

Skill	Cost	Stats	S	Ranks	R	P	M	Sum
Acrobatics	/	AG/QU		□□□□ □□□□ □□□□				
Acting	/	PR/EM		□□□□ □□□□ □□□□				
Administration	/	RE/PR		□□□□ □□□□ □□□□				
Adrenal Defense	/	—		□□□□ □□□□ □□□□				
Adrenal Move Balance	/	PR/SD		□□□□ □□□□ □□□□				
Adrenal Move Landing	/	PR/SD		□□□□ □□□□ □□□□				
Adrenal Move Leaping	/	PR/SD		□□□□ □□□□ □□□□				
Adrenal Move Quick Draw	/	PR/SD		□□□□ □□□□ □□□□				
Adrenal Move Speed	/	PR/SD		□□□□ □□□□ □□□□				
Adrenal Move Strength	/	PR/SD		□□□□ □□□□ □□□□				
Advanced Math	/	RE/ME		□□□□ □□□□ □□□□				
Advertising	/	IN/RE		□□□□ □□□□ □□□□				
Alchemy (Chemistry)	/	RE/ME		□□□□ □□□□ □□□□				
Ambush	/	—		□□□□ □□□□ □□□□				
Animal Handling	/	EM/PR		□□□□ □□□□ □□□□				
Animal Healing	/	EM/RE		□□□□ □□□□ □□□□				
Animal Training	/	EM/PR		□□□□ □□□□ □□□□				
Anthropology	/	IN/EM		□□□□ □□□□ □□□□				
Appraisal	/	RE/ME		□□□□ □□□□ □□□□				
Architecture	/	RE/ME		□□□□ □□□□ □□□□				
Armor Evaluation	/	IN/RE		□□□□ □□□□ □□□□				
Astronomy	/	ME/RE		□□□□ □□□□ □□□□				
Athletic Games	/	ST/AG/QU		□□□□ □□□□ □□□□				
Attunement	/	EM/IN		□□□□ □□□□ □□□□				
Basic Mathematics	/	RE/ME		□□□□ □□□□ □□□□				
Beast Mastery	/	EM/PR		□□□□ □□□□ □□□□				
Begging	/	PR/EM		□□□□ □□□□ □□□□				
Biochemistry	/	IN/RE		□□□□ □□□□ □□□□				
Boat Pilot	/	ME/AG		□□□□ □□□□ □□□□				
Body Damage Stabilize	/	SD/EM		□□□□ □□□□ □□□□				
Dody Development	/	CO		□□□□ □□□□ □□□□				
Brawling	/	RE/IN		□□□□ □□□□ □□□□				
Bribery	/	PR/RE		□□□□ □□□□ □□□□				
Camouflage	/	RE/IN		□□□□ □□□□ □□□□				
Caving	/	SD/RE		□□□□ □□□□ □□□□				
Channeling	/	IN		□□□□ □□□□ □□□□				
Circle Lore	/	ME/RE		□□□□ □□□□ □□□□				
Climbing	/	AG		□□□□ □□□□ □□□□				
Contortions	/	AG/SD		□□□□ □□□□ □□□□				
Control Lycanthropy	/	SD		□□□□ □□□□ □□□□				
Cookery	/	RE/AG		□□□□ □□□□ □□□□				
Crafting	/	AG/SD		□□□□ □□□□ □□□□				
Dance	/	AG/IN		□□□□ □□□□ □□□□				
Demon/Devil Lore	/	ME/RE		□□□□ □□□□ □□□□				
Detect Traps	/	IN		□□□□ □□□□ □□□□				
Diagnostics	/	IN/RE		□□□□ □□□□ □□□□				
Diplomacy	/	PR/IN		□□□□ □□□□ □□□□				
Direct Spells	/	AG		□□□□ □□□□ □□□□				
Direction Sense	/	IN/RE		□□□□ □□□□ □□□□				
Disarm Foe, Armed	/	AG		□□□□ □□□□ □□□□				
Disarm Foe, Unarmed	/	AG		□□□□ □□□□ □□□□				
Disarm Trap	/	IN/AG		□□□□ □□□□ □□□□				
Disguise	/	PR/SD		□□□□ □□□□ □□□□				
