

General Skills	Index Sheet		
Skill Name	Skill Cost	Pre-requisites	Description
Ambidexterity	2	None	Allows a character to use a single-handed weapon in both hands at the same time.
Analyse Potion Rank 1	2	None	Allows rough identification of the potion – destroys a potion in the process. Does not work on magical potions.
Analyse Potion Rank 2	2	Analyse Potion Rank 1	Allows basic understanding of the recipe, Apothecary can start learning the recipe, may take the destruction of several potion before all ingredients becomes clear. Does not work on magical potions.
Armour Care	1	None	Must be bought before a character can wear armour. Once this skill has been bought a character can wear any type of armour he chooses and can adjust it as mentioned in the armour section.
Artificer: Leatherwork	4	Special, Master Craft: Leatherwork	Artificer: Leatherwork allows a character to make and repair Artificer quality fur and leather armour. Items costs 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Artificer: Leatherwork (Ogre)	5	Special, Master Craft: Leatherwork	Artificer: Leatherwork allows a character to make and repair Artificer quality fur and leather armour. Items costs 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Artificer: Smith	4	Special, Master Craft: Smith	Artificer: Smith allows a character to make and repair Artificer quality metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Artificer: Smith (Dwarf)	3	Special, Master Craft: Smith	Artificer: Smith allows a character to make and repair Artificer quality metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Artificer: Smith (Ogre)	5	Special, Master Craft: Smith	Artificer: Smith allows a character to make and repair Artificer quality metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.

Artificer: Woodwork	4	Special, Master Craft: Woodwork	Artificer: Woodwork allows a character to make and repair Artificer quality wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Artificer: Woodwork (Elf)	3	Special, Master Craft: Woodwork	Artificer: Woodwork allows a character to make and repair Artificer quality wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Artificer: Woodwork (Ogre)	5	Special, Master Craft: Woodwork	Artificer: Woodwork allows a character to make and repair Artificer quality wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of artificer crafted Items. Artificers can also make items from exotic materials giving unique benefits, however to do so they need to know the recipe for a particular exotic material. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Combat Reflex's 1	3	None	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately) <ul style="list-style-type: none"> • To escape any non-magical bonds in 8 minutes • To call Knockdown OR Resist Knockdown TWICE Per combat
Combat Reflex's 1 (Lizard-Kin)	2	None	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately) <ul style="list-style-type: none"> • To escape any non-magical bonds in 8 minutes • To call Knockdown OR Resist Knockdown TWICE Per combat
Combat Reflex's 2	5	Special, Combat Reflex's 1	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of ranged attacks (must purchase dodges separately) <ul style="list-style-type: none"> • To escape any non-magical bonds in 6 minutes • To call Knockdown OR Resist Knockdown FOUR times per combat
Combat Reflex's 2 (Lizard-Kin)	4	Special, Combat Reflex's 1	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of ranged attacks (must purchase dodges separately) <ul style="list-style-type: none"> • To escape any non-magical bonds in 6 minutes • To call Knockdown OR Resist Knockdown FOUR times per combat
Combat Reflex's 3	7	Special, Combat Reflex's 2	<p>Combat Reflexes 3 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of attacks from behind <ul style="list-style-type: none"> • To escape any non-magical bonds in 4 minutes • To call Knockdown OR Resist Knockdown SIX times per combat • Allows purchase of MORTAL's for use with daggers

Combat Reflex's 3 (Lizard-Kin)	6	Special, Combat Reflex's 2	<p>Combat Reflexes 3 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of attacks from behind • To escape any non-magical bonds in 4 minutes • To call Knockdown OR Resist Knockdown SIX times per combat • Allows purchase of MORTAL's for use with daggers
Combat Reflex's 4	9	Special, Combat Reflex's 3	<p>Combat Reflexes 4 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of spells, allows a dodge to half the damage of any spell even AoE effects • To escape any non-magical bonds in 2 minutes • To call Knockdown OR Resist Knockdown EIGHT times per combat • Allows purchase of MORTAL's for use with single handed swords
Combat Reflex's 4 (Lizard-Kin)	8	Special, Combat Reflex's 3	<p>Combat Reflexes 4 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of spells, allows a dodge to half the damage of any spell even AoE effects • To escape any non-magical bonds in 2 minutes • To call Knockdown OR Resist Knockdown EIGHT times per combat • Allows purchase of MORTAL's for use with single handed swords
Craft: Alchemy	1	None	Craft: Alchemy allows you to make alchemy potions of level up to your rank. For example if you have Craft: Alchemy Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.
Craft: Alchemy (Ogre)	2	None	Craft: Alchemy allows you to make alchemy potions of level up to your rank. For example if you have Craft: Alchemy Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.
Craft: Hedgebrew	1	None	Craft: Herbal allows you to make hedgebrew potions of level up to your rank. For example if you have Craft: Hedgebrew Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.
Craft: Hedgebrew (Ogre)	2	None	Craft: Herbal allows you to make hedgebrew potions of level up to your rank. For example if you have Craft: Hedgebrew Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.
Craft: Herbal	1	None	Craft: Herbal allows you to make herbal potions of level up to your rank. For example if you have Craft: Herbal Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.
Craft: Herbal (Ogre)	2	None	Craft: Herbal allows you to make herbal potions of level up to your rank. For example if you have Craft: Herbal Rank 3 then you can make potions of up to level 3 recipes. You can only make potions of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a potion. This skill may be bought up to 10 times.
Craft: Leatherwork	3	None	Craft: Leatherwork allows a character to make and repair fur and leather armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an item's make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resources with you to do so.

