





φ Academic φ

-- Linguistics [Me/Me/Re]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Spoken -						
Spoken -						
Spoken -						
Written -						
Written -						
Written -						
Lip Reading						
Braille						
Signaling -						
Signing						

-- Lore [Me/Me/Re]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Region -						
Region -						
Region -						
Artifact						
Demon						
Dragon						
Faerie						
Fauna						
Flora						
Heraldry						
History -						
Metal						
Race -						
Race -						
Religion-						
Religion-						
Spell						
Stone						
Symbol						

-- Science [Me/Re/Re]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Archaeology						
Architecture						
Astronomy						
Biology						
Chemistry						
Mathematics						
Physics						
Research						

φ Athletic φ

-- Body Development [Co/Co/SD]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Body Development						

-- Gymnastic [Ag/Qu/St]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Acrobatics						
Contortions						
Dance						
Diving						
Downhill Skiing						
Gymnastic Sport-						
Gymnastic Sport-						
Jumping						
Pole-Vaulting						
Power Training						
Surfing						

-- Movement [Ag/Co/St]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Climbing						
Flying/Gliding						
Rowing						
Running						
Swimming						
Stilt-Walking						
Tightrope-Walking						

φ Combat φ

-- Unarmed [Ag/St/St]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Grappling						
Martial Arts Strikes						
Martial Arts Sweeps & Throws						
Natural - Bite						
Natural -						

-- Melee [Ag/St/St]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Battle Axe						
Broadsword						
Club						
Dagger						
Falchion						
Flail						
Halberd						
Hand Axe						
Heavy Flail						
Longsword						
Mace						
Main Gauche						
Pole Axe						
Quarterstaff						
Rapier						
Scimitar						
Short Sword						
Spear						
Two-Handed Axe						
Two-Handed Club						
Two-Handed Sword						
War Hammer						
War Mattock						
Whip						

-- Thrown [Ag/Ag/St]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Bola						
Boomerang						
Chakram						
Dagger						
Dart						
Hand Axe						
Javelin						
Main Gauche						
Spear						
War Hammer						

-- Missile [Ag/Ag/St]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total
Hand Crossbow						
Heavy Crossbow						
Light Crossbow						
Long Bow						
Short Bow						
Sling						
Staff Sling						

φ **Combat, cont.** φ

-- Directed Spell [Ag/SD/ ]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Elemental Bolts							
Hurling							
Illusion Strikes							

-- Siege Weapons [Re/SD/In]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Cannon							
Catapult							
Siege Crossbow							
Trebuchet							

-- Firearms [Ag/St/SD]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	

-- Energy Weapons [Ag/St/SD]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	

-- Combat Expertise [None]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Disarm							
Maneuver in Armor							
Mounted Combat							
Multiple Attacks							
Protect							
Restricted Quarters Fighting							
Reverse Stroke							
Subdual							

-- Shield [Ag/St/St]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Shield							

φ **Discipline** φ

-- Body Discipline [Co/SD/SD]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Adrenal Focus							
Mind Over Matter							

-- Mental Discipline [SD/SD/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Control Lycanthropy							
Meditation							

φ **Magical** φ

-- Delving [Em/In/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Attunement							
Runes							

-- Magical Expertise [None]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Grace							
Spell Trickery							
Transcendence							

-- Power Manipulation [Em/In/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Channeling							
Power Projection							

φ **Outdoor & Animal** φ

-- Animal Handling [Re/Em/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Animal -							
Animal -							

-- Riding [Ag/Em/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Animal - Horse							
Animal -							

-- Drive/Pilot [Ag/SD/Qu]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Flying Ship							
Sailboat							

-- Survival [Re/Me/In]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Arctic							
Desert							
Ocean							
Plains							
Swamp							
Temperate Forest							
Tropical Forest							
Underground							
Urban							

φ **Perception** φ

-- Perception [Re/SD/In]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Perception							

-- Navigation [Me/Re/In]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Astral							
Marine							
Planar							
Terrestrial							
Underground							