Distance Runnig	/	CO		□□□□ □□□□ □□□□				
Divination	/	IN/EM		□□□□ □□□□ □□□□				
Diving	/	SD/AG		□□□□ □□□□ □□□□				
Dowsing	/	EM		□□□□ □□□□ □□□□				
Drafting	/	RE/ME		□□□□ □□□□ □□□□				
Dragon Lore	/	ME/RE		□□□□ □□□□ □□□□				
Driving	/	AG/QU		□□□□ □□□□ □□□□				
Drug Tolerance	/	CO/SD		□□□□ □□□□ □□□□				
Duping	/	PR		□□□□ □□□□ □□□□				
Engineering	/	RE/ME		□□□□ □□□□ □□□□				
Faerie lore	/	ME/RE		□□□□ □□□□ □□□□				
Falsification	/	SD/RE		□□□□ □□□□ □□□□				
Fauna Lore	/	ME/RE		□□□□ □□□□ □□□□				
Fisrt Aid	/	SD/EM		□□□□ □□□□ □□□□				
Fletching	/	AG/SD		□□□□ □□□□ □□□□				
Flora Lore	/	ME/RE		□□□□ □□□□ □□□□				
Flying/Gliding	/	AG		□□□□ □□□□ □□□□				

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S: Stat-Bonus, R: Rank-Bonus, P: Profession/Racial-Racial, M: Miscellaneous

Skill	Cost	Stats	S	Ranks	R	P	M	Sum
Foraging	/	IN/ME		□□□□ □□□□ □□□□				
Frenzy	/	EM/SD		□□□□ □□□□ □□□□				
Gambling	/	ME/PR		□□□□ □□□□ □□□□				
General Perception	/	IN/IN/RE		□□□□ □□□□ □□□□				
Gimmickry	/	IN/RE		□□□□ □□□□ □□□□				
Grappling Hook	/	AG		□□□□ □□□□ □□□□				
Heraldry	/	ME/RE		□□□□ □□□□ □□□□				
Herb Lore	/	ME/RE		□□□□ □□□□ □□□□				
Herdng	/	EM/PR		□□□□ □□□□ □□□□				
Hide Item	/	RE/IN		□□□□ □□□□ □□□□				
Horticulture	/	RE/EM		□□□□ □□□□ □□□□				
Hostile Environments	/	AG/SD		□□□□ □□□□ □□□□				
Hypnosis	/	PR/SD		□□□□ □□□□ □□□□				
Iai	/	QU/AG		□□□□ □□□□ □□□□				
Interrogation	/	RE/AG		□□□□ □□□□ □□□□				
Juggling	/	AG/IN		□□□□ □□□□ □□□□				
Jumping	/	ST/AG		□□□□ □□□□ □□□□				
Lancing	/	ST/AG		□□□□ □□□□ □□□□				
Leadership	/	PR/RE		□□□□ □□□□ □□□□				
Leather Working	/	AG/RE		□□□□ □□□□ □□□□				
Lie Perception	/	IN/RE		□□□□ □□□□ □□□□				
Linguistics	/	—		□□□□ □□□□ □□□□				
Lip Reading	/	IN/RE		□□□□ □□□□ □□□□				
Loading	/	EM/RE		□□□□ □□□□ □□□□				
Locate Secret Opening	/	IN/RE		□□□□ □□□□ □□□□				
Lock Lore	/	ME/RE		□□□□ □□□□ □□□□				
Magical Language	/	—		□□□□ □□□□ □□□□				
Magical Ritual	/	RE/ME		□□□□ □□□□ □□□□				
Maneuvering in Armor	/	AG		□□□□ □□□□ □□□□				
M.A. Strikes	/	ST/ST/AG		□□□□ □□□□ □□□□				
M.A. Sweeps & Throws	/	AG/AG/ST		□□□□ □□□□ □□□□				
Mapping	/	RE/ME		□□□□ □□□□ □□□□				
Mechanition	/	RE/AG		□□□□ □□□□ □□□□				
Meditation	/	PR/SD		□□□□ □□□□ □□□□				
