

RMX/RMC Master Skill Cost List

	Skill	Stat	Fighter	Thief	Rogue	Warrior Monk	Barbarian	Burglar	High Warrior	Magician
Prime Requisites			CO/ST	QU/AG	ST/AG	QU/SD	CO/ST	AG/IN	AG/SD	EM/RE
MANEUVERING IN ARMOR	Soft Leather	Ag/St	1/*	1/*	1/*	9	2/*	9	2/*	9
	Rigid Leather	Ag/St	1/*	2/*	1/*	9	3/*	9	2/*	9
	Chain	Ag/St	2/*	3/*	2/*	10	5/*	10	3/*	10
	Plate	Ag/St	2/*	4/*	3/*	10	7/*	10	5/*	11
WEAPON SKILLS**	Weapon 1	St/St/Ag	1/5	2/7	2/5	4	1/5	3/8	3/7	9
	Weapon 2	St/St/Ag	2/5	3/8	3/8	6	2/5	3/8	3/8	20
	Weapon 3	St/St/Ag	2/7	4	3/9	8	3/8	4	4	20
	Weapon 4	Ag/Ag/St	2/7	4	3/9	8	4	6	8	20
	Weapon 5	Ag/Ag/St	2/7	4	3/9	8	4	6	8	20
	Weapon 6	St/St/Ag	5	6	6	15	6	9	8	20
GENERAL SKILLS	Climbing	Ag	3/7	2/5	3/7	3/7	2/6	1/3	2/6	6
	Swimming	Ag	2/6	1/3	2/5	1/5	1/3	2/6	2/5	3
	Riding**	Ag/Em	2/6	2/6	2/5	2/7	2/6	3	3	3
	Disarm Traps	In/Ag	3/8	1/3	2/5	3/9	3/8	1/3	4	7
	Pick Locks	In/Ag	3/9	1/3	2/6	3/9	4	1/3	4	8
	Stalk & Hide	Ag or SD	2/5	1/3	1/3	2/4	1/5	1/3	1/5	5
	Perception	In/Re	2/5	1/3	1/3	2/5	2/4	1/3	2/5	3
MAGICAL SKILLS	Spell Lists**	Em or In	20	10	8	10	25	10	20	1/*
	Runes	In/Em	7	6	6	6	8	6	7	1/4
	Staves & Wands	In/Em	9	7	8	9	15	7	9	1/4
	Channeling	In	25	20	20	19	25	20	20	7
	Directed Spells**	Ag	20	20	20	20	25	20	20	2/5
SPECIAL SKILLS	Ambush	--	3/8	1/3	2/5	3/9	2/5	1/3	2/5	9
	Linguistics**	--	3/*	3/*	3/*	3/*	3/*	3/*	3/*	2/*
	Adrenal Moves**	Pr/SD	2/6	2/6	2/6	1/3	2/4	1/3	1/3	6
	Adrenal Defense	--	20	20	20	3/7	6	7	2/6	20
	Martial Arts**	Varies	3/7	3/7	3/7	1/3	3/7	3/7	1/2	9
	Body Development	Co	1/3	3/7	2/5	2/7	1/3	3/7	2/7	8
	Power Point Development	Co	10	10	10	10	10	10	10	1/4
SECONDARY SKILLS	Acrobatics	Ag/Qu	2/5	1/3	1/4	1/3	2/5	1/3	2/5	3
	Acting	Pr/Em	2/6	2/5	1/3	2/5	2/6	2/5	6	3/6
	Animal Healing	Em/Re	2/6	2/6	2/5	2/5	2/6	2/6	6	2/6
	Caving	SD/Re	2/6	1/4	2/4	2/5	2/6	1/4	6	3
	Contortions	Ag/SD	2/6	1/3	2/4	1/2	2/6	1/3	2/5	5
	Cookery	In/Re	2/5	1/5	2/5	2/5	2/5	1/5	6	2/6
	Crafting	Ag/Em	2/6	2/6	2/6	3/5	2/6	2/6	6	3
	Dance	Ag/In	2/6	2/4	2/4	2/4	2/6	2/4	6	2/6
