	2	None	The character knows how to play a musical instrument, sing, juggle or otherwise entertain people. You, the player, must really be able to play an instrument or entertain (see the Oracle). No attacks may be made on bards when performing in the designated performing area.
	Master Bard	10	Bard	This skill allows the character to gain 1 XP be delivering a public performance. (Only 1 XP may be earned per Rendezvous.) In order to gain this experience point, the player must sign up in advance for one of the Tavern's performance shifts (first come, first serve). The player must then show up (on time) and perform for at least 30 minutes. The Bard Marshall may disqualify anyone from this skill at any time if s/he feels that the performance was inadequate. Other stages for performance may be approved by the Bard Marshal.
	Employed	1	None	The character has some kind of job between events and earns 2 kingdom crowns at the start of every event.
<i>Gathering</i>	Scavenge	2	None	So much stuff to find, so little time! You are able to spot useful items when others see only junk. Prerequisite skill for Scrounge.
	Scrounge Levels 1 – 10	2 per level	Scavenge	Scrounge gives the PC the ability to find and gather a random type of reagent in the wild. For each shift the PC works at gathering s/he receives 1 random reagent per level of his/her skill instead of the normal the 20 each of Mana, Body and Skill Points regained. You may only use one resource-gathering skill per shift. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Gather Reagents Levels 1 - 10	2 per level	Alchemy Level 1 or Ritual Level 1	Scrounge gives the PC the ability to find and gather reagents for alchemy and rituals in the wild. For each shift the PC works at gathering s/he receives 2 reagents per level of his/her skill instead of the normal the 20 each of Mana, Body and Skill Points regained. You may only use one resource-gathering skill per shift. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Skinning	2	None	This skill allows the PC to gather any animal type reagents from a slain animal, IF AVAILABLE.
	Taxidermy	4	Skinning	This skill allows the PC to gather and preserve animal-type reagents from unnatural beasts (cryptids) IF AVAILABLE.

<i>Basic Healing</i>	Bandage	4	None	This skill allows a character to Treat an Unconscious or Dying PC. The character performing the Bandage skill must lightly touch the target PC, and begin a 1-minute count (Bandage 1, Bandage 2, Bandage 3, Bandage 4...etc.). The character must remain in an uninterrupted state of concentration while treating the injured PC. When the Bandage skill begins, the injured PC stops their Dying count. If the Bandage stops, the count resumes from where it left off. When the Bandage skill reaches 10, the injured PC resets his or her count, and if the Bandage stops after this point, the Dying PC restarts his or her count from 1. If the Bandage is successfully completed, a Dying PC becomes Unconscious (0 Body Points), and an Unconscious PC awakens (but does not regain any further Body Points). It takes two successful uses of this skill to take a PC from Dying all the way to Conscious. It expends one "use" of a Bandage to use this skill.
	Diagnose	6	Bandage	The PC holds the palm outward toward a specific location. The Diagnosing PC then has two options. With a brief examination (a 3-count... Diagnosing one, Diagnosing two, Diagnosing Three), the target tells what their Status is (dead, diseased, etc. and states how many body points are lost from the location). A thorough exam may be performed (lasting 1 minute), giving more specific information (body points from all locations, and causes of statuses Ex. Mummy Rot caused disease).
<i>Knowledge</i>	Gossip	2	None	You tend to pay attention to what everyone is saying these days. Prerequisite skill for Rumormonger.
	Rumormonger Levels 1 - 10	2 per level	Gossip	Rumormonger gives the PC rumors of what is going on depending on their level. Note—there is no guarantee that any rumor is necessarily true. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Prophecy	10	None	Prophecy allows characters a random chance to divine the future. Any PC with this skill should inform the logistics team at check in. If there have been any prophetic signs or portents, the player will be given a handout to read. The PC may role-play in a manner of his/her choosing how s/he receives the prophecy (reading the stars, tea leaves, dreams, etc.).
	Read and Write	4	None	This skill allows someone to know how to read and write in-game. Some races begin with this skill for free.
	Appraisal	6	Read and Write	This skill allows a PC to be able to determine a monetary value for gems, reagents and other in-play items. (See the Oracle.)
	Translation	2	Read and Write	The character has a knack with understanding languages. The character has a single chance to translate a page of a text for 5 skill points. Upon a successful test, the character may translate a page of text for 5 skill points. Possessing a Library allows a retest per level of the Library. Prerequisite skill for Sagecraft. The time it takes to translate the text is how long the PC takes to write down the translation from the Story Team copy of the text.
	Archaeology	3	Translation	Archaeology allows a PC to receive extra information on the history of a location or area if any is available. The PC may also receive hints and bits of in-play information for places or items such as ruins, artifacts or past cultures.
	Sagecraft Levels 1 - 10	2 per level	Translation	There are many tomes written in ancient and forgotten languages and few people out there to correctly translate them. This skill allows the PC to attempt to translate texts. The PC may also be able to figure out clues and hints written on crypt walls or simply discover what says exit and what says death. The difficulty of the text in question will govern how many skill points are required to translate it. The more ancient and difficult the text, the higher the skill points required to successfully translate it. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed. The time it takes to translate the text is how long the PC takes to write down the translation from the Story Team copy of the text.
	Cryptozoology	5	Sagecraft Level 1	Cryptozoology allows a PC to say to a monster "Crypto" and the creature will then reply with the name of the monster they are instead of giving a description. (Ex: Danlien the explorer comes across a creature. She then asks what do I see?" The monster then replies with "6 foot tall humanoid with green skin" leaving her unsure of the opponent's abilities. Since she has the Cryptozoology skill, she then says "Crypto" and the monster in question replies, "Orc.") Cryptozoology does not allow the PC to know any abilities of the creature or the history of the creature (that's what research is for).
<b>Fighter Profession Skills</b>	Bow	7	None	This skill gives the character the ability to use all bows, excluding crossbows but including tinker bows. Bow has a maximum pull of 20 lbs., and has a base damage of 6.
<i>Weapons</i>	Brawling	7	None	This skill gives the character the ability to use hand-to-hand combat. When purchased, brawling signifies that the PC has a basic understanding of a pugilist. Fists phys-reps must meet the same requirements as a small weapon with no cross guards and have a base damage of 1.