Meditation Cleasing	/	SD/EM		□□□□ □□□□ □□□□				
Meditation Death	/	SD/PR		□□□□ □□□□ □□□□				
Meditation Healing	/	SD/EM		□□□□ □□□□ □□□□				
Meditation Ki	/	SD/PR		□□□□ □□□□ □□□□				
Meditation Sleep	/	SD/IN		□□□□ □□□□ □□□□				
Meditation Trance	/	PR/SD		□□□□ □□□□ □□□□				
Metal Evaluation	/	IN/RE		□□□□ □□□□ □□□□				
Metal Lore	/	ME/RE		□□□□ □□□□ □□□□				
Midwifery	/	EM/ME/IN		□□□□ □□□□ □□□□				
Military Organization	/	PR/RE		□□□□ □□□□ □□□□				
Mimicry	/	IN/SD		□□□□ □□□□ □□□□				
Mimery	/	AG/SD		□□□□ □□□□ □□□□				
Mining	/	RE/IN		□□□□ □□□□ □□□□				
Missile Artillery	/	IN/AG		□□□□ □□□□ □□□□				
Mnemonics	/	ME/SD		□□□□ □□□□ □□□□				
Music	/	AG/EM		□□□□ □□□□ □□□□				
Navigation	/	RE/IN		□□□□ □□□□ □□□□				
Painting	/	IN/AG		□□□□ □□□□ □□□□				
Phil./Relig. Doctrine	/	ME/RE		□□□□ □□□□ □□□□				
Physics	/	RE/ME		□□□□ □□□□ □□□□				
Picking Locks	/	IN/RE/AG		□□□□ □□□□ □□□□				
Pick Pockets	/	AG/IN		□□□□ □□□□ □□□□				
Planetology	/	RE/EM		□□□□ □□□□ □□□□				
Play Instruments	/	AG/ME		□□□□ □□□□ □□□□				
Poetic Improvisations	/	IN/RE		□□□□ □□□□ □□□□				
Poison Lore	/	ME/RE		□□□□ □□□□ □□□□				
Poison Perception	/	IN/RE		□□□□ □□□□ □□□□				
Pole Vaulting	/	ST/AG		□□□□ □□□□ □□□□				
Power Perception	/	EM		□□□□ □□□□ □□□□				
Power Pt. Development	/	varies		□□□□ □□□□ □□□□				
Power Projection	/	varies		□□□□ □□□□ □□□□				
Propaganda	/	IN/EM		□□□□ □□□□ □□□□				
Public Speaking	/	EM/PR		□□□□ □□□□ □□□□				
Racial History	/	ME/RE		□□□□ □□□□ □□□□				
Rappeling	/	AG		□□□□ □□□□ □□□□				
Read Tracks	/	IN/RE		□□□□ □□□□ □□□□				

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S: Stat-Bonus, R: Rank-Bonus, P: Profession/Racial-Racial, M: Miscellaneous

Skill	Cost	Stats	S	Ranks	R	P	M	Sum
Region Lore	/	RE/ME		□□□□ □□□□ □□□□				
Reverse Stroke	/	AG/RE		□□□□ □□□□ □□□□				
Riding	/	EM/AG		□□□□ □□□□ □□□□				
Rope Mastery	/	ME/AG		□□□□ □□□□ □□□□				
Rowing	/	ST/SD		□□□□ □□□□ □□□□				
Runes	/	EM/IN		□□□□ □□□□ □□□□				
Sailing	/	AG/IN		□□□□ □□□□ □□□□				
Sanity Healing Lore	/	ME/EM		□□□□ □□□□ □□□□				
Sculpting	/	IN/AG		□□□□ □□□□ □□□□				
Scrounge	/	IN/RE		□□□□ □□□□ □□□□				
Second Aid	/	SD/EM/IN		□□□□ □□□□ □□□□				
Seduction	/	EM/PR		□□□□ □□□□ □□□□				
Siege Engineer	/	RE/IN		□□□□ □□□□ □□□□				
Sense Ambush/Assassin	/	IN/RE		□□□□ □□□□ □□□□				
