

Character Creation Process	
1	Choose Race Choose Profession Choose Alignment Record if Single or Dual classed <small>NOTE: Characters never change classes in Arcanum (see p13)</small>
2	Choose background Select 2 background skills <small>(must be skills not in your class progression)</small> Optional: Calculate Renown rating
3	Choose Attributes Record bonuses for any high scores
4	Calculate Hit Points Calculate Save modifiers Calculate Encumbrance rating
5	Determine character wealth Purchase equipment
6	Determine appearance Record any personality traits

Attributes			
Choose attributes:		100 + 2d6	Min 6, Max as race
Attribute	Mod	Attribute	Mod
10 - 14	±0	15-16	+1
9	-1	17	+2
8	-2	18	+3
7	-3	19	+4
6	-4	20	+5
Saving roll modifiers			
Strength	If this is 15 gain +1 DMG, Gain +1 more for every point over 15		
Dexterity	If this is 15 gain +1 to hit Gain +1 more at 17, 18, 19 and 21 If this is 15 gain +5% to DEX skills Gain +5% more for every point over 16		
Constitution	If this is 15/16 gain +1 HP/lvl, Gain +1 more for every point over 16		
Intelligence	If this is 15 gain +5% to INT skills Gain +5% more for every point over 15		
Charisma	If this is 15 gain +5% to CHA1 skills and gain +1% to CHA2 skills Gain these again for every point over 15		
Perception	If this is 15 gain +5% to PERC skills Gain +5% more for every point over 15 Detect Invisible is 20%, +10/point over 15		

DEX Skills	set/disarm traps, set/disarm snares, lock picking, picking pockets, stalking, waylay, assassinate
INT Skills	decipher, hide, camouflage/ambush, read magic, woodcraft, analyze mixtures
PERC Skills	tracking, read tracks, detect traps, detect snares, tailing, forgery
CHA Skills	CHA1 Skills: Con, Oratory CHA2 Skills: Acting, Infiltrate

### Backgrounds

<b>Outcast</b>	Place of birth	ANY
	Background skills	Drinking, Gambling, Streetfighting, Streetwise, Thieves' cant
<b>Barbarian</b>	Place of birth	Dravidian hills, Eria, Hyperborea, Northern Rhitai, the Gondwanan interior, Turan
	Background skills	Barter, Hunting, Riding, Sign Language, Swimming, Woodcraft
<b>Villager</b>	Place of birth	Erian coast, Gondwanan coast, Mediterranean coast, Northern Atlantis, etc
	Background skills	Additional language (1 only), Barter, Basic Seamanship, Hagglng, Riding, Swimming
<b>City Dweller</b>	Place of birth	Acheron, Atlantis, Raffir, Rhitai, Mohenjo-daro, Cartessos
	Background skills	Additional Language (1 only), Drinking, Gambling, Hagglng, Reading/Writing, Streetwise
<b>Aristocrat</b>	Place of birth	Acheron, Atlantis, Avalon, Rhitai, Cartessos
	Background skills	Additional language (max 2), Diplomacy, Reading/Writing

### Renown

Starting Renown (%)	d4
Performing a valiant deed	+d5
Perform a truly heroic feat	+(Renown x2) /10
Perform a legendary feat	+(Renown x3) /10
Being embarrassingly defeated by an unknown	Renown/ 2
Being utterly humiliated	inverted

NOTE: Renown is reduced if it was gained far away

### Human Languages

Parent tongue	dialects
Erian	hundreds of dialects exist
Gondwanan	Quaddani
Tamoan	hundreds of dialects exist
Rhitai	Dravidian
Hyperborean	

### Starting Wealth

d100	
01-10	Down and out: 20 + d10 gp
11-50	Making ends meet: 50 + d20 gp
51-90	Prospering: 100 + 10d10 gp
91-00	Flourishing: 200 + 10d10 gp

### Non-human Languages

Aesir	Dwarvish
Ancient	High Elven
Andaman	Naga
Aquatic	Sylvan
Dark Tongue	Zephyr
Drow	

Hit Points:	Level 1 = Constitution + CON Bonus + Class Bonus Levels 2 - 12 = HP + CON Bonus + Class Bonus Levels 13+ = HP + 1	Neutral	Lawful Good alignment Lawful Evil	Chaotic
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### Alchemist

Minimum:		INT= 12, WIS= 12	HP/lvl	2	Alignment:	ANY	Combat:	Untrained
Cost	level	To Hit	DMG	Class Features	New Skills			
0	1	0	0	Projection of Will (1/day), Craft(HP)	Analyze Mixtures, Decipher, Healing Arts, Herb lore, Horticulture, Naturalism, Read Magic(55%), new weapon proficiency			
2000	2	-	-	Craft(AD), Craft(HE) in 1/2 the time				
3000	3	-	-	Projection of Will (2/day), Craft(MM), Craft(TP)				
4000	4	-	-	Craft(Pb)				
6000	5	-	-	Craft(VP)				
10000	6	-	-	Projection of Will (3/day), Craft(Do) replacing 7cts gemstones for 2dr rare earths				
25000	7	-	-	Craft(Du)				
35000	8	-	-	Craft(AAE)				
40000	9	-	-	Projection of Will (4/day), Craft(AAS)				
75000	10	-	-	Craft(Es)				
100000	11	-	-	Craft(Go), Craft(Ma)				
200000	12	-	-	Projection of Will (5/day), Craft(AV), Craft(Hm)				
500000	13	-	-					
250000	lvl+1	-	-					

### Assassin

Minimum:		SPD= 12, DEX= 14, INT= 12, PERC= 10	HP/lvl	6	Alignment:	LE	Combat:	Expert
Cost	level	To Hit	DMG	Class Features	New Skills			
0	1	0	0	+1 SPD save, +1 PERC save Assassinate	Stealth, Evade pursuit, Martial Arts I			
3000	2	+1	+1		Infiltrate, Tailing			
3500	3	-	-					
4500	4	+1	+1	+1 PERC save, Craft(TP)	new weapon proficiency			
7000	5	-	-					
12000	6	+1	+1	+1 Attack/rnd	Martial arts II			
32500	7	-	-					
40000	8	+1	+1	+1 PERC save, Craft(VP)				
42500	9	-	-					
92500	10	+1	+1		new weapon proficiency			
112500	11	-	-					
250000	12	+1	+1	+1 PERC save				
650000	13	-	-	+1 Attack/rnd				
300000	lvl+1	+1	+1					

### Astrologer

Minimum:		INT= 12, WIS= 14, PERC= 12	HP/lvl	2	Alignment:	as deity	Combat:	Untrained
Cost	level	To Hit	DMG	Class Features	New Skills		Spells/ day:	1+level
0	1	0	0	Spell casting, Build observatory Scribes affinity, Craft(MM)	Chirography, Linguistics, Read magic(100%), new weapon proficiency			
2000	2	-	-					
3000	3	-	-	Spell casting II	Decipher			
4000	4	-	-					
6000	5	-	-	Spell casting III, Scribe the air, Craft(Sc)				
10000	6	-	-					
25000	7	-	-	Spell casting IV, Craft(Ru)	Ancient lore			
35000	8	-	-					
40000	9	-	-	Spell casting V, Craft(Mi)				
75000	10	-	-					
100000	11	-	-	Spell casting VI, craft(RSW)				
200000	12	-	-	Craft(Gr)				
500000	13	-	-	Spell casting VII				
250000	lvl+1	-	-					

Spell lists: Astrology

### Beastmaster

Minimum: STR= 12, WILC= 12, CHA= 15 HP/lvl 6 Alignment: N Combat: Expert						
Cost	level	To Hit	DMG	Class Features	New Skills	
0	1	0	0	Animal languages, Sign language, Influence animals	Evade pursuit, Detect snares, Read tracks, Stalking, Woodcraft, 2 new weapon proficiencies	
2000	2	+1	+1		new weapon proficiency	
3000	3	-	-			
4000	4	+1	+1		Herb lore	
6000	5	-	-			
10000	6	+1	+1	+1 Attack/rnd		
25000	7	-	-			
35000	8	+1	+1		Herbal remedies	
40000	9	-	-			
75000	10	+1	+1		new weapon proficiency	
100000	11	-	-			
200000	12	+1	+1	+1 Attack/rnd		
500000	13	-	-			
250000	lvl+1	+1	+1			

### Bounty Hunter

Minimum: STR=14,INT=10,DEX=12,CON=12,PERC=12 HP/lvl 6 Alignment: ADV Combat: Expert						
Cost	level	To Hit	DMG	Class Features	New Skills	
0	1	0	0	Assassinate, Waylay	Hide, Detect traps, Read tracks, Stalking, Stealth, Tailing, Tracking, 3 new weapon proficiencies	
3000	2	+1	+1		Detect snares, Interrogate	
3500	3	-	-			
4500	4	+1	+1		Decipher, Infiltrate	
7000	5	-	-			
12000	6	+1	+1	+1 Attack/rnd		
32500	7	-	-			
40000	8	+1	+1			
42500	9	-	-			
92500	10	+1	+1		new weapon proficiency	
112500	11	-	-			
250000	12	+1	+1	+1 Attack/rnd		
650000	13	-	-			
300000	lvl+1	+1	+1			