	Crossbow	7	None	This skill gives the character the ability to use all crossbows, including Tinker Crossbows. Crossbow has a maximum pull of 20 lbs and base damage of 6.
	Exotic Weapon	8	None	This skill gives the character the ability to use exotic weapons. Katana, halfling war widget, bastard sword, etc., all fall under the exotic weapon category. Weapons damage will be judged on a weapon-by-weapon basis, depending on the size of the weapon.
	Firearms	6	None	This skill allows the character to use tinkered firearms. Firearms have a base damage of 6.
	One-Handed Blunt	6	None	This skill gives the character the ability to use all blunt weapons that can be wielded in one hand. (Ex: maces, clubs, etc.)
	One-Handed Edged	6	None	This skill gives the character the ability to use all edged weapons that can be wielded in one hand. (Ex: longswords, axes, shorter spears, etc.)
	Quarterstaff	4	None	This skill gives the character the ability to use any staff or staff-like weapon.
	Small Weapons	0	None	This skill gives the character the ability to use all small weapons. Ex. daggers, saps, etc., and for maji, wands.
	Thrown Weapon	3	None	This skill gives the character the ability to use all handheld ranged weapons, including the thrown devices and formulas created by the Alchemy and Tinkering Skills. (Ex: Thrown daggers, javelins, shuriken, flame bombs, acid globes, etc.)

	Two-Handed Blunt	8	None	This skill gives the character the ability to use all blunt weapons that must be wielded with two hands. (Ex: mauls, trees, etc.) Two-handed blunt weapons are base damage 4.
	Two-Handed Edged	8	None	This skill gives the character the ability to use all edged weapons that must be wielded with two hands. (Ex. two-handed swords, two-handed axes, great spears, polearm, etc.)
	Blade Mastery	5	1-Handed Edged, 2-Handed Edged, Weapon Training Level 5	This skill gives the character the ability to use all edged weapons unless restricted by race. A character with this skill may use half of his/her highest Weapon Training level (round down) with any bladed weapon.
	Blunt Mastery	5	1-Handed Blunt, 2-Handed Blunt, Weapon Training Level 5	This skill gives the character the ability to use all blunt weapons unless restricted by race. A character with this skill may use half of their highest Weapon Training level (round down) with any blunt weapon.
	Melee Mastery	5	Weapon Training Level 10, Blunt or Blade Mastery	This skill allows the character to use half of their highest Weapon Training level damage with ANY melee weapon they pick up unless restricted by race.
	Ranged Mastery	5	Two weapons skills: Bow, Crossbow and/or Thrown Weapon; Weapon Training Level 10	This skill gives the character the ability to use all ranged weapons. A character with this skill may use half of his/her highest level Weapon Training (round down) with any ranged weapon.
	Weapon Master	5	Blade, Blunt, or Ranged Mastery; Weapon Training Level 10 in any weapon skill	A character with this skill may use all weaponry. A Weapon Master may use half of his/her highest level in any Weapon Training (round down) for any other weapon. A Weapon Master may award 1 XP to an apprentice. Apprentice must have a weapon skill to be eligible for the XP award.
<i>Weapon Training</i>	Weapon Training Levels 1 - 6	15	Any Weapon Skill	The PC must choose a specific hand to train in a specific weapon type (Ex: longsword, short sword, axe, etc.) Training adds an amount of damage dependant on level of training. Weapon Training Level 1 allows the player to call 1 extra point of damage when using the chosen weapon. Each additional training level allows the player to call an additional point of damage when using the chosen weapon.
	Weapon Training Levels 7 - 10	20	The previous level of Weapon Training	Weapon training continues at the cost of 20 build per level with the prerequisite being that the character attains the previous Weapon Training level in the chosen weapon. The maximum training that any character can master with a particular weapon is Level 10.
<i>Styles</i>	Shield (Style)	2	None	This skill allows the PC to use a shield, which may be used to block any damage that does not call the Massive tag line. If used to block a maneuver, it cancels that maneuver.
	Florentine (Style)	4	Shield, Weapon Training Level 1	Florentine allows the PC to use a normal or short-sized weapon in the primary hand and a small weapon in the off hand.
	Two Weapons (Style)	7	Florentine	The Two Weapons skill allows the PC to use a normal or short-sized weapon in the primary hand and a short or small weapon in the off hand.
	Exotic (Style)	15	Two Weapons, Exotic Weapon	The Exotic Style allows a person to use an unusual style or combination of weapons (such as spear/shortsword, two katanas, etc.)
	Style Mastery	10	Exotic Style	Style Mastery allows the PC to call half of his/her primary hand Weapon Training level bonus (round down) in the off hand.
<i>Maneuvers</i>	Disarm (Maneuver)	10	Weapon Training Level 2, Florentine	This skill allows the PC to say "Disarm (right or left) hand" and strike the target character or his/her weapon. The victim must drop the weapon unless a counter (like Parry) is used to void the Disarm. A PC must use 10 Skill Points to perform Disarm.
	Multistrike (Maneuver)	10	Weapon Training Level 2 in Thrown Weapon	The PC may throw three thrown weapons and call the accumulated damage. All three of the thrown weapons must be launched together and may not be thrown one-at-a-time. (Ex: Tryx has + 2 Weapon Training in Thrown Weapon. He decides he needs to kill the lizardman coming at him. He may then throw 3 throwing daggers. As long as at least one dagger hits his opponent, he may call a 9-damage tagline once.) A PC must use 5 Skill Points to perform Multistrike.
	Parry (Maneuver)	10	Weapon Training Level 2	Parry allows the PC to counter any maneuver or source of physical (weapon or claw) damage unless otherwise stated. The PC must try to block the blow and say "Parry." A Parry will negate the effect of any other maneuver. This skill does not affect damage from ranged weapons or maneuvers with the Massive tag line. A PC must use 5 Skill Points to perform a Parry.
	Ranged Parry (Maneuver)	10	Weapon Training Level 2 in a Fist.	The PC is able to parry ranged weapon attacks. The PC says "Ranged Parry" and any damage coming from a ranged source is blocked. This skill does not work if the Massive tagline is being used. A PC must use 5 Skill Points to perform a Ranged Parry. This ability does not work if the character is holding a weapon.
