LIGHT LEUHARROW CHARACTER RECORD

CHARACTER INFORMATION

	Cha	racter Name	<u> </u>	Referee Campaign					# of Adventures				Player Name " lbs.		
	Race Lifestyle			Sex Coloration Hair/Eye			ody MB		tural DR	Age	Hei	ght			
				1D Current Combat Die					Title						
	Perso	onality		Deity				Aı	rea of (Origin					
				1	4B1L1T	y Score	S								
	Agility	DR Adjustm	ent <u>+</u>		Throwing	+	Aiming	+		Magical De					
	Charm	Leaders	nip <u>+</u>			+				Spiritual De					
	Insight	Divine Spell Sl				Spell Failure									
	Intellect Might					<u>%</u>									
	Vitality	Attack Bo				+ L % Resurrec									
	er Score					ttack Rating				rrent Faith I					
						NFORMA									
Hi	t Degree		We	eapon Talents	3			Starting	CGPs			Pro	otections		
	P per Increase							Power Sco					Bonuses		
Bo	onus Hit Points							us Racial I Lifestyle I			Mag		Bonuses c Shield		
							Bonus		Total			_	l Barrier		
Hit	Point Total												tal Skins		
		Weapon of Choice										•	eflection otection		
Curr	ent Wounds	weapon of Choice						Current	t CGPs				otection		
		<u> </u>			•					i		_			
			v	Attack or Veapon Type		Atı	# acks	to Hit Bonus	AF	R Die		eapon D Bonu	_	ype	
4	Defensive		·	71				+		D)	+		/ -	
1	RATING	·						+				+			
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•		7						+		D		+			
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	Armor Types							+				+			
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			RES1	STANCE	EROLLS	FRACI.	41 A	B1L1T1	es						
	Resistance Roll vs.		Base	se Modifier Score Rac				Racial Traits			Racial Attack Types				
		Physical		+			dy Cons					Disarm			
	Mental Magical Spiritual			+		Clin	b Any S Damage					Escape r Aura			
				+		Г	epth Per				_ •	Hug			
	Heighte		Level	Other Raci	al Abilities			Bonus			-	Rage			
		Hearing Scent				Mecha	HP nical Incl	Bonus				ample Swoop			
		Taste				ivicella						оор			
		Touch													

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Skills & GEAR

Conting Cont		ent			Arcane	Skille		1	Co	mbat Skills		Divine Skills		
Combox C	Skills Alignment Arcane			Casting Level	Aicane									
Pavice														
Gail														
Anti-Scarcing	Guild					Clean Up						Divine Orders		
Allack Ramps	Universal Ski	lls		Magical Fields	•	Collect Objects		Breach Defensive Line			Line	Elemental		
Finest F	Ambide	exterity		Elemental		Colored Spell					ease			
Figure Fire Potent Value Part Potent Part Pa	Attack	Rating		A	ir	Create Minor Sound			C	onceal Weap	oons	Earth		
Helseling Learny Black Dyc Fighting, Close, Quester Red	Bre	eak Fall		Ear	th	Create Small Chemical			Count	ter Trick Att	acks			
Healing Feerpy	-					<u> </u>		•		ipon	Water			
Red Dye Fighting, Close, Quater Red Everminate Fighting, Close, Quater White Fighting, Close, Quater Fighting, Close, Quater					er									
Lifetype Talent Combo Style Rod Externminate Fighting, Darty Music Scroll Use Scroll Use Pint North Fighting, Water Metal Metal												<u> </u>		
Quick Study												-		
Seroll Use		_										1		
Steep Restance Steeping, Light								5 5						
Stepring Light Manipulative Floation Device Floating Floation								т						
Sprint Sur Fosting Physical Physical							1							
Survival Physical Hair Growth Parry Dissum Syle Physical Physical								D,						
Survival Insuitation	Sura I									_		· · · ·		
Tacture Physical Alteration Histo Object Power Strike Creation Healthy (Creature Quick Draw Elemental Vehick Handling Alchemy Identify Substance Quick Weapon Francy Elemental Physical Phys				•	te			p.				+		
Vehicle Handling								1.	arry & Sp					
Vehicle Handling Richerry Henry Henrity Substance Outsk Weapon Energy Energy Resistance Mage Device Identify Symbol Shield Break Flant Flant Heart Heart Flant Heart He														
Resistance					ıy					_		1		
Breath Wengor Resistance												33		
Charm Resistance Feed Plant Emination Free Locale Fresh Water Superior Combat Holling Ho			+								_			
Energy Resistance Maniputation Free Locale Frest Water Night Light Throw Large Item Imbue Imbu						•								
Maripulation Maipulation Might Light Throw Large Irm Imbue Imbue Imbue Might Light Poison Resistance + Destructive Physical Effect Tripping Attack Self Self-Matery Self-Matery Potection From Vernin Tumble Attack Summoning Self-Matery Self-Matery Self-Matery Self-Matery Self-Matery Two Weapons Animal Two Weapons Two Weapons Animal Two Weapons Two Weapons Two Weapons Animal Two Weapons Two Weapons Two Weapons Animal Two Weapons Tw												1		