	Diplomacy	Pr/In	3/6	3/6	2/6	2/6	3/6	3/6	6	2/4
	Diving	SD/Ag	2/6	1/3	2/4	1/4	2/6	1/3	2/5	3
	Duping	Pr/Em	2/6	1/4	1/5	3/6	2/6	1/4	6	3/6
	Falsification	SD/Re	3	2/6	3/5	3	3	2/6	6	3
	First Aid	SD/Em	2/6	2/6	2/6	2/6	2/6	2/6	6	2/6
	Fletching	Ag/SD	2/4	2/4	2/4	2/5	2/4	2/4	6	2/6
	Foraging	In/Me	2/6	2/6	2/5	2/6	2/6	2/6	6	2/6
	Frenzy	Em/SD	1/6	2/6	2/6	2/5	1/6	2/6	2/5	5
	Gambling	Me/Pr	2/4	1/3	1/4	2/4	2/4	1/3	6	2/6
	Herding	Em/Pr	3/7	3/5	3/7	3/7	3/7	3/5	6	2/6
	Jousting	St/Ag	2/6	2/8	2/7	2/10	2/6	2/8	6	15
	Leather-working	Ag/Re	2/4	2/4	2/4	2/4	2/4	2/4	6	3
	Lore-General	Re/Em	1/3	1/3	1/3	1/3	1/3	1/3	6	1/3
	Lore-Magical	Re/Em	6	5	4	6	6	5	6	1/4
	Lore-Obscure	Re/Em	3/7	3/7	3/7	3/7	3/7	3/7	6	3/7
	Lore-Technical	Re/Em	2/6	2/4	2/5	2/6	2/6	2/4	6	2/6
	Mathematics	Re/Me	3/7	2/7	3/6	3/6	3/7	2/7	6	2/6
	Meditation	Pr/SD	3/7	3/6	3/6	2/4	3/7	3/6	2/5	1/5
	Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6	6	2/6
	Navigation	Re/In	2/6	2/6	2/5	2/6	2/6	2/6	6	2/6
	Public-speaking	Em/Pr	2/6	2/6	2/4	2/6	2/6	2/6	6	2/6
	Rope-mastery	Me/Ag	2/6	1/3	1/5	2/5	2/6	1/3	6	3
	Rowing	SD/St	1/4	1/4	1/3	1/4	1/4	1/4	6	3
	Sailing	Em/In	2/6	2/6	2/6	2/6	2/6	2/6	6	3
	Seduction	Em/Pr	2/6	2/6	2/5	2/6	2/6	2/6	6	2/5
	Signaling	Me/SD	1/4	1/3	1/4	1/4	1/4	1/3	6	1/5
	Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6	6	2/6
	Skiing	Ag/SD	2/7	2/6	2/6	2/5	2/7	2/6	6	3
	Smithing	St/Ag	3/5	2/6	2/7	3/5	3/5	2/6	6	3
	Spell-mastery	Varies	6	6	5	5	6	6	6	2/5
	Star-gazing	In/Me	2/6	2/6	2/6	2/5	2/6	2/6	6	2/6
	Stone-carving	SD/Ag	2/7	3/7	3/7	3/5	2/7	3/7	6	3
	Streetwise	In/Pr	2/4	1/2	1/3	3/6	2/4	1/2	6	3
	Subduing	Ag/Qu	2/5	1/4	1/5	1/2	2/5	1/4	2/5	6
	Tracking	In/Re	1/4	1/3	1/4	1/3	1/4	1/3	6	3
	Trading	Re/Em	3/6	2/4	2/4	3/5	3/6	2/4	6	3/5
	Trap-building	Re/Em	2/6	1/3	1/3	2/5	2/6	1/3	6	3/6
	Trickery	Pr/Qu	2/6	1/2	1/3	1/4	2/6	1/2	2/5	3
	Tumbling	Ag/SD	1/5	1/3	1/3	1/2	1/5	1/3	2/5	3
	Weather-watching	In/Em	3/7	3/7	3/7	2/7	3/7	3/7	6	1/4
	Wood-carving	Ag/Em	2/6	2/7	2/6	2/6	2/6	2/7	6	3