	Shield Block (Maneuver)	7	Weapon Training Level 2, Shield Skill	The Shield Block skill allows the PC to counter any maneuver or source of physical damage unless otherwise stated. The PC must try to block the blow with their equipped shield and say "Shield Block." A shield block will negate the effect of any other maneuver. This skill does not affect maneuvers with the Massive tag line but is effective against ranged weapons (not spells). A PC must use 5 Skill Points to Shield Block.
	Sweeping Blow (Maneuver)	10	Weapon Training Level 2 in Brawling, claw or quarterstaff	When used the PC states "Sweeping Blow" and calls full weapon damage. This skill does not work on characters with wings. If the damage overcomes the opponent's Ignore Damage level, the victim must fall to the ground and stay there for a three count before getting up. A PC must use 10 Skill Points to perform a Sweeping Blow.
	Mighty Blow (Maneuver)	10	Weapon Training Level 2 in a chosen weapon	Mighty blow allows the PC to call double the normal weapon damage for three consecutive swings. The PC must call the Mighty Blow tagline and then call the doubled damage for the next three swings, whether or not they connect. It costs 10 Skill Points to perform a Mighty Blow.

	Mortal Blow (Maneuver)	20	Mighty Blow, Weapon Training Level 5 in a weapon	This skill allows the PC to deliver a mortal wound to an opponent. Whenever this skill is used the PC calls "Mortal Blow" and attempts to strike the target. If the attack hits, the target is wounded in such a way, that he or she will fall down dead (reduced to -1 Body points and the DYING status). The PC must use 15 Skill Points to perform a Mortal Blow.
	Crushing Blow (Maneuver)	20	Stunning Blow, Weapon Training Level 8 in a blunt weapon	This skill allows the PC to render his opponent unconscious with a powerful blow. Whenever this skill is used, the PC calls "Crushing Blow" and attempts to strike the target. If the attack hits, the Target is reduced to 0 Torso Body points and is rendered Unconscious. The PC must use 15 skill points to perform a Crushing Blow.
	Stunning Blow (Maneuver)	15	Mighty Blow, Weapon Training Level 5 in a blunt weapon	Stunning Blow will stun an opponent for a 15-count. The attacking character calls "Stunning Blow." Stunned opponents may not use any skills and may only move at walking speed, though they are not considered "helpless" and may still resist being killing-blown. The PC must use 15 Skill Points to perform a Stunning Blow.
	Severing Blow (Maneuver)	15	Mighty Blow, Weapon Training Level 5 in 2-handed edged weapon	Whenever this skill is used the PC calls "Severing Blow" and must strike the target in either an arm or a leg. Whatever limb is struck is Severed. If a leg is severed, the victim must fall to the ground. If an arm is severed, the victim is unable to use that arm was severed and drops anything in that hand. A Majus without majikal combat training must have both arms in order to cast Spells. The limb remains Severed until the victim receives majikal or alchemical healing that restores limbs. The PC must use 15 Skill Points to perform a Severing Blow.
	Decapitate (Maneuver)	25	Severing Blow, Weapon Training Level 8 in an edged weapon	This skill allows the PC to strike his opponent dead with a powerful blow, removing his or her head. Whenever this skill is used, the PC calls "Decapitate" and attempts to strike the target. If the attack hits, the Target is immediately reduced to the Spirit Status (yes, this skill dusts the target!). The PC must use 15 skill points to perform a Decapitate. This skill bypasses armor.
<i>Armor Skills</i>	Wear Light Armor	3	None	This skill allows characters to wear light armors (base 5) as long as they have a phys-rep for the armor (see armor rules).
	Wear Medium Armor	5	Wear Light Armor	This skill allows characters to wear medium armors (base 10) as long as they have a phys-rep for the armor (see armor rules).
	Wear Heavy Armor	7	Wear Medium Armor	This skill allows characters to wear heavy armors (base 15) as long as they have a phys-rep for the armor (see armor rules).
	Layer Armor	5	Wear Medium Armor	Allows the character to wear two types of armor in a hit-location. One armor piece must be lighter than the other, and the character must possess the skills to wear both types of armors. The full value of both armors, including any bonuses for good costume, is combined to determine the armor points in the hit-location.
<b>Skulduggery Profession Skills</b>	Chicanery	10	Rumor Monger Level 10	The PC may lie like a rug in-play—even against spells and spell-like abilities. The PC doesn't have to inform the target that s/he has the Chicanery skill; s/he simply doesn't have to tell the truth unless s/he wants to.
	Huntsman	2	None	You've learned to hunt in the woods. Prerequisite skill for Tracking.
	Tracking Levels 1 – 10	2	Huntsman	Tracking gives the PC a chance to follow where someone is going or determine that s/he has someone following his/her own trail. This skill is for either between-game or marshaled encounters only. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
<i>Burglary</i>	Stealth	2	None	You are better at sneaking than most others you know. Prerequisite skill for Evasion. Also gives you one free retest for Evasion.
	Evasion Levels 1 - 10	2 per level	Stealth	Evasion gives the PC a chance to cover his/her trail and to ensure s/he can not be followed. This skill is for either between-game or marshaled encounters only. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Pass without Trace	2	Evasion Level 2	Rangers, Druids and Naturalists, while in their declared domains, are virtually impossible to track. The Pass without Trace skill allows the Ranger or Druid/Naturalist to treat all Tie Results as Failures when someone is attempting to Track him or her.
	Pick Locks Levels 1 – 3	2	Owning a set of Lock Picks, Tinkering Level 1	This skill allows the PC to attempt to pick in-game locks. The level of Pick Locks is the number used to test against a lock's difficulty. You must have a set of lock picks in order to attempt to pick a lock. This skill may only be used in marshaled encounters. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Pick Locks Levels 4 – 6	4	Previous level of Pick Locks	See above.
	Pick Locks Levels 7 – 9	6	Previous level of Pick Locks	See above.
	Pick Locks Level 10	8	Previous level of Pick Locks	See above.