Craft: Leatherwork (Ogre)	4	None	Craft: Leatherwork allows a character to make and repair fur and leather armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an item's make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resources with you to do so.
Craft: Poison	1	None	Craft: Poisons allows you to make Poisons of level up to your rank. For example if you have Craft: Poisons Rank 3 then you can make poisons of up to level 3 recipes. You can only make poisons of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a poison. This skill may be bought up to 10 times.
Craft: Poison (Ogre)	2	None	Craft: Poisons allows you to make Poisons of level up to your rank. For example if you have Craft: Poisons Rank 3 then you can make poisons of up to level 3 recipes. You can only make poisons of recipes you know. It costs materials equal to 75% of the sale value on the costs list to make a poison. This skill may be bought up to 10 times.
Craft: Smith	3	None	Craft: Smith allows a character to make metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Craft: Smith (Dwarf)	2	None	Craft: Smith allows a character to make metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Craft: Smith (Ogre)	4	None	Craft: Smith allows a character to make metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Craft: Woodwork	3	None	Craft: Woodwork allows a character to make wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Craft: Woodwork (Elf)	2	None	Craft: Woodwork allows a character to make wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Craft: Woodwork (Ogre)	4	None	Craft: Woodwork allows a character to make wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Crush	5	Special, Quad Strength	Allows characters to do one crush call per day, must use a blunt weapon and must have at least triple strength
Diagnose	1	None	Allows a character to determine how bad another character's wounds are. A close inspection of the character is required.
Discern: Disease	1	None	Allows a character to determine what type of disease another character is inflicted with. The initial effects of the disease must be visible before it can be diagnosed.
Discern: Poison	1	None	Allows a character to determine if another player has been poisoned. As with diseases, the initial effects of the poison must be visible before you can diagnose its effects. Please note that this ability does not allow you to tell if an item or liquid is poisoned only a person.

Discern: Potion	2	None	Allows the apothecary to determine if a potion is likely to hurt him, harm him or do something other. Can only be bought by someone with make potion ranks. Can also tell which school a potion is likely to be from
Disguise	1	Special, None	Allows a character to change his appearance enough to fool people who are looking for him. It is not good enough to hold up under close scrutiny nor can he use it to look like someone specific.
Dodge	2	None	This skill, when used, allows a character to avoid the effects of a single blow that would normally have damaged him. It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again.
Double Strength	5	Special, Strength	Double Strength allows the character: <ul style="list-style-type: none"> • To carry two people at walking pace or one at normal speed. • To break light chains • To call knockback 10ft OR Resist Knockback FOUR times during any combat
Double Strength (Ogre)	4	Special, Strength	Double Strength allows the character: <ul style="list-style-type: none"> • To carry two people at walking pace or one at normal speed. • To break light chains • To call knockback 10ft OR Resist Knockback FOUR times during any combat
First Aid 1	2	None	Using bandages, character may heal a single point of damage to one location. The character also has a chance to cure poisons and diseases. For more information see the healing and death section. Bandages are required to use this skill.
First Aid 1 (Human)	1	None	Using bandages, character may heal a single point of damage to one location. The character also has a chance to cure poisons and diseases. For more information see the healing and death section. Bandages are required to use this skill.
First Aid 2	3	First Aid 1	Using stitching techniques and bandages, a player may heal two points to one location. The character's chance of curing poisons and diseases in another is increased. In order to use this skill a player must have bandages and a needle with thread. You must have First Aid 1 before you can buy this skill.
First Aid 2 (Human)	2	First Aid 1	Using stitching techniques and bandages, a player may heal two points to one location. The character's chance of curing poisons and diseases in another is increased. In order to use this skill a player must have bandages and a needle with thread. You must have First Aid 1 before you can buy this skill.
First Aid 3	4	Special, First Aid 2	This skill allows the character to heal 3 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but most importantly they know how to splint crushed locations to allow the bones to heal
First Aid 3 (Human)	3	Special, First Aid 2	This skill allows the character to heal 3 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but most importantly they know how to splint crushed locations to allow the bones to heal
First Aid 4	5	Special, First Aid 3	This skill allows the character to heal 4 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but now they can use 3 bandages per location instead of the usual 2.
First Aid 4 (Human)	4	Special, First Aid 3	This skill allows the character to heal 4 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but now they can use 3 bandages per location instead of the usual 2.