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	Skill	Stat	Illusionist	Alchemist	Mage	Cleric	Animist	Healer	Priest	Mentalist	Lay Healer
Prime Requisites			EM/RE	EM/RE	EM/RE	IN/ME	IN/ME	IN/ME	IN/ME	SD/PR	SD/PR
MANEUVERING IN ARMOR	Soft Leather	Ag/St	9	9	9	1/*	2/*	2/*	2/*	4/*	2/*
	Rigid Leather	Ag/St	9	9	9	2/*	3/*	3/*	3/*	5/*	3/*
	Chain	Ag/St	10	10	10	10	10	10	10	6/*	4/*
	Plate	Ag/St	11	11	11	11	11	11	11	7/*	5/*
WEAPON SKILLS**	Weapon 1	St/St/Ag	9	9	9	6	6	9	6	6	8
	Weapon 2	St/St/Ag	20	20	20	7	7	20	7	8	8
	Weapon 3	St/St/Ag	20	20	20	9	9	20	9	15	15
	Weapon 4	Ag/Ag/St	20	20	20	9	9	20	9	20	20
	Weapon 5	Ag/Ag/St	20	20	20	9	9	20	9	20	20
	Weapon 6	St/St/Ag	20	20	20	20	20	20	20	20	20
GENERAL SKILLS	Climbing	Ag	7	7	7	5	4	6	5	5	6
	Swimming	Ag	3	3	3	3	3	3	3	3	3
	Riding**	Ag/Em	3	3	3	3	1/3	3	3	2	2
	Disarm Traps	In/Ag	8	4	7	7	8	8	8	7	8
	Pick Locks	In/Ag	8	4	8	8	8	8	8	8	8
	Stalk & Hide	Ag or SD	3	6	5	5	3	6	5	5	3
	Perception	In/Re	2	3	3	3	2	3	3	3	3
MAGICAL SKILLS	Spell Lists**	Em or In	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
	Runes	In/Em	1/4	1/3	1/4	2/5	2/6	2/6	2/6	2/5	2/6
	Staves & Wands	In/Em	1/4	1/3	1/4	2/5	2/6	3/7	2/6	2/5	2/6
	Channeling	In	7	7	7	1/4	2/5	2/5	1/4	8	8
	Directed Spells**	Ag	2/6	2/7	2/6	3	3	3	3/8	2/6	2/7
SPECIAL SKILLS	Ambush	--	5	9	8	9	6	9	8	9	9
	Linguistics**	--	1/*	1/*	2/*	2/*	2/*	2/*	2/*	2/*	2/*
	Adrenal Moves**	Pr/SD	6	6	6	5	5	5	5	3	3
	Adrenal Defense	--	20	20	20	20	20	20	20	15	15
	Martial Arts**	Varies	9	9	9	6	6	6	6	3	3
	Body Development	Co	8	4	8	6	4	1/3	5	6	6
	Power Point Development	Co	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
SECONDARY SKILLS	Acrobatics	Ag/Qu	3	3	3	2/7	2/7	2/7	2/7	3/7	3/7
	Acting	Pr/Em	1/3	3/6	3/6	2/7	2/7	2/7	2/7	2/6	2/6
	Animal Healing	Em/Re	2/6	2/5	2/6	1/5	1/4	1/3	1/4	2/6	1/2
	Caving	SD/Re	3	3	3	2/7	2/7	2/7	2/7	3	3
	Contortions	Ag/SD	4	5	5	3/7	2/6	2/6	2/6	3	3
	Cookery	In/Re	2/6	1/2	2/6	2/4	1/4	1/5	1/5	2/6	1/2
	Crafting	Ag/Em	3	1/3	3	3	3	3	3	3	3