	Set/Disarm Traps Levels 1 – 3	2	Tools, Tinkering Level 3	This skill allows the PC to attempt to set and disarm in-game traps. The level of Set/Disarm Traps skill is the number used to test against a trap's difficulty. You must have a set of tools in order to attempt to set or disarm a trap. (See Tinkering for more information on Traps.) This skill may only be used in marshaled encounters. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Set/Disarm Traps Levels 4 – 6	4		See above.
	Set/Disarm Traps Levels 7 – 9	6		See above.
	Set/Disarm Traps Level 10	8		See above.
<i>Attacks</i>	Waylay	8	Small Weapon skill	Waylay allows the PC to make a surprise attack that stuns the victim and causing him/her to fall unconscious for 5 minutes. Waylay may only be performed with a small weapon or a one-handed weapon. The PC walks up behind the victim and taps the shoulder blade lightly while saying "Waylay." If the PC is wearing a helm or if they are wearing heavy Torso armor the Waylay does not work. A PC must use 5 Skill Points to perform Waylay.

	Sneak Attack Training Levels 1 - 6	15	1-handed edged weapon, Waylay	A Sneak Attack is only useable when hitting a target in the back Torso. Attacks from the side or front do not count. You also cannot hit someone in the back from the front. Training in Sneak Attack must be chosen in the right or left hand but may be used with any one-handed edged weapon. Sneak Attack Training Level 1 allows the PC to call 2 extra points of damage. Damage calls will increase at the rate of two extra points per called for every level purchased.
	Sneak Attack Training Levels 7 - 10	20	Previous level of Sneak Attack Training	Sneak Attack Training continues at the cost of 20 build per level with the prerequisite being that the character attains the previous Sneak Attack Training level in the chosen weapon. The maximum training that any character can master with a particular weapon is Level 10. Damage calls, as before, increase by 2 for each level purchased.
<i>Maneuvers</i>	Backstab (Maneuver)	10	Sneak Attack Training Level 2	Backstab must always begin from the back of the intended victim. Backstab allows the PC to call double the normal sneak attack weapon damage for three consecutive swings to the back of the Torso. The PC calls Backstab and then calls the doubled damage for the next three swings, regardless of whether they connect. A PC must use 5 Skill Points to perform Backstab.
	Escape (Maneuver)	10	Sneak Attack Training Level 2	The PC may Escape from any non-majikal restraint (shackles, ropes, chains etc.). The player gives a 3-count (escaping one, escaping two, etc.) and at the end says "Escape" and is free of the bonds. A PC must use 5 Skill Points to perform Escape.
	Dodge (Maneuver)	20	Escape, Sneak Attack Training Level 8	The PC may avoid the effects of one packet-delivered or weapon-delivered (including thrown) attack. The player says "Dodge" and suffers no effect from the avoided attack. This skill may not be used to avoid area of effect attacks. This skill may not be used if the PC is wearing heavier than light armor. A PC must use 15 Skill Points to perform Dodge.
	Take One For The Team	5	Dodge	If anyone within arm's reach is struck by a spell or blow, the PC has 3 seconds to reach up and touch the intended target and say "Block." The PC then takes the effect of the spell or attack instead of the intended victim. This skill may not be used to save someone from area-of-effect attacks or traps. A PC must use 5 Skill Points to perform Take One For The Team.
	Master Thief	10	Escape, Sneak Attack Training Level 10	Each time the Master Thief skill is used one cabin defense is automatically avoided. Before the thief enters the cabin, keep etc., s/he must give a marshal the points for the number of times s/he intends to use the skill. The uses begin when the burglar enters the cabin, and the burglar cannot spend more points on this skill until s/he is again outside the cabin. If the total uses are not expended before the burglar leaves the cabin, the proficiency points are lost. (This is why many rogues will case a place first and get to know the people who live there.) A PC must use 25 Skill Points to perform the Master Thief skill. A Master Thief may award 1 XP to an apprentice. Apprentices must have the Escape skill to be eligible for the XP award.
	Poisoning	3	Alchemy Level 2	This skill allows the character to use poisonous substances created by the Alchemy Skill (blade poisons, mixing ingested poisons into food, loading gas poisons into bombs and traps, etc.).
	Master Assassin	10	Sneak Attack Training Level 10, Poisoning	Master Assassin allows the PC to say "Assassinate" and strike a victim in the BACK with a slashing or piercing melee weapon. The victim goes directly to the Dead status and cannot use the Parry skill, Dodge skill or have someone else Take One For The Team. A PC must use 25 Skill Points to perform the Master Assassin skill. A Master Assassin may award 1 XP to an apprentice. Apprentice must have Waylay to be eligible for the XP award.
<b>Science Profession Skills</b>	Crate	10	Level 5 in any Alchemy, Blacksmith, Surgery, or Tinkering	The PC receives a sizable envelope of random items when (and if) the Stage Coach arrives at the Rendezvous.
<i>Alchemy</i>	Mixing	2	None	This skill allows an alchemist to try different combinations of reagents with different formula to achieve new results. This is the first skill a PC must learn to become an alchemist.
	Alchemy Levels 1 – 3	2	Mixing	Alchemy is the skill of transforming reagents through scientific means rather than majikal. Alchemists often partner with maji, especially Artifice maji, in the creation of items. The plans an alchemist uses for creation are called formulas. The level of Alchemy the PC has learned is the number used for tests. An alchemist may always attempt a higher level formula but risks things going horribly awry. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Alchemy Levels 4 – 6	4	Previous Level of Alchemy	See above.
	Alchemy Levels 7 – 9	6	Previous level of Alchemy	See above.
	Alchemy Level 10	8	Previous level of Alchemy	See above.
	Master Alchemist	10	Alchemy Level 10	The alchemist is known far and wide for his/her abilities and the potions created are highly sought after. A Master Alchemist may award 1 XP to an apprentice, who must have the Mixing skill to be eligible for the XP award.
	Identify Substance	2	Alchemy Level 2	This skill may be used to determine what material a weapon is made out of, what types of gems an item may have on it or what that green goo bubbling out of the ground is. The difficulty to identify the substance in question will govern how many skill points it takes to identify it. The more complex the substance, the higher the bid of skill points required to successfully identify it. If the PC bids fewer skill points than are required, the Identification attempt fails.