### Charlatan

Minimum: DEX= 12, INT= 14, WILC= 10 HP/lvl 4 Alignment: ADV Combat: Skilled						
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day: 1+level
0	1	0	0	Spell casting, Detect illusion, Detect conjuration, Craft(MM)	Con, Legerdemain, Oratory, Read magic(55%), Thieves cant, new weapon prof.	
2000	2	-	-	Choose (skill, weapon, magic)		
3000	3	+1	+1	Choose (skill, weapon, magic)	Pick pockets	
4000	4	-	-	Choose (skill, weapon, magic)		
6000	5	-	-	Choose (skill, weapon, magic), Craft(CP)		
10000	6	+1	+1	Choose (skill, weapon, magic)	new thieving skill	
25000	7	-	-	Choose (skill, weapon, magic), Craft(Pb)		
35000	8	-	-	Choose (skill, weapon, magic)		
40000	9	+1	+1	Choose (skill, weapon, magic), Craft(Sc)		
75000	10	-	-	Choose (skill, weapon, magic), Craft(Do)		
100000	11	-	-	Choose (skill, weapon, magic), Craft(Mi)		
200000	12	+1	+1	Choose (skill, weapon, magic)		
500000	13	-	-	Choose (skill, weapon, magic)		
250000	lvl+1	-	-	Choose (skill, weapon, magic)		

**Spell lists: Enchantment**

Choice: skill= any performing or thieving; weapon= weapon proficiency; magic= new spell list (costs 2)

### Corsair

Corsair									
Minimum: STR= 10, DEX= 12, INT= 10				HP/lvl	6	Alignment: LE, N		Combat:	Expert
Cost	level	To Hit	DMG	Class Features		New Skills			
0	1	0	0	Backstab, Waylay, Sealegs		Appraise treasure, Basic seamanship, Street-fighting, Swimming, Thieves cant, new weapon proficiency			
3000	2	+1	+1			new weapon proficiency			
3500	3	-	-						
4500	4	+1	+1			new thieving or combat skill			
7000	5	-	-						
12000	6	+1	+1			new weapon proficiency			
32500	7	-	-	+1 Attack/rnd					
40000	8	+1	+1			Navigation			
42500	9	-	-						
92500	10	+1	+1			new thieving skill			
112500	11	-	-						
250000	12	+1	+1			Cartography			
650000	13	-	-	+1 Attack/rnd					
300000	lvl+1	+1	+1						

### Druid

Druid									
Minimum: INT= 12, WIS= 14, CHA= 14				HP/lvl	2	Alignment: N		Combat:	Untrained
Cost	level	To Hit	DMG	Class Features		New Skills		Spells/ day:	1+level
0	1	0	0	Spell casting, Pass w-o trace, Shape-changing: animal		Herb lore, Read magic(100%), Woodcraft, new weapon proficiency, Animal languages			
2000	2	-	-						
3000	3	-	-	Craft(HR)					
4000	4	-	-						
6000	5	-	-	Craft(HE)					
10000	6	-	-						
25000	7	-	-	Craft(Ru), Craft(Sc)					
35000	8	-	-						
40000	9	-	-	Craft(RSW)					
75000	10	-	-						
100000	11	-	-						
200000	12	-	-	Craft(Gr)					
500000	13	-	-						
250000	lvl+1	-	-						

Spell lists: Elemental Magic

### Enchanter

Enchanter									
Minimum: DEX= 14, INT= 10, CHA= 14, PERC= 12				HP/lvl	4	Alignment: ANY		Combat:	Skilled
Cost	level	To Hit	DMG	Class Features		New Skills		Spells/ day:	1+level
0	1	0	0	Spell casting, Artistic, Musical Craft(MM)		Art=promising, Music=promising, Read magic(100%), Oratory, Legerdemain, new weapon proficiency			
3000	2	-	-						
3500	3	+1	+1	Spell casting II		Acting			
4500	4	-	-						
7000	5	-	-	Spell casting III, Craft(Db)		Acrobatics I			
12000	6	+1	+1			Ancient lore			
32500	7	-	-	Spell casting IV					
40000	8	-	-	Craft(Do)		Acrobatics II			
42500	9	+1	+1	Spell casting V, Craft(Sc)					
92500	10	-	-	+1 Attack/rnd, Craft(Mi)					
112500	11	-	-	Spell casting VI					
250000	12	+1	+1	Craft(RSW)					
650000	13	-	-	Spell casting VII					
300000	lvl+1	-	-						

Spell lists: Enchantment

NOTE: Females are Enchantresses

### Gladiator

Minimum: STR= 14, SPD= 10, DEX= 12							HP/lvl	6	Alignment: ANY	Combat:	Expert
Cost	level	To Hit	DMG	Class Features			New Skills				
0	1	0	0				Boxing, Wrestling, new weapon proficiency				
2000	2	+1	+1				Choose(Animal training/ any combat skill)				
3000	3	-	-								
4000	4	+1	+1				new weapon proficiency				
6000	5	-	-								
10000	6	+1	+1	+1 Attack/rnd							
25000	7	-	-								
35000	8	+1	+1				new weapon proficiency				
40000	9	-	-								
75000	10	+1	+1				any combat skill				
100000	11	-	-								
200000	12	+1	+1	+1 Attack/rnd			new weapon proficiency				
500000	13	-	-								
250000	lvl+1	+1	+1								

### Harlequin

Minimum: DEX= 14, INT= 12, CHA= 14, PERC= 12							HP/lvl	4	Alignment: ANY	Combat:	Skilled
Cost	level	To Hit	DMG	Class Features			New Skills				
0	1	0	0	Stage training			Acting, Acrobatics I, Juggling, Legerdemain, Music, Oratory, 2 new weapon proficiencies				
2000	2	-	-								
3000	3	+1	+1				Knife throwing				
4000	4	-	-								
6000	5	-	-								
10000	6	+1	+1				Acrobatics II				
25000	7	-	-								
35000	8	-	-								
40000	9	+1	+1	+1 Attack/rnd							
75000	10	-	-								
100000	11	-	-								
200000	12	+1	+1				any performing skill				
500000	13	-	-								
250000	lvl+1	-	-								

### Hunter

Min: STR= 12, DEX= 12, CON= 12, INT= 10, PERC= 14							HP/lvl	6	Alignment: ANY	Combat:	Expert
Cost	level	To Hit	DMG	Class Features			New Skills				
0	1	0	0	Scouting, Natural preferences +1 PERC save			Archery I, Archery II, Detect snares, Hunting, Read tracks, Shortbow, Stalking, Tracking, Woodcraft, new weapon proficiency				
2000	2	+1	+1				Camouflage/ Ambush				
3000	3	-	-	+1 PERC save							
4000	4	+1	+1								
6000	5	-	-								
10000	6	+1	+1	+1 Attack/rnd, +1 PERC save							
25000	7	-	-								
35000	8	+1	+1				Herb lore				
40000	9	-	-	+1 PERC save							
75000	10	+1	+1				Herbal remedies				
100000	11	-	-								
200000	12	+1	+1	+1 Attack/rnd, +1 PERC save							
500000	13	-	-								
250000	lvl+1	+1	+1								

**Mage: Magus**

Minimum: INT= 12, WIL= 12, PERC= 12 HP/lvl 2 Alignment: LG Combat: Untrained									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, Build observatory, Convert, Turn undead,	Chirography, Craft(MM), new weapon proficiency	Read magic(100%),			
3000	2	-	-						
3500	3	-	-	Spell casting II	Linguistics				
4500	4	-	-						
7000	5	-	-	Spell casting III, Craft(Sy)	Decipher				
12000	6	-	-						
32500	7	-	-	Spell casting IV, Craft(Sc)	Ancient lore				
40000	8	-	-						
42500	9	-	-	Spell casting V, Craft(Ru), Craft(Mi)					
92500	10	-	-						
112500	11	-	-	Spell casting VI, craft(RSW)					
250000	12	-	-						
650000	13	-	-	Spell casting VII, Craft(Gr)					
300000	lvl+1	-	-						

Spell lists: Astrology, Divine Magic

**Mage: Cabalist**

Minimum: INT= 12, WIL= 12, PERC= 12 HP/lvl 2 Alignment: LG Combat: Untrained									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, Build observatory, Command demons & devils	Chirography, Craft(MM), new weapon proficiency	Read magic(100%),			
3000	2	-	-						
3500	3	-	-	Spell casting II	Linguistics				
4500	4	-	-						
7000	5	-	-	Spell casting III, Craft(Sy)	Decipher				
12000	6	-	-						
32500	7	-	-	Spell casting IV, Craft(Sc)	Ancient lore				
40000	8	-	-						
42500	9	-	-	Spell casting V, Craft(Ru), Craft(Mi)					
92500	10	-	-						
112500	11	-	-	Spell casting VI, craft(RSW)					
250000	12	-	-						
650000	13	-	-	Spell casting VII, Craft(Gr)					
300000	lvl+1	-	-						