	Dance	Ag/In	2/6	2/6	2/6	1/5	1/5	2/4	1/5	2/6	2/6
	Diplomacy	Pr/In	2/5	2/5	2/5	2/4	2/6	2/6	2/6	2/4	2/6
	Diving	SD/Ag	3	3	3	2/5	2/5	2/5	2/5	3	3
	Duping	Pr/Em	2/4	3/6	3/6	3/6	3/6	3/6	3/6	2/5	3/6
	Falsification	SD/Re	2/4	1/3	3/7	3	3	3	3	3	2/6
	First Aid	SD/Em	2/6	2/5	2/6	1/5	1/5	1/2	1/4	2/6	1/2
	Fletching	Ag/SD	2/7	1/3	2/6	2/5	2/5	2/6	2/5	2/6	2/5
	Foraging	In/Me	2/7	2/5	2/6	2/5	1/5	2/5	2/5	2/6	2/5
	Frenzy	Em/SD	5	6	5	3	3	3	3	2/4	2/5
	Gambling	Me/Pr	2/5	2/6	2/6	1/4	2/6	2/4	2/4	2/5	2/5
	Herdin	Em/Pr	2/6	2/6	2/6	2/5	1/2	2/5	2/5	3/7	3/7
	Jousting	St/Ag	15	15	15	10	10	15	10	12	12
	Leather-working	Ag/Re	3	3	3	2/6	2/5	2/5	2/6	3	3
	Lore-General	Re/Em	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
	Lore-Magical	Re/Em	1/4	1/4	1/4	2/4	2/5	2/5	2/5	2/4	2/5
	Lore-Obscure	Re/Em	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
	Lore-Technical	Re/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
	Mathematics	Re/Me	2/4	1/4	2/6	2/5	2/6	2/6	2/6	2/5	2/4
	Meditation	Pr/SD	2/4	2/4	2/6	1/2	1/3	1/2	1/3	1/4	1/4
	Music	Ag/Em	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/6
	Navigation	Re/In	2/6	2/6	2/6	2/4	1/5	2/4	2/4	2/6	2/6
	Public-speaking	Em/Pr	2/5	2/6	2/6	2/5	2/6	2/6	2/6	2/5	2/5
	Rope-mastery	Me/Ag	3	3	3	2/5	2/6	2/6	2/6	3	3
	Rowing	SD/St	3	3	3	2/5	2/6	2/6	2/6	3	3
	Sailing	Em/In	3	3	3	2/4	2/5	2/5	2/5	3	3
	Seduction	Em/Pr	2/5	2/5	2/5	2/6	2/6	2/6	2/6	2/6	2/6
	Signaling	Me/SD	2/4	1/5	1/5	2/5	2/5	2/6	2/5	2/6	2/6
	Singing	Pr/In	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/6
	Skiing	Ag/SD	3	3	3	2/6	2/7	2/7	2/7	3/5	3/5
	Smithing	St/Ag	3	1/2	3	3	3	3	3	3	3
	Spell-mastery	Varies	2/5	2/5	2/5	2/4	2/4	2/4	2/4	2/5	2/5
	Star-gazing	In/Me	2/6	2/6	2/6	1/3	1/3	1/4	1/3	2/6	2/6
	Stone-carving	SD/Ag	3	1/3	3	3	3	3	3	3	3
	Streetwise	In/Pr	3	3	3	3	4	3	3	3	3
	Subduing	Ag/Qu	4	6	5	3/6	3/6	3/6	3/6	6	1/3
	Tracking	In/Re	3	3	3	2/6	1/4	3/5	2/7	3	3
	Trading	Re/Em	2/4	3/5	3/5	2/5	2/6	2/6	2/6	3/5	3/5
	Trap-building	Re/Em	2/6	1/5	2/7	2/6	2/5	2/6	2/6	2/6	2/5