Poison Resistance + Destructive Enhancement Protection From Vermin Self Marker Summoning Sew Two Weapons Animal Fath Fat	Illusion Res	sistance	+	Manipulation		Night Light			T	hrow Large	Item	Imbue		
Resist Hindrance	Individual Elemental Res	sistance	+	Alteratio	n	Open Doorway			,	Thrown Wea	ipon	<u> </u>		
Self-Mastery	Poison Res	sistance	+	Destructiv	7e					Tripping At	tack	Self		
Spitrual Resistance	Resist Hir	ndrance		Enhancemen	nt					Tumble At	tack	Summoning		
	Self-N	Mastery				Sew					oons	Animal		
Holy Symbol Summon Small Object Weapon of Choice Animal Empathy	Spiritual Res	sistance	+			Spice					tack	Faith		
Sweetener	Gear				m			1 8						
Temperature Alteration				Holy Symbol						_				
Tie Knot Weapon Slash Attack Charm Person at will Unlock Small Container Withdraw Cold Immunity														
Unlock Small Container						•								
Guild Skills							Withdraw							
Attacked Weapon Attack											· · · · · · · · · · · · · · · · · · ·			
Attached Weapon Attack Back Attack Architecture + + + Detect Cheating 60'				CI III	Guild S			***					1	
Back Attack					,							,	-	
Calm Creature						Alchemy				Weap	on Type			
Hook & Line Mastery Boawright + + Detect Good 10° Juggling Browyer + + Detect Good 10° Juggling Browyer + + Detect Lie 3/Day Mountaineering Brewing + + Detect Undead 30° Magical Devices Shoppe Talk Candle Making + + Discase Immunity Tumbling Carpentry + + DR Bonus Guild Percentage Skills Cart Making + + Elemental Passage 3/Day Avern Normal Traps Cheese Making + + Healing Bonus Clock Works Talent Heightened Senses Detect Concealed Doors Clock Works Talent Heightened Senses Detect Concealed Doors Clock Works Talent Ability Modifier Id Animals, Plants, & Water Escape Bonds Craft Instrument Id Poisons and Diseases Find/Remove Traps Dentistry Id Time and Day Coinage Amount Hide in Shadows Engineering Immunity to charm spells Copper Pieces Identify Objects Gem Cutter Immunity to Illusions Silver Pieces Move Silently Glass Blowing Last Rites Gold Pieces Open Locks Fletcher Lay on hands Platinum Pieces Smooth Surface Climbing Mechanics Pass Without Trace Mithal Pieces Smooth Surface Climbing Mechanics Poison Immunity Other Treasure Value Other Treasure Value Metal Working Seeving Speak with Animals Seving Speak with Animals Speak with Animals Shipwright Seeving Speak with Animals Strung Bow Bonus + Tinkering Weaving Tum Undead Water Breathing Water Breat						A1. '4 4						Detect Cheating 60		
Juggling Bowyer + + Detect Lie 3/Day							 					D-44 E1102		
Magical Devices Shoppe Talk Cande Making + + Detect Undead 30'				Calm Creatur	re	Bone Making								
Magical Devices Shoppe Talk Candle Making + + Disease Immunity				Calm Creatur Hook & Line Master	re ry	Bone Making Boatwright		+	+			Detect Good 10'		
Tumbling Carpentry + + + DR Bonus Guild Percentage Skills Cart Making + + Elemental Passage 3/Day Avert Normal Traps Cheese Making + + Healing Bonus Climb Walls Clock Making + + Heightened Senses Detect Concealed Doors Clock Works Detect Concealed Doors Clock Works Detect Noise Cobbling Talent Ability Modifier Escape Bonds Craft Instrument Escape Bonds Craft Instrument Find/ Remove Traps Denistry Idle in Shadows Engineering Immunity to charm spells Copper Pieces Identify Objects Gem Cutter Silver Pieces Move Silently Glass Blowing Gold Pieces Open Locks Fletcher Platinum Pieces Pick Pockets Leather Working Pass Without Trace Mithril Pieces Smooth Surface Climbing Mechanics Other Treasure Value Other Treasure Value Metal Working Resistance Roll Bonus + Pottery South Massony Sewing Speak with Animals Speak with Anyone Speak with Anyone Stone Masony Turn Undead Water Breathing				Calm Creatur Hook & Line Master Jugglin	re Ty	Bone Making Boatwright Bowyer		+	+			Detect Good 10' Detect Lie 3/Day		
Guild Percentage Skills	Magical Davis	PAS		Calm Creatur Hook & Line Master Jugglir Mountaineerin	re ry lg	Bone Making Boatwright Bowyer Brewing		+ + + +	+ + + +			Detect Good 10' Detect Lie 3/Day Detect Undead 30'		