Spell lists: Astrology, High Magic

**Mage: Archmage**

Minimum: INT= 12, WIL= 12, PERC= 12 HP/lvl 2 Alignment: ANY Combat: Untrained									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, Build observatory	Chirography, Craft(MM), new weapon proficiency	Read magic(100%),			
3000	2	-	-						
3500	3	-	-	Spell casting II	Linguistics				
4500	4	-	-						
7000	5	-	-	Spell casting III, Craft(Sy)	Decipher				
12000	6	-	-						
32500	7	-	-	Spell casting IV, Craft(Sc)	Ancient lore				
40000	8	-	-						
42500	9	-	-	Spell casting V, Craft(Ru), Craft(Mi)					
92500	10	-	-						
112500	11	-	-	Spell casting VI, craft(RSW)					
250000	12	-	-						
650000	13	-	-	Spell casting VII, Craft(Gr)					
300000	lvl+1	-	-						

Spell lists: Astrology, Enchantment

### Magician

Minimum: INT= 12, WILC= 12, PERC= 12 HP/lvl 2 Alignment: ANY Combat: Untrained									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, Detect illusion, Detect conjuration, Craft(MM)	Read magic(100%), new weapon proficiency				
2000	2	-	-						
3000	3	-	-	Spell casting II, Craft(TP)					
4000	4	-	-						
6000	5	-	-	Spell casting III, Craft(Db)					
10000	6	-	-						
25000	7	-	-	Spell casting IV, Craft(Do)					
35000	8	-	-						
40000	9	-	-	Spell casting V, Craft(Sc), Craft(Mi)					
75000	10	-	-						
100000	11	-	-	Spell casting VI, Craft(RSW)					
200000	12	-	-	Craft(Gr)					
500000	13	-	-	Spell casting VII, Craft(WGA)					
250000	lvl+1	-	-						

Spell lists: Enchantment

### Martial Artist

Minimum: STR=10,SPD=12,DEX=14,INT=10,WILC=12 HP/lvl 6 Alignment: ANY Combat: Expert									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	+1 PERC save, +1 WILC save, +1 SPD save	Acrobatics I, Martial arts I, Scaling Walls, Stealth, 2 new weapon proficiencies				
2000	2	+1	+1		new weapon proficiency				
3000	3	-	-	+1 SPD save					
4000	4	+1	+1		Martial arts II				
6000	5	-	-						
10000	6	+1	+1	+1 Attack/rnd, +1 SPD save					
25000	7	-	-						
35000	8	+1	+1	Paired weapons					
40000	9	-	-	+1 SPD save					
75000	10	+1	+1		new weapon proficiency				
100000	11	-	-						
200000	12	+1	+1	+1 Attack/rnd, +1 SPD save					
500000	13	-	-						
250000	lvl+1	+1	+1						

### Monk

Minimum: STR=10,SPD=12,DEX=14,INT=14,WILC=15 HP/lvl 6 Alignment: ANY Combat: Expert									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, +1 WILC save, +1 SPD save, +1 PERC save	Acrobatics I, Martial arts I, Read magic(55%), Stealth, 2 new weapon proficiencies				
3000	2	+1	+1						
3500	3	-	-	Spell casting II, +1 PERC save					
4500	4	+1	+1		Martial arts II, new weapon proficiency				
7000	5	-	-	Spell casting III					
12000	6	+1	+1	+1 Attack/rnd, +1 PERC save					
32500	7	-	-	Spell casting IV					
40000	8	+1	+1						
42500	9	-	-	Spell casting V, +1 PERC save					
92500	10	+1	+1						
112500	11	-	-	Spell casting VI					
250000	12	+1	+1	+1 PERC save	Zen archery				
650000	13	-	-	+1 Attack/rnd, Spell casting VII					
300000	lvl+1	+1	+1						

Spell lists: Mysticism

NOTE: Gains magic by channelling ki

### Mystic

Minimum: INT= 12, WIL= 15, PERC= 12 HP/lvl 2 Alignment: ANY Combat: Untrained							
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Turn Undead, +1 WIL save, +1 PERC save, Optional oath of pacifism	Read magic(100%), new weapon proficiency		
2000	2	-	-				
3000	3	-	-	Spell casting II, +1 WIL save, +1 PERC save, Craft(HR)			
4000	4	-	-				
6000	5	-	-	Spell casting III, Craft(Ho)			
10000	6	-	-	+1 WIL save, +1 PERC save			
25000	7	-	-	Spell casting IV, Craft(Sc)			
35000	8	-	-				
40000	9	-	-	Spell casting V, +1 WIL save, +1 PERC save, Craft(RSW)			
75000	10	-	-				
100000	11	-	-	Spell casting VI, Craft(Gr)			
200000	12	-	-	+1 WIL save, +1 PERC save			
500000	13	-	-	Spell casting VII			
250000	lvl+1	-	-				

Spell lists: Mysticism

NOTE: Gains magic by channelling Fi

### Necromancer

Minimum: INT= 12 HP/lvl 2 Alignment: LE, C Combat: Untrained							
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Undying +1 save vs Death Magic, Turn Spirit Beings, Turn Undead, Befriend Undead Choose (Pact & +1 CHA save vs Demons, Pact & +1 CHA save vs Devils)	Read magic(100%), new weapon proficiency		
2000	2	-	-	+1 save vs Death Magic, Craft(CP)			
3000	3	-	-	Spell casting II, +1 save vs Death Magic			
4000	4	-	-	+1 save vs Death Magic			
6000	5	-	-	Spell casting III, +1 save vs Death Magic, Contract of Servitude, Craft(VP)			
10000	6	-	-	+1 save vs Death Magic			
25000	7	-	-	Spell casting IV, +1 save vs Death Magic, Contract of Servitude, Craft(Sc)			
35000	8	-	-	+1 save vs Death Magic			
40000	9	-	-	Spell casting V, +1 save vs Death Magic, Contract of Servitude, Craft(Mi), Craft(Nc)			
75000	10	-	-	+1 save vs Death Magic			
100000	11	-	-	Spell casting VI, +1 save vs Death Magic			
200000	12	-	-	+1 save vs Death Magic, Craft(RSW)			
500000	13	-	-	Spell casting VII, +1 save vs D.Magic, Contract of Servitude, Craft(Gr), Craft(ANc)			
250000	lvl+1	-	-	+1 save vs Death Magic			

Spell lists: Black Magic

### Paladin

Minimum: STR= 12, INT= 12, WIL= 14 HP/lvl 6 Alignment: LG, LE Combat: Expert							
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Solemn vow, Immune to Sear while in combat, +1 any save related to combat	Mounted combat I & II, 3 new weapon proficiencies		
3000	2	+1	+1				
3500	3	-	-	Spell casting II			
4500	4	+1	+1		new weapon proficiency		
7000	5	-	-	Spell casting III			
12000	6	+1	+1	+1 Attack/rnd			
32500	7	-	-	Spell casting IV			
40000	8	+1	+1		new weapon proficiency		
42500	9	-	-	Spell casting V			
92500	10	+1	+1				
112500	11	-	-	Spell casting VI			
250000	12	+1	+1		new weapon proficiency		
650000	13	-	-	+1 Attack/rnd, Spell casting VII			
300000	lvl+1	+1	+1				

Spell lists: Divine Magic

NOTE: Gains magic from Divine Savour, may cast spells while wearing armour



### Priest

Priest									
Minimum: INT= 12, WIL= 12				HP/lvl	2	Alignment: var	Combat: Untrained		
Cost	level	To Hit	DMG	Class Features		New Skills		Spells/ day:	1+level
0	1	0	0	Spell casting, Convert, Turn undead		Read magic(100%), new weapon proficiency			
2000	2	-	-						
3000	3	-	-	Spell casting II, Craft(Ho)		Theology			
4000	4	-	-						
6000	5	-	-	Spell casting III, craft(MM)					
10000	6	-	-						
25000	7	-	-	Spell casting IV, Craft(Sc)					
35000	8	-	-						
40000	9	-	-	Spell casting V, Craft(RSW)					
75000	10	-	-						
100000	11	-	-	Spell casting VI					
200000	12	-	-	Craft(Go)					
500000	13	-	-	Spell casting VII					
250000	lvl+1	-	-						

Spell lists: Divine Magic

NOTE: Gains magic from Divine Saviour

### Rogue

Rogue									
Minimum: SPD= 10, DEX= 10, INT= 10				HP/lvl	4	Alignment: ANY	Combat: Skilled		
Cost	level	To Hit	DMG	Class Features		New Skills			
0	1	0	0	Backstab, Waylay +1 PERC save		Con, Detect traps, Hide, Lock-picking, Pick-pockets, Scaling walls, Stealth, Thieves' cant, 3 new weapon proficiencies			
2000	2	-	-						
3000	3	+1	+1			any thieving skill			
4000	4	-	-						
6000	5	-	-						
10000	6	+1	+1			new weapon proficiency			
25000	7	-	-						
35000	8	-	-	+1 Attack/rnd					
40000	9	+1	+1			any thieving skill			
75000	10	-	-						
100000	11	-	-						
200000	12	+1	+1			new weapon proficiency			
500000	13	-	-						
250000	lvl+1	-	-						