	Trickery	Pr/Qu	1/4	3	3	3	3	3	3	3	3
	Tumbling	Ag/SD	3	3	3	2/6	2/5	2/5	2/5	2	2
Weather-watching	In/Em	1/4	1/4	1/4	1/3	1/3	1/3	1/3	2/6	2/6	
Wood-carving	Ag/Em	3	1/3	3	2/6	2/5	2/6	2/6	3	1/2	

RMX/RMC Master Skill Cost List

	Skill	Stat	Seer	Mentat	Archmage	Sorcerer	Mystic	Astrologer	Monk	Ranger	Revised Ran
Prime Requisites			SD/PR	SD/PR	PR/IN/EM	EM/IN	EM/PR	PR/IN	EM/SD	IN/CO	IN/CO
MANEUVERING IN ARMOR	Soft Leather	Ag/St	4/*	4/*	9	9	4/*	4/*	9	1/*	1/*
	Rigid Leather	Ag/St	5/*	5/*	9	9	5/*	5/*	9	2/*	2/*
	Chain	Ag/St	6/*	6/*	10	10	6/*	6/*	10	3/*	3/*
	Plate	Ag/St	7/*	7/*	11	11	7/*	7/*	11	4/*	4/*
WEAPON SKILLS**	Weapon 1	St/St/Ag	6	6	9	9	9	9	5	3/7	3/6
	Weapon 2	St/St/Ag	15	8	20	20	20	20	8	4	3/8
	Weapon 3	St/St/Ag	20	15	20	20	20	20	8	6	6
	Weapon 4	Ag/Ag/St	20	20	20	20	20	20	8	6	6
	Weapon 5	Ag/Ag/St	20	20	20	20	20	20	15	6	6
	Weapon 6	St/St/Ag	20	20	20	20	20	20	15	9	9
GENERAL SKILLS	Climbing	Ag	4	5	7	7	7	7	3/7	3/9	2/4
	Swimming	Ag	3	3	3	3	3	3	2/6	2/6	2/6
	Riding**	Ag/Em	2	2	3	3	3	3	3	2/6	2/5
	Disarm Traps	In/Ag	7	7	7	7	7	7	4	4	4
	Pick Locks	In/Ag	7	8	7	7	7	7	4	4	4
	Stalk & Hide	Ag or SD	6	5	5	6	2	6	2/7	1/5	1/4
	Perception	In/Re	3	3	2	3	2	2	2/7	2/7	1/5
MAGICAL SKILLS	Spell Lists**	Em or In	1/*	1/*	2/*	1/*	1/*	1/*	4/*	4/*	4/*
	Runes	In/Em	2/6	2/5	1/4	2/5	2/5	2/6	4	5	5
	Staves & Wands	In/Em	2/6	2/5	1/4	2/5	2/5	2/6	5	6	6
	Channeling	In	8	8	2/5	2/5	8	1/5	13	3	3
	Directed Spells**	Ag	2/7	2/6	2/6	2/5	2/6	2/7	9	15	15
SPECIAL SKILLS	Ambush	--	9	9	9	9	4	9	4	3	3/8
	Linguistics**	--	2/*	2/*	1/*	2/*	1/*	1/*	3/*	3/*	3/*
	Adrenal Moves**	Pr/SD	3	6	5	5	5	5	2/4	2/7	2/7
	Adrenal Defense	--	15	20	15	20	15	15	6	20	20
	Martial Arts**	Varies	3	3	6	9	6	6	2/5	4	4
	Body Development	Co	6	6	8	8	8	6	3/7	2/7	2/7
	Power Point Development	Co	1/4	1/4	1/4	2/5	2/5	2/5	5	5	5
SECONDARY SKILLS	Acrobatics	Ag/Qu	3/7	3/7	3	3	3	3	1/5	2/6	2/6
	Acting	Pr/Em	2/6	2/6	2/7	2/7	1/2	2/7	2/6	2/6	2/6
	Animal Healing	Em/Re	2/5	2/5	2/6	2/6	2/5	2/6	2/5	2/5	1/5
	Caving	SD/Re	1/2	3	3	3	3	3	2/6	2/6	1/5