	Resistance to Poison Type	10	Alchemy Level 8	"During my travels I have built up a resistance to Iocane powder." Through long years of sipping a certain type of poison you have built up immunity to it. You may learn a single immunity to ONE poison that you know and are able to create.
<i>Blacksmith</i>	Metallurgy	2	None	This skill allows a smith to try different combinations of metals with different schematics to achieve new results. This is the first skill a PC must learn if s/he wants to become a blacksmith.

	Blacksmith Levels 1 – 3	2	Metallurgy	Found in every town, shire, war tribe or troupe, a blacksmith is a center personality for most communities and often sits on the town council as a highly respected member of the community. Blacksmith is the forging items through scientific means rather than majikal. Blacksmiths often partner with maji, especially Artifice maji, in the creation of items. The plans a smith uses for creations are called schematics. The level of Blacksmith the PC has learned is the number used for tests. A smith may always attempt a higher level schematics but risks things going horribly awry. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Blacksmith Levels 4 – 6	4	Previous level of Blacksmith	See above.
	Blacksmith Levels 7 – 9	6	Previous level of Blacksmith	See above.
	Blacksmith Level 10	8	Previous level of Blacksmith	See above.
	Master Smith	10	Blacksmith Level 10	The blacksmith is known far and wide for his/her abilities and the weapons and armor created are highly sought after. A Master Alchemist may award 1 XP to an apprentice, who must have the Metallurgy skill to be eligible for the XP award.
	Mining Levels 1 – 10	2 per level	Blacksmith Level 1	Mining gives the PC the ability to find and gather blacksmith reagents. For each shift the PC works at gathering s/he receives a 2 reagents per level of his/her skill instead of the normal the 20 each of Mana, Body and Skill Points regained. You may only use one resource-gathering skill per shift. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
<i>Surgery</i>	Surgery Levels 1 – 2	4	Diagnose	Like most skills surgery has a rank of 1-10. It has skills at each level that are called “remedies”. At each level of Surgery a PC may choose one remedy to learn unless the level contains a remedy that is automatically learned. In that case, that remedy reflects some basic abilities of surgeons and is the one that must be chosen. Other remedies must be found in play. Surgery is not a majikal or spiritual path and requires no mana or faith to perform, surgery runs off of skill points and bandages... lots of bandages. Amongst the population of the world surgery is a new science. Many do not trust it and prefer their local priest to take care of their woes. Out of all the races Humans accept the science of surgery more than any other.
	Surgery Levels 3 – 4	6	Previous level of Surgery	See above.
	Surgery Levels 5 – 6	8	Previous level of Surgery	See above.
	Surgery Levels 7 – 8	10	Previous Level of Surgery	See above.
	Surgery Levels 9 – 10	12	Previous Level of Surgery	See above.
	Master Surgeon			The Surgeon is known far and wide for his/her skills and remedies to heal the wounded. A Master Surgeon may award 1 XP to an apprentice, who must have the Diagnose skill to be eligible for the XP award.
<i>Tinkering</i>	Rigging	2	None	This skill allows the PC to try different combinations of reagents with different doohickeys to achieve new results. This is the first skill a PC must learn if s/he wants to become a tinker.
	Tinkering Levels 1 – 3	2	Rigging	Many tinkers scoff at maji, not as an unproven force or charlatan, but because the powers of majik can be channeled and controlled just as easily through science. Tinkering is the skill of creation through scientific means rather than majikal. Many tinkers scoff at maji—not as an unproven force or charlatans but that the powers of majik can be channeled and controlled just as easily through science. The plans a tinker uses for his creations are called Doohickeys. Tinkering comes in levels 1 through 10. The level of Tinkering the PC has learned is the number used for tests. A tinker may always attempt a higher formula but risks things going horribly awry. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed.
	Tinkering Levels 4 – 6	4	Previous level of Tinkering	See above.
	Tinkering Levels 7 – 9	6	Previous level of Tinkering	See above.
	Tinkering Level 10	8	Previous level of Tinkering	See above.
	Master Tinker	10	Tinkering Level 10	The tinker is known far and wide for his/her abilities and items created are highly sought after. A Master Tinker may award 1 XP to an apprentice, who must have the Rigging skill to be eligible for the XP award.
	Forgetful	2	None	You know you have just the thing to help your Tinkering... if only you could find it! Prerequisite skill for Packrat.
	Packrat Levels 1 - 10	2 per level	Forgetful	This skill gives the tinker the ability to find common reagents once s/he remembers where s/he put them. For each shift the tinker works at searching through his/her stuff (community enhancement) s/he receives 2 random common reagents. You may only use one resource gathering skill per shift. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed. Increased levels may allow the packrat to find better reagents.
<b>Maji Profession Skills</b>	Maji Blood	15	Purchased during character creation only	All races possess some small amount of majikal potential... enough for Low/Hedge Majik and Gawd Majik. However, the talent needed to cast True Majik, or High Majik (6 <sup>th</sup> and above level spells), is reserved for those characters possessing this special heritage.
	Sense Majik	2	Maji Blood	This skill allows a character with the background Maji Blood to examine any object or creature and determine if it radiates a majikal aura. To use this skill, place your hand within a few inches of the subject and say "Sense Majik." No specific information as to the specific type or intensity of majik present on the subject is provided—only the presence of majik is detected with this skill.

	Master Majus	10	A 9 <sup>th</sup> level spell in any school	The majus has learned the inner and outer workings of complex majik. A Master Majus may award 1 XP to an apprentice, who must have at least one first level spell skill to be eligible for the XP award. The PC may also submit a spell to the Story Team and, if it is approved, will be told what s/he must do in-play to create this spell. Once this deed is accomplished s/he will be able to bring the spell into play and name it what s/he wishes (must be approved). The PC may only submit one spell at a time and must wait until the Story Team's decision before submitting another one. Please note that submitting a spell does NOT mean that the spell will be automatically approved as is. This ability works solely at the Story Team and Management's decision.
<i>Combat</i>	Battle Majus	5	A First Level spell from any School	This skill allows the majus to wear medium armors and still be able to cast spells. XP must still be used to purchase the skill Wear Medium Armor.