Avert Normal Traps Cheese Making + + Healing Bonus	Magical Devic	ces		Calm Creatur Hook & Line Master Jugglin Mountaineerin Shoppe Ta	re ry ng ng lk	Bone Making Boatwright Bowyer Brewing Candle Making		+ + + + +	+ + + + + +			Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity		
Climb Walls Clock Making + + Heightened Senses	Magical Devic	ces		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Ta'	re ry ng ng lg lk	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry		+ + + + + + +	+ + + + + + +			Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus		
Detect Concealed Doors Clock Works Talent Hit and damage bonus +	Magical Devi	ces		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Ta Tumblir Guild Percentage Skille	re ry	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making		+ + + + + + +	+ + + + + + + +			Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day		
Detect Noise Cobbling Talent Ability Modifier Id Animals, Plants, & Water	Magical Devic	ces		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Ta Tumblir Guild Percentage Skills Avert Normal Trap	re ry lig lig lik lig s s s	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making		+ + + + + + + + +	+ + + + + +			Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus		
Escape Bonds Craft Instrument Id Poisons and Diseases	Magical Devic	ces		Calm Creatur Hook & Line Master Jugglir Mountaineerir Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Tray Climb Wal	re ry	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making		+ + + + + + + + +	+ + + + + +	Talents		Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses	+	
Find/ Remove Traps Dentistry Id Time and Day	Magical Devic	ces		Calm Creatur Hook & Line Master Jugglir Mountaineerir Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Tra	re Pry	Bone Making Boatwright Bowyer Brewing Candle Making Cart Making Cheese Making Clock Making		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus	+	
Copper Pieces Identify Objects Gem Cutter Immunity to Illusions	Magical Devic	ces		Calm Creatur Hook & Line Master Jugglir Mountaineerir Shoppe Ta Tumblir Guild Percentage Skille Avert Normal Tra Climb Wal Detect Concealed Doo	re Pry	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water	+	
Silver Pieces Move Silently Glass Blowing Last Rites	Magical Devic	ves		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Ta Tumblir Guild Percentage Skille Avert Normal Traj Climb Wal Detect Concealed Doo Detect Nois Escape Bond	re Cy	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases	+	
Gold Pieces Open Locks Fletcher Lay on hands Platinum Pieces Pick Pockets Leather Working Pass Without Trace Mithril Pieces Smooth Surface Climbing Mechanics Poison Immunity Other Treasure Value Other Treasure Value Metal Working Remove Paralysis 3/ Day Needlework Resistance Roll Bonus + Pottery Soothing Word Sewing Speak with Animals Shipwright Speak with Animals Speak with Anyone Stone Masonry Speak With Plants Tattoo Art Strung Bow Bonus + Tinkering Surprise Bonus + Weaving Turn Undead Wine Making Water Breathing			ınt	Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bonc	re Cy	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day	+	
Platinum Pieces Pick Pockets Leather Working Pass Without Trace	Coinage Copper Pieces		ınt	Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Ta Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow	re Py	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells	+	
Mithril Pieces Smooth Surface Climbing Mechanics Poison Immunity Other Treasure Value Other Treasure Value Metal Working Remove Paralysis 3/ Day Needlework Resistance Roll Bonus + Pottery Soothing Word Sewing Speak with Animals Shipwright Speak with Anyone Stone Masonry Speak With Plants Tattoo Art Strung Bow Bonus + Tinkering Surprise Bonus + Weaving Turn Undead Water Breathing	Coinage Copper Pieces Silver Pieces		ınt	Calm Creatur Hook & Line Master Jugglir Mountaineerir Shoppe Ta Tumblir Guild Percentage Skills Avert Normal Tra Climb Wal Detect Concealed Doo Detect Nois Escape Bonc Find/ Remove Tra Hide in Shadow Identify Objec Move Silent	re ry y gg gg llk lgg s s s s s s s s s s s s s s s s s s	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites	+	