	Contortions	Ag/SD	3	3	5	5	4	5	2/4	2/6	2/6
	Cookery	In/Re	2/6	2/6	2/4	2/4	2/6	2/6	2/6	2/4	2/4
	Crafting	Ag/Em	3	3	3	3	3	3	2/6	2/6	2/6
	Dance	Ag/In	2/5	2/6	2/7	2/7	2/4	2/5	1/5	2/5	2/5
	Diplomacy	Pr/In	1/5	2/4	2/6	2/6	2/5	2/4	2/4	2/5	2/5
	Diving	SD/Ag	3	3	3	3	3	3	3	2/4	2/5
	Duping	Pr/Em	2/5	3/5	2/6	2/6	2/5	3/6	3/6	2/7	2/7
	Falsification	SD/Re	3	3/7	3	3	2/4	3	3	3	3
	First Aid	SD/Em	2/6	2/6	3/6	3/6	2/6	2/6	2/6	2/4	1/4
	Fletching	Ag/SD	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/5	2/5
	Foraging	In/Me	1/4	2/6	2/6	2/6	2/6	2/6	2/6	1/3	1/3
	Frenzy	Em/SD	6	2/4	3/6	3/6	3	5	1/3	2/6	2/6
	Gambling	Me/Pr	1/3	2/5	2/7	2/7	2/5	1/5	2/6	2/6	2/6
	Herding	Em/Pr	3/7	3/7	2/7	2/7	3/5	3/7	3/7	2/7	2/7
	Jousting	St/Ag	14	12	15	15	15	15	5	3/9	3/9
	Leather-working	Ag/Re	3	3	3	3	3	3	2/6	2/5	2/5
	Lore-General	Re/Em	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
	Lore-Magical	Re/Em	2/5	2/4	2/5	2/5	2/5	2/5	3/6	3/6	3/6
	Lore-Obscure	Re/Em	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
	Lore-Technical	Re/Em	2/4	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
	Mathematics	Re/Me	2/5	2/4	1/5	1/5	2/5	1/2	2/5	2/6	2/6
	Meditation	Pr/SD	1/2	1/4	2/4	2/4	1/3	1/2	1/5	2/4	2/4
	Music	Ag/Em	2/5	2/6	2/6	2/6	2/5	2/4	2/6	2/6	2/6
	Navigation	Re/In	1/2	2/6	2/6	2/6	2/6	1/3	2/6	1/4	1/3
	Public-speaking	Em/Pr	2/4	2/5	1/3	1/3	2/4	2/5	2/6	2/6	2/6
	Rope-mastery	Me/Ag	3	3	3	3	3	3	2/4	2/5	2/5
	Rowing	SD/St	3	3	3	3	3	3	1/5	2/4	2/4
	Sailing	Em/In	3	3	3	3	3	3	2/4	2/5	2/5
	Seduction	Em/Pr	2/4	2/6	2/5	2/5	1/3	2/6	2/6	2/6	2/6
	Signaling	Me/SD	2/6	2/6	2/6	2/6	1/3	1/4	2/6	1/5	1/5
	Singing	Pr/In	2/5	2/6	2/6	2/6	2/5	2/4	2/6	2/6	2/6
	Skiing	Ag/SD	3/5	3/5	3/7	3/7	3/7	3/7	2/6	2/6	2/6
	Smithing	St/Ag	3	3	3	3	3	3	2/6	2/7	2/7
	Spell-mastery	Varies	2/5	2/5	2/5	2/5	2/5	2/5	3/5	3/5	3/5
	Star-gazing	In/Me	1/3	2/6	1/3	1/3	1/4	1/2	2/5	2/4	2/4
	Stone-carving	SD/Ag	3	3	3	3	3	3	2/7	2/6	2/6
	Streetwise	In/Pr	3/5	3	3	3	2/5	3	3/7	3/6	3/6
	Subduing	Ag/Qu	5	3	6	6	3/5	6	3	4	4