Sense Reality Warp	/	IN/EM		□□□□ □□□□ □□□□				
Set Traps	/	RE/AG		□□□□ □□□□ □□□□				
Signaling	/	ME/SD		□□□□ □□□□ □□□□				
Singing	/	PR/IN		□□□□ □□□□ □□□□				
Silent Kill	/	AG/IN		□□□□ □□□□ □□□□				
Skating	/	AG/SD		□□□□ □□□□ □□□□				
Skiing	/	AG/SD		□□□□ □□□□ □□□□				
Skinning	/	AG/IN		□□□□ □□□□ □□□□				
Smithing	/	ST/AG		□□□□ □□□□ □□□□				
Spacial Locat. Aware	/	IN		□□□□ □□□□ □□□□				
Spell List Acquisitions	/	—		□□□□ □□□□ □□□□				
Spell Mastery	/	varies		□□□□ □□□□ □□□□				
Sprinting	/	QU		□□□□ □□□□ □□□□				
Stalk & Hiding	/	AG/SD		□□□□ □□□□ □□□□				
Star-Gazing	/	ME/IN		□□□□ □□□□ □□□□				
Stilt Walking	/	ST/AG		□□□□ □□□□ □□□□				
Stone Crafts	/	SD/AG		□□□□ □□□□ □□□□				
Stone Evaluation	/	IN/RE		□□□□ □□□□ □□□□				
Stone Lord	/	ME/RE		□□□□ □□□□ □□□□				
Streetwise	/	PR/IN		□□□□ □□□□ □□□□				
Stunned Maneuvering	/	SD		□□□□ □□□□ □□□□				
Subduing	/	AG/QU		□□□□ □□□□ □□□□				
Surfing	/	AG/SD		□□□□ □□□□ □□□□				
Surgery	/	SD/EM/IN		□□□□ □□□□ □□□□				
Surveillance	/	IN/SD		□□□□ □□□□ □□□□				
Swimming	/	AG		□□□□ □□□□ □□□□				
Symbol Lore	/	ME/RE		□□□□ □□□□ □□□□				
Tactical Games	/	RE/ME		□□□□ □□□□ □□□□				
Tactics	/	IN/RE		□□□□ □□□□ □□□□				
Tale Telling	/	PR/ME		□□□□ □□□□ □□□□				
Targeting Skill	/	IN/AG		□□□□ □□□□ □□□□				
Tightrope Walking	/	AG/SD		□□□□ □□□□ □□□□				
Time Sense	/	IN/ME		□□□□ □□□□ □□□□				
Tracking	/	IN/RE		□□□□ □□□□ □□□□				
Trading	/	RE/EM		□□□□ □□□□ □□□□				
Trading Lore	/	ME/RE		□□□□ □□□□ □□□□				
Transcent Armor	/	varies		□□□□ □□□□ □□□□				
Trap-Building	/	RE/EM		□□□□ □□□□ □□□□				
Trickery	/	PR/QU		□□□□ □□□□ □□□□				
Tumbling	/	AG/SD		□□□□ □□□□ □□□□				
Tumbling Attack	/	AG/ST		□□□□ □□□□ □□□□				
Tumbling Evasion	/	AG/QU		□□□□ □□□□ □□□□				
Two Weapon Combo	/	ST		□□□□ □□□□ □□□□				
Use/Remove Poison	/	AG/IN		□□□□ □□□□ □□□□				
Ventriloquism	/	SD/IN		□□□□ □□□□ □□□□				
Warding Lore	/	ME/RE		□□□□ □□□□ □□□□				
Weather-Watching	/	IN/EM		□□□□ □□□□ □□□□				
Weapon Evaluation	/	IN/RE		□□□□ □□□□ □□□□				
Weapon Skills	/	ST/ST/AG		□□□□ □□□□ □□□□				
Wood Crafts	/	AG/EM		□□□□ □□□□ □□□□				
Xeno-Lores	/	varies		□□□□ □□□□ □□□□				
Yado	/	QU/AG		□□□□ □□□□ □□□□				

S: Stat-Bonus, R: Rank-Bonus, P: Profession/Racial-Racial, M: Miscellaneous