### Savant: Divine

Savant: Divine									
Minimum: INT= 14, WIL= 14				HP/lvl	2	Alignment: var	Combat: Untrained		
Cost	level	To Hit	DMG	Class Features		New Skills		Spells/ day:	1+level
0	1	0	0	Spell casting, Turn Undead, Convert		Read magic(100%), new weapon proficiency 4 divine skills (p35)			
3000	2	-	-						
3500	3	-	-	Spell casting II, Craft(Ho)		2 divine skills			
4500	4	-	-						
7000	5	-	-	Spell casting III		2 divine skills			
12000	6	-	-						
32500	7	-	-	Spell casting IV, Craft(Sc)		divine skill			
40000	8	-	-						
42500	9	-	-	Spell casting V, Craft(Mi)		divine skill			
92500	10	-	-						
112500	11	-	-	Spell casting VI, craft(RSW)		divine skill			
250000	12	-	-						
650000	13	-	-	Spell casting VII, Craft(Gr)		divine skill			
300000	lvl+1	-	-						

Spell lists: Divine Magic

NOTE: Gains magic from Divine Saviour

### Savant: Mysticism

Minimum: INT= 14, WIL= 14		HP/lvl		2		Alignment: ANY		Combat: Untrained	
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, Turn Undead	Read magic(100%), new weapon proficiency	4 mysticism skills (p35)			
3000	2	-	-						
3500	3	-	-	Spell casting II, Craft(Ho)	2 mysticism skills				
4500	4	-	-						
7000	5	-	-	Spell casting III	2 mysticism skills				
12000	6	-	-						
32500	7	-	-	Spell casting IV, Craft(Sc)	mysticism skill				
40000	8	-	-						
42500	9	-	-	Spell casting V, Craft(Mi)	mysticism skill				
92500	10	-	-						
112500	11	-	-	Spell casting VI, craft(RSW)	mysticism skill				
250000	12	-	-						
650000	13	-	-	Spell casting VII, Craft(Gr)	mysticism skill				
300000	lvl+1	-	-						

Spell lists: Mysticism

NOTE: Gains magic by channelling Ki

### Scholar

Minimum: INT= 14, WIL= 12		HP/lvl		2		Alignment: ANY		Combat: Untrained	
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0		any 6 arts & sciences skills, new weapon proficiency				
2000	2	-	-						
3000	3	-	-		any skill				
4000	4	-	-		any skill				
6000	5	-	-		any skill				
10000	6	-	-		any skill				
25000	7	-	-		any skill				
35000	8	-	-		any skill				
40000	9	-	-		any skill				
75000	10	-	-		any skill				
100000	11	-	-		any skill				
200000	12	-	-		any skill				
500000	13	-	-		any skill				
250000	lvl+1	-	-		any skill				

NOTE: If Read magic + Ancient lore; May not learn 2 skills to gain Spell casting and a Spell list (max 2 lists)

### Shaman

Minimum: INT= 12, WIL= 15, PERC= 14		HP/lvl		2		Alignment: ANY		Combat: Untrained	
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, See spirit realm, Spirit binding, Power animal, +1 PERC save	Herb lore, Read magic(100%), 2 new weapon proficiencies				
2000	2	-	-						
3000	3	-	-	Spell casting II, +1 PERC save, Craft(HR), Woodcraft					
4000	4	-	-						
6000	5	-	-	Spell casting III, Craft(TP), Craft(VP)					
10000	6	-	-	+1 PERC save					
25000	7	-	-	Spell casting IV, Craft(MM)	Read tracks				
35000	8	-	-						
40000	9	-	-	Spell casting V, +1 PERC save, Craft(Ru), Stalking					
75000	10	-	-	Craft(Mi)					
100000	11	-	-	Spell casting VI, craft(RSW)					
200000	12	-	-	+1 PERC save, Craft(Gr), Craft(WGA)					
500000	13	-	-	Spell casting VII					
250000	lvl+1	-	-						

Spell lists: Low Magic

### Sorcerer

Minimum: INT= 14, WIL= 12		HP/lvl		2		Alignment: none	Combat: Untrained
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Craft(MM)	Read magic(100%), new weapon proficiency		
3000	2	-	-				
3500	3	-	-	Spell casting II, Craft(HE)			
4500	4	-	-				
7000	5	-	-	Spell casting III, Craft(TP)			
12000	6	-	-				
32500	7	-	-	Spell casting IV, Craft(Sc), Craft(Do)			
40000	8	-	-				
42500	9	-	-	Spell casting V, Craft(Mi), Craft(Du)			
92500	10	-	-	Craft(RSW)			
112500	11	-	-	Spell casting VI, Craft(Gr)			
250000	12	-	-	Craft(WGA), Craft(Ma)			
650000	13	-	-	Spell casting VII			
300000	lvl+1	-	-				

Spell lists: Sorcery, Choose (Black Magic, Enchantment)

### Spy

Minimum: DEX= 12, INT= 12, CHA= 10, PERC= 14		HP/lvl		4		Alignment: ANY	Combat: Skilled
Cost	level	To Hit	DMG	Class Features	New Skills		
0	1	0	0	Choose (assassinate, waylay) +1 PERC save	Evade pursuit, Hide, Lip-reading, Lock-picking, Scaling walls, Stealth, 2 new weapon proficiencies		
2000	2	-	-	+1 PERC save			
3000	3	+1	+1		Decipher, Infiltrate, Detect Traps		
4000	4	-	-	+1 PERC save			
6000	5	-	-				
10000	6	+1	+1	+1 PERC save	Surgery, Interrogate		
25000	7	-	-				
35000	8	-	-	+1 PERC save			
40000	9	+1	+1	+1 Attack/rnd			
75000	10	-	-	+1 PERC save			
100000	11	-	-				
200000	12	+1	+1	+1 PERC save	new weapon proficiency		
500000	13	-	-				
250000	lvl+1	-	-				

### Chaumaturge

Minimum: INT= 12, WIL= 12, PERC= 12		HP/lvl		2		Alignment: ANY	Combat: Untrained
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Craft(MM), Chaumaturgic enchantment	Analyse mixtures, Horticulture, Read magic(100%), new weapon proficiency		
3000	2	-	-		Herb lore		
3500	3	-	-	Spell casting II, Craft(TP)			
4500	4	-	-	Craft(Dh)			
7000	5	-	-	Spell casting III, Craft(HE)			
12000	6	-	-	Craft(VP)			
32500	7	-	-	Spell casting IV, Craft(Do)			
40000	8	-	-	Craft(Du)			
42500	9	-	-	Spell casting V, Craft(Mi)			
92500	10	-	-	Craft(AAS)			
112500	11	-	-	Spell casting VI, craft(RSW)			
250000	12	-	-	Craft(Gr), Craft(Go)			
650000	13	-	-	Spell casting VII, Craft(Hm), Craft(AV)			
300000	lvl+1	-	-				

Spell lists: Enchantment

### Warrior

Minimum: STR= 12		HP/lvl 6		Alignment: ANY	Combat: Expert
Cost	level	To Hit	DMG	Class Features	New Skills
0	1	0	0	No weaponless techniques	any 3 combat skills, 4 new weapon proficiencies
2000	2	+1	+1	Weaponless techniques ok	new weapon proficiency
3000	3	-	-		
4000	4	+1	+1		any skill
6000	5	-	-	+1 Attack/rnd	
10000	6	+1	+1		new weapon proficiency
25000	7	-	-		
35000	8	+1	+1		any skill
40000	9	-	-		
75000	10	+1	+1	+1 Attack/rnd	
100000	11	-	-		
200000	12	+1	+1		new weapon proficiency
500000	13	-	-		
250000	lvl+1	+1	+1		

### Witch: Black

Minimum: INT= 14, WIS= 14		HP/lvl 2		Alignment: LE	Combat: Untrained		
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Pass w-o trace, Craft(BC)	Herb lore, Read magic(100%)		
3000	2	-	-				
3500	3	-	-	Spell casting II, Craft(BC)			
4500	4	-	-				
7000	5	-	-	Spell casting III, Craft(VP), Craft(Pb)			
12000	6	-	-				
32500	7	-	-	Spell casting IV, Craft(Do)			
40000	8	-	-				
42500	9	-	-	Spell casting V, Craft(Ru), Craft(Sc)			
92500	10	-	-	Craft(Mi)			
112500	11	-	-	Spell casting VI, craft(RSW)			
250000	12	-	-	Craft(Gr)			
650000	13	-	-	Spell casting VII			
300000	lvl+1	-	-				

Spell lists: Black Magic, Elemental Magic

NOTE: Males are Warlocks

### Witch: White

Minimum: INT= 14, WIS= 14		HP/lvl 2		Alignment: ANY	Combat: Untrained		
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level
0	1	0	0	Spell casting, Pass w-o trace, Craft(BC)	Herb lore, Read magic(100%)		
3000	2	-	-				
3500	3	-	-	Spell casting II, Craft(BC)			
4500	4	-	-				
7000	5	-	-	Spell casting III, Craft(VP), Craft(Pb)			
12000	6	-	-				
32500	7	-	-	Spell casting IV, Craft(Do)			
40000	8	-	-				
42500	9	-	-	Spell casting V, Craft(Ru), Craft(Sc)			
92500	10	-	-	Craft(Mi)			
112500	11	-	-	Spell casting VI, craft(RSW)			
250000	12	-	-	Craft(Gr)			
650000	13	-	-	Spell casting VII			
300000	lvl+1	-	-				