-- Tracking [Re/In/Em]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Tracking							

φ **Social** φ

-- Influence [Em/In/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Bribery							
Charm							
Duping							
Intimidation							
Trading							

-- Leadership [Em/Pr/Pr]				Cost: /			
Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Total	
Leadership							

φ **Social, cont.** φ

-- Social Awareness [Em/Re/In]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Social Awareness							

φ **Spell Casting** φ

-- Magical Ritual [ / /Me]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Alteration							
Creation							
Defensive							
Destruction							
Elemental							
Healing							
Informational							
Summoning/Teleportation							

-- Power Development [ / /Co]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Power Development							

-- Spell List [ / /Re]

List	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Base -							
Base -							
Base -							
Base -							
Base -							
Open -							
Open -							
Open -							
Open -							
Closed -							
Closed -							

φ **Subterfuge** φ

-- Ambush [Ag/SD/Qu]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Directed Spells							
Melee							
Missile							
Thrown							
Unarmed							

-- Stalk/Hide [Ag/SD/In]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Stalk/Hide							

-- Trickery [Ag/In/Pr]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Card/Dice Cheating							
Pick Pockets							
Sleight of Hand							
Stage Magic							

φ **Trade & Craft** φ

-- Composition [Me/Re/Re]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Musical Scoring							
Playwright							
Reporting							
Song Writing							
Speech Writing							

-- Crafting [Ag/SD/Me]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Brewing							
Camouflage							
Carpentry							
Ceramics							
Cooking							
Costumes & Disguises							
Drafting							
Drawing							
Falsification							
Fletching							
Leatherworking							
Mapping							
Masonry							
Metalsmithing							
Painting							
Scribing							
Sculpting							
Sewing							
Tanning							
Trap-building							
Weaving							
Woodcarving							

-- Mechanical [Ag/Re/In]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Gimmickry							
Locks							
Traps							

-- Medical [Me/Re/In]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Diagnostics							
First Aid							
Herbalism							
Poison							
Midwifery							
Surgery							
Pharmacology							
Dentistry							

-- Performance Art [Me/Em/Pr]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Acting							
Divination							
Instrument -							
Instrument -							
Mimery							
Poetic Improvisation							
Singing							
Tale-telling							

-- Vocation[Em/Me/Re]

Skill	Ranks	Bonus	Stat.	Misc.	Prof.	Cost: /	Total
Barber							
Begging							
Caving							
Farmer							
Guide							
Military Organization							
Miner							
Sailing							
Scribing							
Seneschal							
Teacher							
Trapper							
Valet							

**Absolute & Percentage Maneuvers** =  $d100OE + Skill\ Bonus + Difficulty\ Mod. + Misc.\ Mods$

**SCR** =  $d100OEH + 100 + List\ Ranks + Realm\ Stat + List\ Type\ Mod. + PP\ Usage\ Pen. + Prep.\ Mod + Misc.\ Mods$

**Breakage Roll** =  $d100OE + Equipment\ Strength + Quality/Material\ Mod - Degradation\ Penalties$

Subtlety	Channeling	Essence	Mentalism
Elemental	-40	-60	-30
Force	-25	-50	-20
Informational	-5	-10	0
Utility	-15	-30	-5
<b>Hands</b>			
None	-20	-40	0
One	0	-10	0
Two	5	0	0
<b>Voice</b>			
None	-15	-25	0
Whisper	-5	-10	0
Normal	0	0	0
Shout	10	5	0
<b>Helmet</b>			
Light	0	-10	-25
Medium	-10	-20	-50
Heavy	-20	-30	-75
<b>Equipment</b>			
Organic material, living	0	--1/5 lbs over 50	0
Organic material, non--living	0	-2/lb over 10	0
Inorganic material	-2/lb over 10	-3/lb over 5	0

Stat	Die
1 - 6	d3 - 1
7 - 8	d3
9 - 18	d6
19 - 81	d10
82 - 90	d6
91 - 92	d3
93 - 99	d3 - 1