	Combat Majus	10	Battle Majus	The majus does not need both hands free to cast. S/he still needs one to hold the wand or staff, but may have a weapon or shield in the other.
	Panzer Majus	15	Combat Majus	This skill allows the majus cast spells without the use of a wand or staff. The majus may also wear heavy armors and still cast spells. XP must still be used to purchase the skill Wear Heavy Armor.
	Kata Majus	20	Panzer Majus	This skill allows the majus to continue casting even when taking damage.
<i>Arcane Majik</i>	Scholar	5	None	A character who is a scholar is familiar with the basic principles of learning and is dedicated to the study of Arcane majiks. Prerequisite skill for the School of Arcane Majik.
	School of Arcane Majik Levels 1 – 2	6	Scholar	The Arcane School is that of the scholarly wizard or scribe. The spells of this school include primarily the study and manipulation of Majik, itself, as well as certain basic rituals and spells that are needed by all maji. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Arcane Majik Levels 3 – 4	8	Previous level of School of Arcane Majik	See above.
	School of Arcane Majik Levels 5 – 6	10	Previous level of School of Arcane Majik	See above.
	School of Arcane Majik Levels 7 – 8	12	Previous level of School of Arcane Majik	See above.
	School of Arcane Majik Level 9	15	Previous level of School of Arcane Majik	See above.
	Ritual Levels 1 – 2	2	School of Arcane Majik Level 5	Ritual is the science of majikal casting using various components such as reagents, recipes, etc. to create a pre-determined majikal result using scientific study in addition to majikal force. Hedge wizards or maji, often of the Artifice school are typical ritual experts. The plans a ritualist uses for creation are called rituals. The level of Ritual the PC has learned is the number used for tests. A ritualist may always attempt a higher level formula but risks things going horribly awry. A character may purchase up to 10 levels in this skill: the previous level is the prerequisite for the purchase of the current level needed. The ritual skill is also used to create scrolls that can be used by anyone who possesses School of Arcane Level 1 and knows the Read Majik spell. In order to create the scroll, the ritualist must use the appropriate number of Skill Points for the scroll being created along with providing the necessary mana to cast the spell into the scroll.
	Ritual Levels 3 – 4	4	Previous level of Ritual	See above.
	Ritual Levels 5 – 6	6	Previous level of Ritual	See above.
	Ritual Levels 7 – 8	8	Previous Level of Ritual	See above.
	Ritual Levels 9 – 10	10	Previous Level of Ritual	See above.
	Master Ritualist	10	Ritual Level 10	The ritualist is known far and wide for his/her abilities and the potions created are highly sought after. A Master Ritualist may award 1 XP to an apprentice, who must have School of Arcane Majik Level 5 to be eligible for the XP award.
<i>Artifice Majik</i>	Artificer	5	None	The character is skilled in the crafting of magical items. Prerequisite skill for the School of Artifice majik.
	School of Artifice Majik Levels 1 – 2	6	Artificer	The School of Artifice is the school of creation (and also destruction). Artifice specialists, called Artificers, use their majik to create wondrous majikal devices and tools. Many maji dabble in this school, as even the lesser rituals of this school can be of great usefulness. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Artifice Majik Levels 3 – 4	8	Previous level of School of Artifice Majik	See above.
	School of Artifice Majik Levels 5 – 6	10	Previous level of School of Artifice Majik	See above.
	School of Artifice Majik Levels 7 – 8	12	Previous level of School of Artifice Majik	See above.
	School of Artifice Majik Level 9	15	Previous level of School of Artifice Majik	See above.

<i>Necromancy Majik</i>	Stillborn	5	Special—1 Death Count	This skill represents that the character has had a close brush with Final Death. Many young necromancers are chosen due to the fact that they were born dead and then revived in some fashion. Prerequisite skill for the School of Death majik. If this skill is learned in initial character creation, a Death Token is added to the PC's initial death count. After initial character creation, this skill may only be learned after the character has acquired at least one Death Token. Please note that constant contact and exposure to the energies of the Tween tends to corrupt the physical body. Most necromancers develop one or more debilities throughout their career (some temporary, some permanent), and some of the more powerful necromantic rituals are almost certain to leave a permanent mark on the caster. *Friendly Advice* Please be aware that the setting of this campaign is NOT conducive to characters who wish to deal with the creatures of the Tween. We are not saying that you cannot make a deal with a Tween creature, but if you do, be prepared to accept the almost guaranteed negative consequences of that action.
	School of Necromancy Majik Levels 1 – 2	6	Stillborn	The original students of the School of Necromancy were actually healers, who dedicated themselves to protecting the Realm of the Living from the predations of the Tween. Specialists in this school today, however, are called Necromancers. Most necromancers use their skills and spells to protect the Realm of the Living. Some few try to use their majik for personal gain and power through dealing with the spirits of the dead and the creatures of the Tween. These fallen necromancers tend not to last very long. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Necromancy Majik Levels 3 – 4	8	Previous level of School of Necromancy Majik	See above.
	School of Necromancy Majik Levels 5 – 6	10	Previous level of School of Necromancy Majik	See above.
	School of Necromancy Majik Levels 7 – 8	12	Previous level of School of Necromancy Majik	See above.
	School of Necromancy Majik Level 9	15	Previous level of School of Necromancy Majik	See above.
<i>Elemental Majik</i>	Attunement (Air)	5	None	All elemental majik is attuned to one of the four elements. Attunement (Air) allows the elementalists to throw the air-based versions of all elemental spells. Prerequisite skill for the School of Elemental (Air) Majik. An elementalist may adopt more than one of these attunements and substitute the elements that known into spells at will.
	Attunement (Earth)	5	None	Description: All elemental majik is attuned to one of the four elements. Attunement (Earth) allows the elementalists to throw the earth-based versions of all elemental spells. Prerequisite skill for the School of Elemental (Earth) Majik. An elementalist may adopt more than one of these attunements and substitute the elements that known into spells at will.
	Attunement (Fire)	5	None	All elemental majik is attuned to one of the four elements. Attunement (Fire) allows the elementalists to throw the fire-based versions of all elemental spells. Prerequisite skill for the School of Elemental (Fire) Majik. An elementalist may adopt more than one of these attunements and substitute the elements that known into spells at will.