Spell lists: Elemental Magic, Enchantment

NOTE: Males are Warlocks

### Witchdoctor

Minimum: INT= 12, WILC= 12, PERC= 12 HP/lvl 2 Alignment: LE Combat: Untrained									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, See spirit realm	Herb lore, Read magic(100%), 2 new weapon proficiencies		Choose (Dact & +1 CHA save vs Demons, Dact & +1 CHA save vs Devils)		
3000	2	-	-						
3500	3	-	-	Spell casting II, Craft(CP)	Woodcraft				
4500	4	-	-						
7000	5	-	-	Spell casting III, Contract of Servitude, Craft(VP)					
12000	6	-	-						
32500	7	-	-	Spell casting IV, Contract of Servitude, Craft(MM)					
40000	8	-	-						
42500	9	-	-	Spell casting V, Contract of Servitude, Craft(Ru)					
92500	10	-	-						
112500	11	-	-	Spell casting VI, craft(RSW)					
250000	12	-	-						
650000	13	-	-	Spell casting VII, Contract of Servitude, Craft(WGA)					
300000	lvl+1	-	-						

Spell lists: Black Magic, Low Magic (except non-image restricted spells)

NOTE: Sometimes known as Witch-men and Witch-women

NOTE: All spells which target a power animal must instead be cast targeting an inanimate object

### Witch Hunter

Minimum: STR=12,DEX=12,INT=12,WILC= 14,PERC=10 HP/lvl 6 Alignment: C Combat: Expert									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting	Read magic(55%), Read tracks, Stealth, Tailing, Tracking, 2 new weapon proficiencies				
3000	2	+1	+1						
3500	3	-	-	Spell casting II					
4500	4	+1	+1				new weapon proficiency		
7000	5	-	-	Spell casting III					
12000	6	+1	+1						
32500	7	-	-	+1 Attack/rnd, Spell casting IV					
40000	8	+1	+1						
42500	9	-	-	Spell casting V					
92500	10	+1	+1				new weapon proficiency		
112500	11	-	-	Spell casting VI					
250000	12	+1	+1						
650000	13	-	-	+1 Attack/rnd, Spell casting VII					
300000	lvl+1	+1	+1						

Spell lists: Mysticism

NOTE: Can be known as Wizard-hunters, Priest-hunters, etc depending on the most commonly hunted caster

### Wizard

Minimum: INT= 12, WILC= 14 HP/lvl 2 Alignment: ANY Combat: Untrained									
Cost	level	To Hit	DMG	Class Features	New Skills	Spells/ day:	1+level		
0	1	0	0	Spell casting, Evocation casting	Read magic(100%), new weapon proficiency		Craft(MM)		
3000	2	-	-						
3500	3	-	-	Spell casting II, Craft(CP)					
4500	4	-	-						
7000	5	-	-	Spell casting III, craft(Db)					
12000	6	-	-						
32500	7	-	-	Spell casting IV, Craft(Do), Craft(Sc)					
40000	8	-	-						
42500	9	-	-	Spell casting V, Craft(Mi)					
92500	10	-	-				Craft(RSW)		
112500	11	-	-	Spell casting VI, Craft(Gr), Craft(WGA)					
250000	12	-	-				Craft(Go), Assist an alchemist making Homonculi (Hm)		
650000	13	-	-	Spell casting VII					
300000	lvl+1	-	-						

Spell lists: High Magic, choose (Black Magic, Enchantment)

## Skills

### Learning new skills

Once per month a character may learn a new skill, if they have the facility to do so  
 This costs XP in the same way that buying a level costs XP, see below for XP costs per skill  
 A character may not learn more non-profession skills than half Intelligence (round down)  
 This total does not include background skills or common abilities  
 Skills with % scores state +x%/Lvl. This lvl **does not** include any levels before the skill was learned

XP	Common abilities	Roll and effect
	<b>Brawling</b>	Standard non-proficiency penalty
	<b>Climbing</b>	DEX save for walls, 3x DEX% for natural rock (with gear)
	<b>Finding a track/trail</b>	PERC save
	<b>Hiding</b>	see Noticing hidden animals
	<b>Keeping afloat</b>	DEX save each round
	<b>Leaping</b>	Dexterity/3 feet vertically, Dexterity/2 horizontally (with a running start) In addition Elves gain another +25%, and Andamen gain +50% and Dwarves and Aesir reduce this by 25%
	<b>Moving silently</b>	DEX save
	<b>Noticing hidden animals</b>	PERC save
	<b>Read sign/bill/etc</b>	INT save
	<b>Untrained rider</b>	DEX save to ride faster than a trot

XP	Background skills	Roll and effect
500	<b>Additional language</b>	May be learned multiple times, once for each language
100	<b>Barter</b>	WILL save (gain +10% when selling goods)
200	<b>Basic Seamanship</b>	
100	<b>Drinking</b>	Adds +1 to CON saves vs Alcohol, may be purchased multiple times Each time this is learned after the first, save vs addiction (p53)
50	<b>Gambling</b>	Gain +1 to all rolls when playing a game of chance
100	<b>Haggling</b>	CHA save (gain -10% when buying goods)
500	<b>Reading/Writing</b>	
100	<b>Riding</b>	Allows untrained mounted combat at a non-proficiency penalty each attack, and a 50% fall chance each round.
250	<b>Sign Language</b>	This basic method of communication is universal to all barbarian tribes
0	<b>Streetwise</b>	Cost: 2 months living with outcasts. Adds +2 to CHA saves with them
50	<b>Swimming</b>	Automatically pass all saves to keep afloat

XP	Arts and Sciences	Roll and effect
	NOTE: These skills require an additional cost of +5 months without access to professional tutelage	
2000	<b>Analyze mixtures</b>	Requires (alchemical test kit), after 1- 10 minutes roll 50% + (5% x Lvl)
2000	<b>Ancient lore</b>	INT save (confirm the authenticity of an ancient item)
2000	<b>Art</b>	May estimate the value of old coins, jewellery or books ±10% accuracy Roll (d100-2) after purchasing this skill to determine starting rank, Amateur/ Sair/ Promising/ etc. Roll d100 every level afterwards. See p54
2000	<b>Cartography</b>	Can't get lost in a personally mapped area. May map difficult terrain and Identify ancient maps. This skill is a pre-requisite for being an explorer
2000	<b>Chirography</b>	May accurately duplicate any map or document, even without the language
2000	<b>Diplomacy</b>	+4 to all CHA saves involving aristocracy, protocol or etiquette
2000	<b>Drafting</b>	The skill of architects, may allow the analysis of dungeon maps. See p54
2000	<b>Healing arts</b>	INT save (determine an illness), may also make healing salve. See p55
2000	<b>Horticulture</b>	
2000	<b>Internal Alchemy</b>	Mystics only. +50% natural lifespan. No loss of physical abilities from age
2000	<b>Inventing</b>	Requires (Drafting). See p55
2000	<b>Linguistics</b>	Can determine the origin of most languages, scripts, etc May decipher the general meaning of a page of writing or a few minutes of speech for a new language after an hour studying it May learn an additional language at each level for free
2000	<b>Music</b>	Roll (d100-2) after purchasing this skill to determine starting rank, Amateur/ Sair/ Promising/ etc. Roll d100 every level afterwards. See p55

XP	Arts and Sciences	Roll and effect
		NOTE: These skills require an additional cost of +5 months without access to professional tutelage
2000	<b>Navigation</b>	Sea voyages only. Roll 99% or become lost
2000	<b>Naturalism</b>	INT save (identify any plant or animal native to home region) The area considered home region can be extended by IC study
2000	<b>Read Magic</b>	Roll to can cast a spell from a scroll or tome, max 95% for non-casters
2000	<b>Theology</b>	INT save (identify holy item or artefact)