Rank	Bonus
0	--25
1 - 10	+5/rank
11 - 20	+3/rank
21 - 30	+2/rank

Stat	Bonus
1	-15
2	-14
3	-13
4	-12
5	-11
6	-10
7 - 8	-9
9 - 11	-8
12 - 14	-7
15 - 17	-6
18 - 23	-5
24 - 29	-4
30 - 35	-3
36 - 41	-2
42 - 47	-1
48 - 53	0
54 - 59	+1
60 - 65	+2
66 - 71	+3
72 - 77	+4
78 - 83	+5
84 - 86	+6
87 - 89	+7
90 - 92	+8
93 - 94	+9
95	+10
96	+11
97	+12
98	+13
99	+14
100	+15

1 gold piece (gp) = 10 silver pieces
1 silver piece (sp) = 10 bronze pieces
1 bronze piece (bp) = 10 copper pieces
1 copper piece (cp) = 10 tin pieces
1 tin piece (tp) = 10 iron pieces

Pace	Multiplier	Penalty
Creep	x1/2	-5
Walk	x1	-10
Hustle	x1.5	-20
Jog	x2	-30
Run	x3	-50
Sprint	x4	-70
Dash	x5	-100

Caster Lvl - Spell Lvl	Instant Spell	0	1	2	3-4	5+
6+	10	0	5	10	15	20
5	5	-10	0	5	10	15
4	5	-20	0	5	10	15
3	5	-30	0	5	10	15
2	0	-40	-10	0	5	10
1	0	-50	-20	0	5	10
0	0	-60	-30	0	5	10
-1	-20	-80	-50	-20	-15	-10
-2	-30	-90	-60	-30	-25	-20
-3	-40	-100	-70	-40	-35	-30
-4	-50	-110	-80	-50	-45	-40
-5	-60	-120	-90	-60	-55	-50
(-6)-(-7)	-80	-140	-110	-80	-75	-70
(-8) or less	-100	-160	-130	-100	-95	-90

Difficulty	Modifier
Casual	+70
Simple	+50
Routine	+30
Easy	+20
Light	+10
Medium	0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Nigh Impossible	-100

Roll	Result
-100 or less	F ('E' Unbalance)
-99 to -80	F ('D' Unbalance)
-79 to -60	F ('C' Unbalance)
-59 to -40	F ('B' Unbalance)
-39 to -20	F ('A' Unbalance)
-19 to 0	o (Fail to act)
1 - 10	5
11 - 20	10
21 - 30	20
31 - 40	30
41 - 50	40
51 - 60	50
61 - 70	60
71 - 80	70
81 - 90	80
91 - 100	90
101 - 130	100
131 - 160	110
161 - 190	120
191 - 220	130
221 - 250	140
251 - 280	150
281+	Exceptional Success

Status	Modifier
Willing Target	-50
Same realm as caster*	+10
Surprised	-5
Full cover	+10
Partial Cover	+5
<b>Armor</b>	
Metal armor vs Essence or Channeling	+15
Organic armor vs Essence	+10
Organic helmet vs Mentalism	+10
Metal helmet vs Mentalism	+15
<b>Range</b>	
Touch	-15
10' or less	-5
Up to half spell range	0
More than half spell range	+10

Absolute Failure	Equipment breaks (& Fumble, if weapon)
Failure	Equipment has penalty of --10 until repaired
Partial Success	Equipment has penalty of --5 until repaired
Success	No breakage
Absolute Success	No breakage

Roll	Result	Description
< 1	Absolute Failure	Not only does the attempt fail, but it makes the situation worse.
1 - 75	Failure	The attempt fails.
76 - 100	Partial Success	The attempt almost succeeds, but not completely. If appropriate, another roll may be made next round (for the second roll, any result of 76+ is considered a "Success").
101 - 175	Success	The attempt succeeds.
176+	Absolute Success	Not only does the attempt succeed, but in the best way possible.