	Attunement (Water)	5	None	All elemental majik is attuned to one of the four elements. Attunement (Water) allows the elementalists to throw the water-based versions of all elemental spells. Prerequisite skill for the School of Elemental (Water) Majik. An elementalist may adopt more than one of these attunements and substitute the elements that known into spells at will.
	School of Elemental Majik Levels 1 – 2	6	Attunement to Air, Earth, Fire or Water	Earth, Air, Fire and Water are the tools of the School of Elemental Majik. This school has a high potential for destruction and mayhem. Most packet-delivered damaging spells come from this school. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Elemental Majik Levels 3 – 4	8	Previous level of School of Elemental Majik	See above.
	School of Elemental Majik Levels 5 – 6	10	Previous level of School of Elemental Majik	See above.
	School of Elemental Majik Levels 7 – 8	12	Previous level of School of Elemental Majik	See above.
	School of Elemental Majik Level 9	15	Previous level of School of Elemental Majik	See above.
<i>Force Majik</i>	Mind Over Matter	5	None	This skill represents the character's understanding that the separation of the physical and mental realms is just an illusion. Prerequisite skill for the School of Force Majik.
	School of Force Majik Levels 1 – 2	6	Mind Over Matter	Less chaotic than elemental Majik, the School of Force controls raw majikal energies and natural "forces" through rigorous study and discipline. This School is skilled in a variety of effects, including the most potent forms of warding and other cabin defenses. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Force Majik Levels 3 – 4	8	Previous level of School of Force Majik	See above.

	School of Force Majik Levels 5 – 6	10	Previous level of School of Force Majik	See above.
	School of Force Majik Levels 7 – 8	12	Previous level of School of Force Majik	See above.
	School of Force Majik Level 9	15	Previous level of School of Force Majik	See above.
<i>Aegis Majik</i>	Healer	5	Diagnose	A character who is a healer is competent in the basic principles of non-magical medicine and the anatomy of most living things. Prerequisite skill for the School of Life Majik.
	School of Aegis Majik Levels 1 – 2	6	Healer	The School of Aegis studies the mysteries of living bodies and the spirits that reside within them. Healing, Raising the Dead, and Fortifying the Spirit are the skills taught by this School. This School also has a number of spells that work particularly well against Bhale. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Aegis Majik Levels 3 – 4	8	Previous level of School of Aegis Majik	See above.
	School of Aegis Majik Levels 5 – 6	10	Previous level of School of Aegis Majik	See above.
	School of Aegis Majik Levels 7 – 8	12	Previous level of School of Aegis Majik	See above.
	School of Aegis Majik Level 9	15	Previous level of School of Aegis Majik	See above.
<i>Mind Majik</i>	Meditation	5	None	This skill allows a character to clear his/her mind and maintain the necessary discipline needed to perform powerful mental majiks. Prerequisite skill for the School of Mind Majik.
	School of Mind Majik Levels 1 – 2	6	Meditation	The School of Mind is the school of internal discovery. Wizards who study this school learn to manipulate the minds of intelligent creatures and to induce confusion, sleep, and other mental conditions. Some maji who study this school are so powerful that they can even alter the very memories of their subjects. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Mind Majik Levels 3 – 4	8	Previous level of School of Mind Majik	See above.
	School of Mind Majik Levels 5 – 6	10	Previous level of School of Mind Majik	See above.
	School of Mind Majik Levels 7 – 8	12	Previous level of School of Mind Majik	See above.
	School of Mind Majik Level 9	15	Previous level of School of Mind Majik	See above.
<i>Nature Majik</i>	Naturalist	5	None	This skill represents a generalized knowledge about the natural world. Prerequisite skill for the School of Nature Majik.
	School of Nature Majik Levels 1 – 2	6	Naturalist	The School of Nature is the province of the keepers and protectors of the wild places of the world. These spells involve understanding, controlling, and mimicking the various aspects of plants and animals, and of being at one with Nature and the Universe. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.
	School of Nature Majik Levels 3 – 4	8	Previous level of School of Nature Majik	See above.
	School of Nature Majik Levels 5 – 6	10	Previous level of School of Nature Majik	See above.
	School of Nature Majik Levels 7 – 8	12	Previous level of School of Nature Majik	See above.
	School of Nature Majik Level 9	15	Previous level of School of Nature Majik	See above.
<i>Phantasm Majik</i>	Slight of Hand	5	None	This is the skill of performing small, non-magical tricks and requires a great deal of hand-to-eye coordination. Prerequisite skill for the School of Phantasm Majik.
	School of Phantasm Majik Levels 1 – 2	6	Sleight of Hand	One of the least understood schools is the School of Phantasm. The maji who study this school do a great deal more than create illusionary beasts and scenes. Phantasm includes a number of spells that have a very real effect; although the spells of this School mostly involve deception, misdirection, and perception. Once a character has purchased a level in a school, s/he has the ability to cast any level of that school's spell that s/he can find to learn. The character may choose 1 common spell of that level to learn when the skill is purchased. All other spells must be found and learned in-play.

	School of Phantasm Majik Levels 3 – 4	8	Previous level of School of Phantasm Majik	See above.
	School of Phantasm Majik Levels 5 – 6	10	Previous level of School of Phantasm Majik	See above.
	School of Phantasm Majik Levels 7 – 8	12	Previous level of School of Phantasm Majik	See above.
	School of Phantasm Majik Level 9	15	Previous level of School of Phantasm Majik	See above.
<b>Cleric Profession Skills</b>	Dedication	5	None	This is the entry skill for walking the Gawdly majikal path When you dedicate you pick one of the Gawds from the Gawds list and devote yourself to that Gawd's cause. You receive a list of the Gawd's codes and must fulfill these codes at least once per Rendezvous. Because you are the right hand of a Gawd, a higher standard of role-playing will be expected. Any divine gifts received from the path of the holy will be based on how well you role-play following your Gawd. Remember the one rule though: Angry Gawds punish bad followers and Happy Gawds reward good ones.
	High Priest	10	A 9 <sup>th</sup> level clerical path of any gawd	A Master Cleric has fully realized the potential given to him by the Gawds. A Master Cleric may award 1 XP to an apprentice, who must be Dedicated to the same Gawd and must have learned at least the first level of the Gawd's path in order to be eligible for the XP award.