XP	Thieving Skills	Roll and effect
		NOTE: These skills require tutelage, some may take twice as long to learn, GMs discretion
1000	<b>Appraise Treasure</b>	May estimate the value of contraband, gems or jewellery $\pm 10\%$ accuracy
1000	<b>Catwalk</b>	May automatically traverse $10'' - 1''/\text{lvl}$ beams at $1/2$ speed. Max $1''$ If a catwalking character is attacked they must pass a DEX save or fall
1000	<b>Con</b>	Roll $35\% + 5\%/\text{lvl}$ to dupe anyone with a Willpower of 12 or less Those with willpower 13+ may pass a WILC save to ignore this
1000	<b>Decipher</b>	Roll $20\% + 5\%/\text{lvl}$ to decode any inscription. If this skill is 100%, INT save to cast a spell from a scroll or tome
1000	<b>Detect Traps (10'cube)</b>	Requires(thieves tools). Roll $25\% + 5\%/\text{lvl}$ to detect/set a mechanical trap
1000	<b>Evade Pursuit</b>	Roll $35\% + 5\%/\text{lvl}$ to evade any pursuer, unless they have tracking If being followed by a tracker deduct this value from their tracking roll
1000	<b>Forgery</b>	Requires(time). Roll $45\% + 5\%/\text{lvl}$ when forgery is first examined Only those who have studied the original may notice it is a forgery
1000	<b>Hide</b>	Roll $35\% + 5\%/\text{lvl}$ to make the PERC save fail (see Noticing) The GM may x2 this if the hiding place is clever, or /2 if it is obvious
1000	<b>Infiltrate</b>	Requires(costume). Roll $85\% + 1\%/\text{lvl}$ (max 99%) to mingle undetected
1000	<b>Interrogate</b>	Verbal Interrogation: Target must pass a WILC save every 10 mins or talk Physical Threat: Target must pass a WILC save every 5 mins or talk Torture: As above but they accumulate a -1 every roll (and may die, p57)
1000	<b>Lip-reading</b>	Only if lips are visible and the language is known, but always works
1000	<b>Lock-picking</b>	Requires(thieves tools). Roll $25\% + 5\%/\text{lvl} \pm \text{modifiers}$ , every $\delta 4$ mins
1000	<b>Picking Pockets</b>	Roll $35\% + 5\%/\text{lvl}$ to steal. If failed target and witnesses PERC save
1000	<b>Scaling Walls</b>	Roll $90\% + 1\%/\text{lvl}$ (max 99%) to climb even shear walls
1000	<b>Stealth</b>	Roll 95% (47% if in metal armour) to perform a thieving skill silently
1000	<b>Tailing</b>	Roll $35\% + 5\%/\text{lvl}$ to follow without causing a PERC save by the target Urban areas only
1000	<b>Thieves' Cant</b>	A secret language

XP	Woodlore Skills	Roll and effect
		NOTE: These skills require tutelage, however growing up in a forest may allow that to be ignored
1000	<b>Camouflage/ Ambush</b>	After 5 mins, Roll $65\% + 5\%/\text{lvl}$ (max 95%) to hide from sight only
1000	<b>Detect Snares (100'line)</b>	After 5 mins, Roll $55\% + 5\%/\text{lvl}$ (max 95%) to detect/set a snare
1000	<b>Herb Lore</b>	INT save (identify any plant or herb)
1000	<b>Hunting</b>	incl. fishing & trapping. Roll $50\% + \delta 20\%$ to catch game. ( $\delta 20 = \text{density}$ )
500	<b>Mountain Climbing</b>	Requires(gear). Roll $90\% + 1\%/\text{lvl}$ to climb any natural rock
1000	<b>Read Tracks</b>	Roll $50\% + 5\%/\text{lvl}$ (max 95%) to know type, number, age of tracks
1000	<b>Scouting</b>	Roll $90\% + 1\%/\text{lvl}$ (max 99%) to avoid detection and detect others in woodland or wilderness. Add +50% to a teams movement rate if scouting
1000	<b>Stalking</b>	Roll $55\% + 5\%/\text{lvl}$ (max 95%) to follow without causing a PERC save non-urban areas only. /2 round down if wearing metal armour
1000	<b>Tracking</b>	Requires( Read Tracks). Provides a +8 +1/lvl when "Sinding a track/trail" -1 for every hour of heavy rain/snow. -1 for every day which has past A roll of a 1 on this save always fails. Roll every stream, rocky area or other untrackable section of the trail. These areas may be circled, or tracked through although the +8 +1/lvl bonus is not applied if this is done
1000	<b>Woodcraft</b>	Roll $55\% + 5\%/\text{lvl}$ (max 95%) $\pm \text{modifiers}$ , every 100'sq to do one of these actions: find 1 meal, find potable water, make a shelter, start a fire

XP	Performing Skills	Roll and effect
		NOTE: These skills take around 3 months to learn (1 month for harlequins)
1000	<b>Acrobatics I</b>	<b>Leaping:</b> Changes to 4' + 1' every 4 levels (max 1/2 Dexterity) vertically, 10' + 1'/lvl (max 2x Dexterity) horizontally (with a running start) <b>Pratfall:</b> falls are reduced by 10' + 2'/lvl down (max 3x Dexterity), by rolling. Landing on your feet is 25% harder. /2 if wearing metal armour <b>Scale Walls:</b> gained for free with this skill
1000	<b>Acrobatics II</b>	Requires (Acrobatics I). <b>Stunt:</b> Roll 95% Combine 3 manoeuvres into one, eg. leap from a balcony and grab a chandelier, swing through a window, and land safely 10' below <b>Tightrope Walking:</b> Roll 95% to walk 10' + 1'/lvl of rope safely at 1/2 speed. x2 with a pole <b>Team Acrobatics:</b> human pyramids, ladders, team juggling, etc <b>Vaulting:</b> Requires(long pole), Roll 95% to vault 8' + 1'/lvl with a runup
1000	<b>Acting</b>	Roll 85% + 1%/lvl (max 99%) to Entertain, Deceive or Impersonate. p59
1000	<b>Animal Training</b>	Roll 95% after a suitable time training (eg. 18 months) to tame an animal Roll 95% after 1 month to teach a trained animal a new command
1000	<b>Juggling</b>	Juggle 3 items + 1/lvl. May throw 1/2 this each round, and catch 95%
1000	<b>Knife-throwing</b>	+2 to hit with all balanced throwing weapons and called shot within 20'
1000	<b>Legerdemain</b>	<b>Sleight-of-hand:</b> Roll 90% +1%/lv (max 99%) to run "find-the-pea", etc May also cheat at cards (but the skill is reduced -2% after each win) <b>Ventriloquism:</b> May throw your voice 5'/lvl
1000	<b>Oratory</b>	Roll 45% + 5%/lvl (max 95%) to illicit a specific response from a crowd <b>Sympathy:</b> The crowd will act 50% of the time, but all will sympathise <b>Antipathy:</b> The crowd will act 50% of the time, but all will be angry <b>Fascination:</b> The crowd will be distracted but only for 5 minutes <b>Boredom:</b> The crowd will be distracted but only for 5 minutes, if failed the crowd will be abusive. Every time used on the same crowd Roll 10% /period to see if they become hostile
1000	<b>Side Show Talents</b>	Sword Swallowing, Fire Breathing, Contortion, etc

XP	Combat Skills	Roll and effect
		NOTE: These skills take around 3 months to learn (1 month for combat trained experts)
1000	<b>Archery I</b>	Shortbow, Longbow. Long range penalties do not apply, unless mounted
1000	<b>Archery II</b>	Requires (Archery I). Long range penalties do not apply when mounted Mounted archery can be performed at full speed (normally 1/2) NOTE: Longbows can not be used mounted
1000	<b>Boxing</b>	x2 attacks when punching. May attempt a RO as a non-proficiency check A RO is x2 DMG, the target must CON save or be RO'd for d4 mins Increase Punch DMG to d4 + STR
500	<b>Command</b>	May lead Charisma/lvl soldiers into battle
2000	<b>Martial Arts I</b>	Requires (must not be wearing metal armour) x2 attacks when punching. May parry without cesti wrist guards Increase Kick DMG to d6 + STR. May attempt a RO kick (see boxing) May sweep, causing the target to DEX save or fall May throw, immediately after a successful parry as 1 punch. p61 Add +1 /3lvs to all dodge attempts
1000	<b>Martial Arts II</b>	Requires (Martial Arts I, must not be wearing metal armour) <b>Knife Hand:</b> d6 DMG punch which ignores armour (except magical bonus) <b>Dodge Missile Attacks:</b> DEX save to dodge <b>Jump Kick:</b> Leap 5' + 1/2'/lvl off the ground and kick (d6 DMG) <b>Breaking:</b> Break a board or door 2" + 2" /3lvs
1000	<b>Mounted Combat I</b>	Requires (Riding). the penalties in Riding do not apply
1000	<b>Mounted Combat II</b>	Requires (Mounted Combat I). Gain proficiency (lance). +2 to hit with a lance while mounted. May train horses as per Animal Training



XP	Combat Skills	Roll and effect
		NOTE: These skills take around 3 months to learn (1 month for combat trained experts)
1000	<b>Siege Weapons</b>	Required to use or plan using any siege equipment
500	<b>Street Fighting</b>	May brawl without the penalty
1500	<b>Weapon Specialisation</b>	+1 DMG /2lvls. May be taken multiple times, max 1 for Untrained fighters, 2 for skilled fighters and 3 for expert fighters (warriors are an exception)
1000	<b>Weapon Training</b>	Gain a new weapon proficiency or gain +1 in an existing weapon skill, may be taken multiple times even for the same weapon
2000	<b>Wrestling</b>	<b>Takedown:</b> non-proficiency check to make prone (max 2x max enc) <b>Takedown &amp; Slam:</b> As above but the target is stunned for d2 rnds <b>Hold:</b> non-proficiency check to restrain and cause pain if required. Adds a cumulative -1/lvl to the targets SCR save to escape <b>Escape:</b> DEX save to escape any hold or other restraining manouvre
2000	<b>3en Archery</b>	Requires (Archery II, a mystic tutor). May shoot blind without penalty. May shoot while running or falling without penalty