	Tracking	In/Re	1/5	3	3	3	2/4	2/4	2/6	2/5	1/3
Trading	Re/Em	3/6	3/5	3/6	3/6	3/6	3/6	3/6	3/5	3/5	
Trap-building	Re/Em	3/7	2/7	3/5	3/5	3/6	3/7	2/6	2/5	1/5	
Trickery	Pr/Qu	1/5	3	3	3	1/5	3	2/5	2/5	2/5	
Tumbling	Ag/SD	2	2	3	3	3	3	1/4	2/4	2/4	
Weather-watching	In/Em	1/2	2/6	1/3	1/3	1/4	1/2	1/5	1/5	1/5	
Wood-carving	Ag/Em	3	3	3	3	3	3	1/5	2/4	2/4	

RMX/RMC Master Skill Cost List

	Skill	Stat	Bard	Paladin	Nightblade	Delver	Champion	Elemental W	Venturer
Prime Requisites			PR/ME	ST/IN	PR/AG	EM/AG	IN/ST	EM/AG	PR/SD
MANEUVERING IN ARMOR	Soft Leather	Ag/St	2/*	1/*	2/*	9/*	2/*	3/*	2/*
	Rigid Leather	Ag/St	2/*	1/*	2/*	9/*	3/*	4/*	2/*
	Chain	Ag/St	3/*	2/*	4/*	10/*	4/*	5/*	3/*
	Plate	Ag/St	5/*	3/*	6/*	11/*	5/*	6/*	4/*
WEAPON SKILLS**	Weapon 1	St/St/Ag	3/9	2/5	3/9	4/8	3/5	3/5	3/5
	Weapon 2	St/St/Ag	6	3/8	6	6	3/8	3/9	3/8
	Weapon 3	St/St/Ag	7	4	7	6	5	6	4
	Weapon 4	Ag/Ag/St	7	4	7	7	7	8	6
	Weapon 5	Ag/Ag/St	7	4	7	7	9	15	8
	Weapon 6	St/St/Ag	15	6	15	7	15	15	15
GENERAL SKILLS	Climbing	Ag	3/9	6	3/7	3/7	3/8	3/9	3/7
	Swimming	Ag	2/6	3	3	2/6	2/6	2/6	2/6
	Riding**	Ag/Em	2/6	2/5	3	2/6	1/5	2/6	2/6
	Disarm Traps	In/Ag	4	7	3/7	1/5	6	8	4
	Pick Locks	In/Ag	4	7	2/7	1/5	8	8	4
	Stalk & Hide	Ag or SD	2/7	5	1/5	2/7	3/7	2/7	2/6
	Perception	In/Re	2/7	3/7	2/7	2/7	2/7	2/7	2/6
MAGICAL SKILLS	Spell Lists**	Em or In	4/*	4/*	4/*	4/*	4/*	4/*	4/*
	Runes	In/Em	5	7	6	4	4	3	4
	Staves & Wands	In/Em	6	9	7	5	6	5	6
	Channeling	In	13	3	20	13	3	15	15
	Directed Spells**	Ag	10	20	2/6	9	6	3/6	6
SPECIAL SKILLS	Ambush	--	6	9	3	6	9	6	3
	Linguistics**	--	1/*	3/*	3/*	3/*	3/*	3/*	3/*
	Adrenal Moves**	Pr/SD	2/7	3/9	2/4	2/7	2/7	2/7	2/6
	Adrenal Defense	--	15	20	7	20	20	20	8
	Martial Arts**	Varies	3	6	3/7	4	3/8	3	2/7
	Body Development	Co	3/8	2/5	3/8	4/7	2/7	2/7	2/7
	Power Point Development	Co	5	5	5	5	5	5	5
SECONDARY SKILLS	Acrobatics	Ag/Qu	2/6	2/5	2/4	3	2/6	2/6	2/4
	Acting	Pr/Em	1/5	2/6	2/4	3/6	2/6	2/6	2/6
	Animal Healing	Em/Re	2/5	2/6	6	2/5	1/5	2/6	2/6