<i>Eluna</i>	Path of Eluna, Mother of All, Levels 1 – 2	10	Dedication to Eluna	Once a cleric has purchased a level of the Path of Eluna, s/he will be able to use any abilities and use Faith Points to cast any miracles that are granted by Eluna under each Level of the Path that has been learned. Miracles and abilities granted at each level can and will change depending on how faithful the cleric shows him/herself to be. In order to use Gawdly Majik, clerics must display their holy symbol. They must either have a painted symbol on equipped shield or hold up a holy symbol in their hand. Two Faith Points per level of the Gawd Path are granted at the beginning of each Rendezvous the cleric attends to represent that gawd's notice of his/her followers. Faith may also be awarded during each Rendezvous as the PC is observed successfully portraying a faithful cleric in their role-play. Faith points are retained by the cleric until used.
	Path of Eluna, Mother of All, Levels 3 – 4	12	Previous level of Path of Eluna	See above.
	Path of Eluna, Mother of All, Levels 5 – 6	16	Previous level of Path of Eluna	See above.
	Path of Eluna, Mother of All, Levels 7 – 8	18	Previous level of Path of Eluna	See above.
	Path of Eluna, Mother of All, Level 9	20	Previous level of Path of Eluna	See above.
<i>Kord</i>	Path of Kord, the Just Son, Levels 1 – 2	10	Dedication to Kord	Once a cleric has purchased a level of the Path of Kord, s/he will be able to use any abilities and use Faith Points to cast any miracles that are granted by Kord under each Level of the Path that has been learned. Miracles and abilities granted at each level can and will change depending on how faithful the cleric shows him/herself to be. In order to use Gawdly Majik, clerics must display their holy symbol. They must either have a painted symbol on equipped shield or hold up a holy symbol in their hand. Two Faith Points per level of the Gawd Path are granted at the beginning of each Rendezvous the cleric attends to represent that gawd's notice of his/her followers. Faith may also be awarded during each Rendezvous as the PC is observed successfully portraying a faithful cleric in their role-play. Faith points are retained by the cleric until used.
	Path of Kord, the Just Son, Levels 3 – 4	12	Previous level of Path of Kord	See above.
	Path of Kord, the Just Son, Levels 5 – 6	16	Previous level of Path of Kord	See above.
	Path of Kord, the Just Son, Levels 7 – 8	18	Previous level of Path of Kord	See above.
	Path of Kord, the Just Son, Level 9	20	Previous level of Path of Kord	See above.
<i>Leks</i>	Path of Leks, the Lost Son, Levels 1 – 2	10	Dedication to Leks	Once a cleric has purchased a level of the Path of Leks, s/he will be able to use any abilities and use Faith Points to cast any miracles that are granted by Leks under each Level of the Path that has been learned. Miracles and abilities granted at each level can and will change depending on how faithful the cleric shows him/herself to be. In order to use Gawdly Majik, clerics must display their holy symbol. They must either have a painted symbol on equipped shield or hold up a holy symbol in their hand. Two Faith Points per level of the Gawd Path are granted at the beginning of each Rendezvous the cleric attends to represent that gawd's notice of his/her followers. Faith may also be awarded during each Rendezvous as the PC is observed successfully portraying a faithful cleric in their role-play. Faith points are retained by the cleric until used.
	Path of Leks, the Lost Son, Levels 3 –	12	Previous level of Path of Leks	See above.
	Path of Leks, the Lost Son, Levels 5 – 6	16	Previous level of Path of Leks	See above.

	Path of Leks, the Lost Son, Levels 7 – 8	18	Previous level of Path of Leks	See above.
	Path of Leks, the Lost Son, Level 9	20	Previous level of Path of Leks	See above.
<i>Solek</i>	Path of Solek, Father of All, Levels 1 – 2	10	Dedication to Solek	Once a cleric has purchased a level of the Path of Solek, s/he will be able to use any abilities and use Faith Points to cast any miracles that are granted by Solek under each Level of the Path that has been learned. Miracles and abilities granted at each level can and will change depending on how faithful the cleric shows him/herself to be. In order to use Gawdly Majik, clerics must display their holy symbol. They must either have a painted symbol on equipped shield or hold up a holy symbol in their hand. Two Faith Points per level of the Gawd Path are granted at the beginning of each Rendezvous the cleric attends to represent that gawd's notice of his/her followers. Faith may also be awarded during each Rendezvous as the PC is observed successfully portraying a faithful cleric in their role-play. Faith points are retained by the cleric until used.
	Path of Solek, Father of All, Levels 3 –	12	Previous level of Path of Solek	See above.
	Path of Solek, Father of All, Levels 5 – 6	16	Previous level of Path of Solek	See above.
	Path of Solek, Father of All, Levels 7 – 8	18	Previous level of Path of Solek	See above.
	Path of Solek, Father of All, Level 9	20	Previous level of Path of Solek	See above.
<i>Une</i>	Path of Une, the Dark Daughter, Levels 1 – 2	10	Dedication to Une	Once a cleric has purchased a level of the Path of Une, s/he will be able to use any abilities and use Faith Points to cast any miracles that are granted by Une under each Level of the Path that has been learned. Miracles and abilities granted at each level can and will change depending on how faithful the cleric shows him/herself to be. In order to use Gawdly Majik, clerics must display their holy symbol. They must either have a painted symbol on equipped shield or hold up a holy symbol in their hand. Two Faith Points per level of the Gawd Path are granted at the beginning of each Rendezvous the cleric attends to represent that gawd's notice of his/her followers. Faith may also be awarded during each Rendezvous as the PC is observed successfully portraying a faithful cleric in their role-play. Faith points are retained by the cleric until used.
	Path of Une, the Dark Daughter, Levels 3 –	12	Previous level of Path of Une	See above.
	Path of Une, the Dark Daughter, Levels 5 – 6	16	Previous level of Path of Une	See above.
	Path of Une, the Dark Daughter, Levels 7 – 8	18	Previous level of Path of Une	See above.
	Path of Une, the Dark Daughter, Level 9	20	Previous level of Path of Une	See above.