Weapon Proficiencies	
Adze	Pike/ Halberd
Axe, Throwing	Ditchfork
Axe, Hand	Razor
Axe, 2h	Throwing, Rock
Blackjack	Scimitar
Blow Gun	Shiriken
Bolas	Shortbow
Boomerang	Sickle
Butterfly Knife	Sling
Cat'o nine-tails	Spear
Cestus	Staff
Club/ Cudgel	Sword, Bastard
Crossbow, Light	Sword, Duelling
Crossbow, Heavy	Sword, Long
Dagger	Sword, Short
Slail, 2h	Sword, 2h
Garrotte	Throwing, Knife
Javelin	Throwing, Net
Ratana	Trident
Lance	War Dart
Longbow	War Hammer
Mace/ Slail	War Hammer, 2h
Dunchakas	Whip
Pick, War	

## Basic Alchemical & Magical Crafting

Learning new basic alchemical or magical crafts

just like skills, any character may learn these skills provided they meet the proscribed pre-requisites, and spend at least 2 months dedicated to the development of these skills with a tutor. These crafts cost 2000xp

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
HC	<b>Herbal Elixirs</b>	04 hrs	Roll 90% + 1%/lvl (max 99%), effects last 5-10 mins	~200gp
	prerequisites: Herb lore and either Craft(HR) or Craft(Dh) equipment: Mortar & Pestle, Cooking vessel, Heat source ingredients: 1fl.oz clear water + some drams of these ingredients (Angelica, Ash buds, Belladonna, Betony, Camphor, Celandine, Cinquefoil, Draconium, Elder berries, Euphorbia, Fennel, Fern, Flag, Garlic, Gentian, Hawkweed, Hazel bark, Hemlock, Juniper, Laurel, Locust, Lotus, Mistletoe, Mugwort, Nettle, Oak leaf, Oleander, Orchid, Parsley, Purslane, Rowan buds, Saffron, Sesame, Sunflower, Tansy, Vervain, Wolfsbane)			
	herbal elixir: Beauty, Charisma, Charm, Detect illusion, Divination, Protections (disease, evil, lightning, lycanthropes, magical influence, passion & desire, serpents, spirits, vampires), Resistances (magic, Necromancy, Witchcraft), Flying, Hawk's vision, Heroism, Invisibility, Lock-picking, Luck, Neutralise toxin, Premonition, Speak with the dead, Strength, Truth			

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
HR	<b>Herbal Remedies</b>	020 + 40 mins	99%, fresh or dry the entire plant is required	~100gp
	prerequisites: Herb lore equipment: Mixing bowl, Cooking vessel, Heat source ingredients: 1fl.oz clear water + one or more of these plants (Adder's tongue, Agrimony, Alkanet, All-heal, Amaranth, Anemone, Asarabaca, Asparagus, Balm, Barberry, Basil, Bindweed, Bittersweet, Black hellbore, Bishop's weed, Borate, Bryony, Callamint, Corriander, Eye bright, Flax weed, Sumitory, Germander, Gladwyn, Groundsel, Hellbore, Hyssop, Lavender, Moonwort, Moss, Periwinkle, Peony, Plantain, Rampion, Rose, Rosemary, Sage, Self-heal, Shepherd's purse, Tamarisk, Thistle, Thyme, Trefoil, Whortle, Wyrnwood, Yarrow)			
	herbal remedies: Antidotes (Aphrodisiac, Insect Venom, Poison), Cures (Amnesia, Apathy, Antipathy, Blindness, Disease, Insanity, Paralysis), Healing (Burns, Damage Points), Relieves (Sever, Pain, Skin Irritations), Remove (Curse, Fear), Restore Speech, Sedative			

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
MM	<b>Magical Mixtures</b>	1 day	Roll 90% + 1%/lvl (max 99%), faintly magical, Goes off shortly after it leaves the crystal container (not power)	100-200gp
	prerequisites: Read magic equipment: Mixing bowl, Cooking vessel, Heat source, Crystal container (not for powder) ingredients: some drams of these ingredients (Aloeswood, Amber, Animal parts (assorted), Anise, Artemesia, Black myrrh, Black poppy, Cinnamon, Crocus, Flax, Frankincense, Giant squid's ink, Gold, Hazelwood, Hemp, Linseed, Myrrh, Olive oil, Powdered gall oak, Sulphur)			
	magical mixtures: Fragrant oils, Magical inks, Powders of conjuration, Powders - to cause fumes (Savorable aspect, Precognition, Spirit banishing, Spirit detection, Spirit evocation)			

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Dh	<b>Philtres</b>	04 + 4 hrs	Roll 90% + 1%/lvl (max 99%), effects last 5-20 mins	~100gp
	prerequisites: Read magic equipment: Mortar & Pestle, Cooking vessel, Heat source ingredients: 1pt wine + some drams of these ingredients (Almond, Apricot, Caraway, Chicory, Clary, Crocus, Dill, Ginseng, Ivy, Jasmine, Jonquil, Jujuba, Larch, Lichen, Lime, Linden bark, Loberia, Lupine, Lychnis, Mint, Mustard seed, Oats, Olive, Orbis, Periwinkle, Red heather, Sycamore bark, Whortleberry, Willow)			
	philtres (emotional wines): Apathy, Compliance, Curiosity, Friendship, Love, Loyalty, Mirth, Recklessness, Refusal, Sorrow, Treachery, Violence, Voraciousness			

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Do	<b>Potions</b>	1 day	Roll 90% + 1%/lvl (max 99%), effects last 20*40 mins	400gp
	prerequisites:		Read magic and either Magical mixtures and Philtres or Herbal Elixirs	
	equipment:		Mortar & Pestle, Cooking vessel or Alembic, Furnace	
	ingredients:		1pt clear water, 1dr each of gold, silver, copper, 1ct each of 7 different gemstone powders + one or more of these ingredients (Blood (bull, dragon, elf, giant, goblin, imp, ogre, pegasus, troll, vampire), Bones (saint, zombie), Brain (shaitan), Chrysolite, Ghost's shroud thread, Feathers (hawk, hippogriff, roc), Flesh (mummy), Hair (cat, marid, nymph, saint), Hearts (demon, leopard, lion), Hides (yeti), Horns (gargoyle, minotaur, rhino, unicorn), Lodestone, Mercury, Powders (agate, amethyst, beryl, black opal, black sapphire, chalcedony, copper, coral, diamond, emerald, fire opal, fly, garnet, gold, iron, jade, lead, malachite, moonstone, mouse's tail, onyx, pearl, platinum, ruby, sapphire, silver, sulfur, tin, topaz), Scales (makara, salamander, triton), Shells (snail), Wings (bat, chimera, mantichore), Other animal parts)	
	potions:		Ageing, Berserk rage, Charisma, Control, Cure insanity, Curse, Detection (danger, invisibility, lies, magic), Emotional influence, Extra-sensory perception, Free action, Flying, Gaseous form, Healing, Heroism, Immunity (black magic, cold, drowning, drunkenness, fire, control, petrification, poison), Longevity, Magic resistance, Night vision, Protection from evil, Regeneration, Slowness, Speed, Stealth, Stone-to-flesh, Strength (giant, ogre), vision, Water breathing	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
TD	<b>Toxic Powders</b>	1 day	Roll 90% + 1%/lvl (max 99%), CON save to avoid	200-300gp
	prerequisites:		none	
	equipment:		Mortar & Pestle, Cooking vessel, Heat source	
	ingredients:		some drams of these ingredients (Absinthe, Black lotus, Blackthorn, Common nightshade, Cyclamen, Darnell, Deadly nightshade, Hellebore, Liverwort, Mandrake, Marsh crow's foot, Meadow saffron, Monk's hood, Poppy, Purple foxglove, Skullcap, Spotted hemlock, Water hemlock, Yage, Yellow mellilot)	
	toxic and narcotic powders:		False death, Hallucination, Ill fortune, Narcotics (Black lotus, Darnell, Poppy, Yage), Nausea, Paralysis, Sleep, Slowness, Temporary amnesia, Type 1 poison, Type 2 poison, Type 3 poison, Uncontrollable itching, Vertigo	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
VP	<b>Venoms &amp; Poisons</b>	1 day	Roll 90% + 1%/lvl (max 99%), can coat 10 arrows	200-600gp
	prerequisites:		none	
	equipment:		Mortar & Pestle, Cooking vessel, Heat source	
	ingredients:		some drams of these ingredients (Asp venom, Cobra venom, Curare, Deadly nightshade, Ghoul's tongue, Mandrake, Mercury, Scorpion venom, Spider venom, Viper venom, Wyverns tail)	
	venoms & poisons:		Black death, Curare, Ghoul's venom, Scorpion venom, Slow poison, Spider venom, Snake venom, Wyvern venom	

## Alchemical & Magical Crafting

Learning new alchemical or magical crafts

Unlike skills, these abilities require so much tuition time that they can only be learned by enhancing existing training, in other words only if granted as part of a character class.