	Caving	SD/Re	2/6	2/6	6	3	2/6	2/6	2/6
	Contortions	Ag/SD	2/5	2/6	2/4	5	2/6	2/6	2/5
	Cookery	In/Re	2/6	2/5	2/4	1/2	2/6	2/6	2/6
	Crafting	Ag/Em	2/6	2/6	6	1/3	2/6	2/6	2/6
	Dance	Ag/In	1/3	2/6	6	2/6	2/6	2/6	2/6
	Diplomacy	Pr/In	1/4	3/6	6	2/5	2/6	2/5	2/5
	Diving	SD/Ag	2/5	2/6	2/4	3	2/6	2/6	2/6
	Duping	Pr/Em	1/5	2/6	6	3/6	2/6	3/6	2/5
	Falsification	SD/Re	3	3	2/4	1/3	3	3	3
	First Aid	SD/Em	2/6	2/6	6	2/5	2/4	2/4	2/4
	Fletching	Ag/SD	2/5	2/4	6	1/3	2/4	2/4	2/4
	Foraging	In/Me	2/6	2/6	6	2/5	2/5	2/6	2/5
	Frenzy	Em/SD	2/6	1/6	2/4	6	2/6	2/6	2/6
	Gambling	Me/Pr	2/6	2/4	6	2/6	3/6	2/4	2/6
	Herding	Em/Pr	2/7	3/7	6	2/6	3/7	3/7	3/7
	Jousting	St/Ag	6	2/6	6	15	1/5	2/6	2/6
	Leather-working	Ag/Re	2/6	2/4	6	3	2/6	2/6	2/6
	Lore-General	Re/Em	1/2	1/3	6	1/3	1/3	1/3	1/3
	Lore-Magical	Re/Em	1/4	6	6	1/4	2/4	2/4	2/4
	Lore-Obscure	Re/Em	2/4	3/7	6	3/7	2/6	2/6	2/6
	Lore-Technical	Re/Em	2/4	2/6	6	2/6	2/6	2/6	2/6
	Mathematics	Re/Me	2/5	3/7	6	1/4	2/5	2/5	2/5
	Meditation	Pr/SD	2/4	3/7	2/4	2/4	2/5	2/6	1/3
	Music	Ag/Em	1/2	2/6	6	2/6	2/6	2/6	2/6
	Navigation	Re/In	2/6	2/6	6	2/6	2/5	2/6	2/4
	Public-speaking	Em/Pr	1/4	2/6	6	2/6	2/6	2/5	2/6
	Rope-mastery	Me/Ag	2/5	2/6	6	3	2/5	2/5	2/5
	Rowing	SD/St	2/5	1/4	6	3	2/6	2/6	2/6
	Sailing	Em/In	2/6	2/6	6	3	2/6	2/6	2/6
	Seduction	Em/Pr	1/4	2/6	6	2/5	2/6	2/5	2/6
	Signaling	Me/SD	1/5	1/4	6	1/5	2/4	2/4	2/4
	Singing	Pr/In	1/2	2/6	6	2/6	2/6	2/6	2/6
	Skiing	Ag/SD	2/7	2/7	6	3	2/6	2/6	2/6
	Smithing	St/Ag	3/5	3/5	6	1/2	2/6	2/6	2/6
	Spell-mastery	Varies	3/5	6	6	2/5	3/5	2/5	3/5
	Star-gazing	In/Me	2/5	2/6	6	2/6	2/6	2/6	2/6
	Stone-carving	SD/Ag	2/7	2/7	6	1/3	2/6	2/6	2/6
	Streetwise	In/Pr	2/4	2/4	6	3	2/6	2/6	2/6
	Subduing	Ag/Qu	5	2/5	2/4	6	3/6	5	4
	Tracking	In/Re	2/6	1/4	6	3	2/4	2/4	2/4
	Trading	Re/Em	2/4	3/6	6	3/5	2/4	2/4	2/4
	Trap-building	Re/Em	2/6	2/6	6	1/5	2/6	2/6	2/6
	Trickery	Pr/Qu	2/4	2/6	2/4	3	2/6	2/6	2/6
	Tumbling	Ag/SD	2/5	1/5	2/4	3	2/6	2/6	2/4
	Weather-watching	In/Em	2/6	3/7	6	1/4	1/5	1/5	1/5
	Wood-carving	Ag/Em	2/4	2/6	6	1/3	2/6	2/6	2/6