Other Treasure Value Other Treasure Value Metal Working Remove Paralysis 3/ Day Needlework Needlework Resistance Roll Bonus + Pottery Soothing Word Sewing Speak with Animals Shipwright Speak with Anyone Speak with Anyone Stone Masonry Speak With Plants Tattoo Art Strung Bow Bonus + Tinkering Surprise Bonus + Weaving Turn Undead Water Breathing Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces		ınt	Calm Creatur Hook & Line Master Jugglir Mountaineerir Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Tray Climb Wal Detect Concealed Doo Detect Nois Escape Bonc Find/ Remove Tray Hide in Shadow Identify Objec Move Silent	re Py	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands	+	
Needlework Resistance Roll Bonus +	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces		ınt	Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bonc Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Lock	re 'y' gg gg gg gg gg gg gg	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to clarm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace	+	
Pottery Soothing Word	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbir	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity	+	
Sewing Speak with Animals Shipwright Speak with Anyone Stone Masonry Speak With Plants Tattoo Art Strung Bow Bonus + Tinkering Surprise Bonus + Weaving Turn Undead Wine Making Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day		
Shipwright Speak with Anyone Stone Masonry Speak With Plants Tattoo Art Strung Bow Bonus + Tinkering Surprise Bonus + Weaving Turn Undead Wine Making Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus		
Stone Masonry Speak With Plants Tattoo Art Strung Bow Bonus + Tinkering Surprise Bonus + Weaving Turn Undead Wine Making Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word		
Tattoo Art	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery Sewing		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word Speak with Animals		
Tinkering Surprise Bonus + Weaving Turn Undead Wine Making Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery Sewing Shipwright		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word Speak with Animals Speak with Animals		
Weaving Turn Undead Wine Making Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery Sewing Shipwright Stone Masonry		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word Speak with Animals Speak with Anyone Speak With Plants	+	
Wine Making Water Breathing	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Works Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery Sewing Shipwright Stone Masonry Tattoo Art		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word Speak with Animals Speak with Anyone Speak With Plants Strung Bow Bonus	+	
	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery Sewing Shipwright Stone Masonry Tattoo Art Tinkering		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word Speak with Animals Speak with Animals Speak With Plants Strung Bow Bonus Surprise Bonus	+	
	Coinage Copper Pieces Silver Pieces Gold Pieces Platinum Pieces Mithril Pieces	Amou		Calm Creatur Hook & Line Master Jugglir Mountaineerin Shoppe Tal Tumblir Guild Percentage Skills Avert Normal Trap Climb Wal Detect Concealed Doo Detect Nois Escape Bone Find/ Remove Trap Hide in Shadow Identify Objec Move Silent Open Locl Pick Pocke Smooth Surface Climbin	re 'y' y gg g	Bone Making Boatwright Bowyer Brewing Candle Making Carpentry Cart Making Cheese Making Clock Works Cobbling Craft Instrument Dentistry Engineering Gem Cutter Glass Blowing Fletcher Leather Working Mechanics Metal Working Needlework Pottery Sewing Shipwright Stone Masonry Tattoo Art Tinkering Weaving		+ + + + + + + +	+ + + + + + + + + + + + + + + + + + + +		Modifier	Detect Good 10' Detect Lie 3/Day Detect Lie 3/Day Detect Undead 30' Disease Immunity DR Bonus Elemental Passage 3/Day Healing Bonus Heightened Senses Hit and damage bonus Id Animals, Plants, &Water Id Poisons and Diseases Id Time and Day Immunity to charm spells Immunity to Illusions Last Rites Lay on hands Pass Without Trace Poison Immunity Remove Paralysis 3/ Day Resistance Roll Bonus Soothing Word Speak with Animals Speak with Anyone Speak With Plants Strung Bow Bonus Surprise Bonus Turn Undead	+	