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
AD	<b>Alchemical Devices</b>	1-2 weeks	Roll 75% + 2%/lvl (max 99%), some are alchemist only equipment: Glass and Metal-working tools (50gp), Work area or laboratory ingredients: Blood (dwarf, elf, goblin), Copper, Fireflies, Gold, Iron, Lead, Lime, Loadstone, Mercury, Platinum, Potash, Powders (all 12 gemstones), Rare earths, Silica, Silver, Steel, Sulfur, Toadstool, Various other metals alchemical devices: Alchemist's (cusps, prisms, rod of detection), Lenses, Puzzle lock, Rings (Poison needle, secret compartment), Spy glass, Wands (phosphorescence)	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Du	<b>Alchemical Dusts</b>	2 weeks	Roll 75% + 2%/lvl (max 99%), usually a team effort equipment: Mortar & Pestle ingredients: 5dr rare earths, 1dr sulfur, 1dr each of gold, platinum, silver + some drams of these ingredients (Absinthe, Apricot, Black lotus, Blackthorn, Caraway, Cellandine, Clary, Common nightshade, Common soil, Cyclamen, Darnell, Deadly nightshade, Dill, Fern, Ginseng, Hellebore, Imp's blood, Jasmine, Jonquil, Liverwort, Mandrake, Marsh crow's foot, Meadow saffron, Monk's hood, Nightshade, Olive, Orchis, Periwinkle, Poppy, powders (amethyst, basilisk's eye, copper, diamond, devil's horn, dragon's bones, gold, gorgon's eye, ivy, larch, lead, lichen, linden, liverwort, Lychnis, malachite, meadow saffron, mercury, minotaur horn, moonstone, mustard seed, pearl, onyx, platinum, sapphire, snail's shell, silver, tin), Purple foxglove, Purslane, Rare earths, Red heather, Satyr's pipe, Skullcap, Spotted hemlock, Water hemlock, Yage, Yellow mellilot, other animal parts) alchemical dusts: Appearance, Blindness, Charm, Confusion, Control, Desire, Detect illusion, Disappearance, Emotional influence, False death, Half-weight, Hallucination, Ill fortune, Instant ice, Magic detection, Narcotics (Black lotus, Darnell, Poppy, Yage), Nausea, Non-detection, Panic, Paralysis, Petrification, Rage, Sleep, Sleep, Slowness, Temporary amnesia, Trail erasure, Type 1 poison, Type 2 poison, Type 3 poison, Uncontrollable itching, Vertigo, Water evaporation	500-1000gp

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Ho	<b>Holy Items</b>	10min - 1dy	100%, divine items are a matter of faith equipment: varies ingredients: varies holy items: Holy oil, holy symbol, holy water, Sacred articles, Votive candles	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Mi	<b>Minor Magic Items</b>	4 - 5 weeks	99%, but missing just one day ruins the item equipment: varies ingredients: 1000gp worth of materials holy items: An item of spell storing (max 7 spells)	~1000gp

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Nc	<b>Necromantic Rituals</b>	varies	100%, necromantic items are a matter of faith equipment: varies ingredients: 10000gp worth of materials, Body parts, Fresh mandrake root from beneath a hangman's gibbet, Gold, Graveyard clay, Onyx necromantic rituals: Accursed temple, Necromantic golem, Uzat	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Ru	<b>Runes</b>	1 hour	100%, max 3 engraved items per person equipment: etching tool target: Any solid item, weapon or armour. ie. not cloth. Metal is harder to engrave magical signs & symbols: Cold, Courage, Deity, Fire, Good, Light, Possession, Protection, Travel, War, View	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Sc	<b>Scrolls</b>	1 hour	Roll 90% + 1%/lvl (max 99%), Store a spell for later equipment: Quill, Stable writing surface ingredients: Incense, Magical inks, Either Papyrus, Vellum or Hide Scrolls: Any spell the spellcaster can cast	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Sy	<b>Symbols</b>	1 hour	100%, effects a 20' radius and can not be moved equipment: none target: Anything stationary, eg. doors, chests, archways, etc magical signs & symbols: Symbols of power(All-seeing, apathy, anipathy, command, confusion, demon's bane, devil's bane, disperse energy, dragon's eye, energy, elemental power, eye of fire, freedom, free will, gate, imprisonment, insanity, light, pain, silence, spirit's bane), Sumbols of warding(arrows, death magic, demons, devils, elementals, insanity & magical influence, intruders, magical energy, scrying, spirits, swaords, thieves, undead)	n/a

## Advanced Alchemical & Magical Crafting

Learning new alchemical or magical crafts

Unlike skills, these abilities require so much tuition time that they can only be learned by enhancing existing training, in other words only if granted as part of a character class.

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
AAC	<b>Alchemical Equipment</b>	2 - 8 weeks	99%, tailored for use by only one person equipment: A fully equipped alchemical laboratory ingredients: Clear water, Powders (quartz), Rare earths advanced alchemical equipment: Aludel, Athanor	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
AAS	<b>Alchemical Substances</b>	2 weeks	Roll 75% + 1%/lvl (max 99%) equipment: Aludel, Athanor, A fully equipped alchemical laboratory ingredients: 1pt clear water, 1dr each of gold, silver, copper, 1ct each of 7 different gemstone powders + one or more of these ingredients (Alchabest, Blood (mammal, reptile, fish, bird), Powders (all elements, all metals, all 12 gemstones, mercury), Various herbs) advanced alchemical substances: Alchabest (acid), Orichaic ingots (to make magic weapons), Vitriol (Glues stone to stone or metal)	500-2000gp

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
AV	<b>Aqua Vitae</b>	2 weeks	25% + [WILL x2]%, this is to make 1 fl.oz equipment: Aludel, A fully equipped alchemical laboratory ingredients: 1dr of each of 20 different powdered herbs and 30 different powdered animal parts + 10 cts of each of powdered (diamond, jade, pearl) + 2dr powdered iron and 48dr Rare earths + 48fl.oz clear water + 1 dose of Alchabest aqua vitae: 1 fl.oz Aqua Vitae	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Es	<b>Essences</b>	2 - 8 weeks	WILL save, Alchemists only equipment: Aludel, Athanor, A fully equipped alchemical laboratory ingredients: Alchabest + 12 drams of the desired metal or other element essences: Essential earths, Essential lodestone, Essential tin, Philosopher's stone (aka variable mercury), True copper, True gold, True iron, True lead (aka fixed lead), True platinum, True silver, Waters of sulfur	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Go	<b>Golems</b>	6+ weeks	Roll 65% +25% if an engineer, scholar or sculptor helps equipment: various, the ability to cast animate object ingredients: 1fl.oz aqua vitae + enough of these ingredients to shape the body (clay, metal, stone) golems: Golems (clay, metal, stone), Living statues	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Gr	<b>Greater Magic Items</b>	4+ weeks	99%, but missing just one day ruins the item equipment: varies ingredients: 1000gp worth of materials greater magic items: Amulets, Cloaks, Medallions, Rings, Bag of holding, Boots of fast travelling, Boots of dancing, Crystal ball, Dreamstone, Drums of courage, Drums of fear, Magic carpet, Necklace of protection from spirits, Rope of tangling, Seeing stone	> 3000gp

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Im	<b>Homunculi</b>	2 months	See table p139 equipment: Large copper vat, A fully equipped alchemical laboratory ingredients: 1fl.oz aqua vitae + 1fl.oz creator's blood + 8dr animal parts homunculi: Standard life form, New life form	n/a

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Ma	<b>Machina</b>	16 weeks	Roll 55% +25% if an engineer, scholar or sculptor helps	n/a
		equipment:	A fully equipped metal workshop	
		ingredients:	1fl.oz aqua vitae + enough of iron to make the individual parts	
		machina:	Machina (Iron cobra, Iron dragon, Iron horse, Iron spider, Winged iron horse)	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
ANc	<b>Necromantic Rituals</b>	varies	100%, necromantic items are a matter of faith	n/a
		equipment:	varies	
		ingredients:	Body parts, Copper, Embalming fluid, Gold, Iron, Lead, Mercury, Myrrh, Silver, Tin	
		advanced necromantic rituals:	Create undead, Mummification, Necromantic bell	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
RSW	<b>Rods, Staves &amp; Wands</b>	4+ weeks	99%, but missing just one day ruins the item	1000gp - 5000gp
		equipment:	varies	
		ingredients:	1000gp - 5000gp worth of materials	
		devices of multiple spell storing:	Rods, Staves & Wands (p141)	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
Ru	<b>Runes</b>	1 hour	100%, max 3 per person	
		equipment:	etching tool	
		target:	Any solid item, weapon or armour. ie. not cloth. Metal is harder to engrave	
		magical signs & symbols:	Cold, Courage, Deity, Fire, Good, Light, Possession, Protection, Travel, War, Wew	

Abbr	Alchemical/ Magical Craft	Time	Roll & Notes	Value
WGA	<b>Weapons &amp; Armour</b>	4+ weeks	99%, but missing just one day ruins the item	2k+(2k*bnsgp)
		equipment:	varies	
		ingredients:	1000gp worth of materials	
		magical weapons and armour:	Any type of weapon or armour, famous examples on p145	