First Aid 5	6	Special, First Aid 4	This is the pinnacle of the art of First Aid. The character can heal 5 points of damage with a bandage. They can cure all but the most potent diseases and poisons and use all of the skills and knowledge they have gained through their training to bring people back from the brink of death. A character with First Aid 5 has a chance to bring a character back to life if the body is intact and has been dead for less than 2 minutes.
First Aid 5 (Human)	5	Special, First Aid 4	This is the pinnacle of the art of First Aid. The character can heal 5 points of damage with a bandage. They can cure all but the most potent diseases and poisons and use all of the skills and knowledge they have gained through their training to bring people back from the brink of death. A character with First Aid 5 has a chance to bring a character back to life if the body is intact and has been dead for less than 2 minutes.
Gather: Animalism	1	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Poisons skill. The skill may be bought multiple times.
Gather: Animalism (Dark Elf)	1	None	This skill allows a character to start an event with 35 crowns worth of materials for the Craft: Poisons skill. The skill may be bought multiple times.
Gather: Animalism (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Poisons skill. The skill may be bought multiple times.
Gather: Forage	1	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Hedgebrew skill. The skill may be bought multiple times.
Gather: Forage (Feral)	1	None	This skill allows a character to start an event with 35 crowns worth of materials for the Craft: Hedgebrew skill. The skill may be bought multiple times.
Gather: Forage (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Hedgebrew skill. The skill may be bought multiple times.
Gather: Forester	1	None	This skill allows a character to start an event with 25 crowns worth of wood resources for the Craft: Woodwork skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Forester (Elf)	1	None	This skill allows a character to start an event with 35 crowns worth of wood resources for the Craft: Woodwork skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Forester (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of wood resources for the Craft: Woodwork skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Herbalism	1	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Herbal skill. The skill may be bought multiple times.
Gather: Herbalism (Lizard-Kin)	1	None	This skill allows a character to start an event with 35 crowns worth of materials for the Craft: Herbal skill. The skill may be bought multiple times.
Gather: Herbalism (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Herbal skill. The skill may be bought multiple times.
Gather: Mineralism	1	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Alchemy skill. The skill may be bought multiple times.
Gather: Mineralism (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of materials for the Craft: Alchemy skill. The skill may be bought multiple times.
Gather: Skinning	1	None	This skill allows a character to start an event with 25 crowns worth of leather resources for the Craft: Leatherwork skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Skinning (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of leather resources for the Craft: Leatherwork skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.

Gather: Skinning (Orc)	1	None	This skill allows a character to start an event with 35 crowns worth of leather resources for the Craft: Leatherwork skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Smelting	1	None	This skill allows a character to start an event with 25 crowns worth of metal resources for the Craft: Smith skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Smelting (Dwarf)	1	None	This skill allows a character to start an event with 35 crowns worth of metal resources for the Craft: Smith skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
Gather: Smelting (Ogre)	2	None	This skill allows a character to start an event with 25 crowns worth of metal resources for the Craft: Smith skill. The skill may be bought multiple times. Certain exotic materials may need a certain rank of gather skinning to collect.
General: +1 Loc	5	None	Grants +1 loc to all locations
General: +2 Loc	10	Plus 1 Loc	Grants +2 total loc to all locations
General: +3 Loc	15	Plus 2 Loc	Grants +3 total loc to all locations
General: +4 Loc	20	Plus 3 Loc	Grants +4 total loc to all locations
General: +5 Loc	25	Plus 4 Loc	Grants +t total loc to all locations
General: +6 Loc	30	Plus 5 Loc	Grants +6 total loc to all locations
Hand to Hand fighting	1	None	Allows character to fight using hand to hand skills
Income	1	None	A character with this skill gains 25 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.
Income (Feral)	2	None	A character with this skill gains 25 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.
Income (Human)	1	None	A character with this skill gains 35 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.
Income (Ogre)	2	None	A character with this skill gains 25 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.
Income (Orc)	2	None	A character with this skill gains 25 crowns per event in cash in addition to whatever loot they already have on their battle board. This skill may be bought multiple times.
Knowledge (1 Point)	1	None	Grants a 1 point Knowledge Skill
Knowledge (2 Points)	2	None	Grants a 2 point Knowledge Skill
Knowledge (3 Points)	3	None	Grants a 3 point Knowledge Skill
Knowledge (4 Points)	4	None	Grants a 4 point Knowledge Skill
Knowledge (5 Points)	5	None	Grants a 5 point Knowledge Skill
Knowledge (6 Points)	6	None	Grants a 6 point Knowledge Skill
Master Craft: Leatherwork	3	Special, Craft: Leatherwork	Master-Craft: Leatherwork allows a character to make and repair master-crafted fur and leather armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an item's make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Master Craft: Leatherwork (Ogre)	4	Special, Craft: Leatherwork	Master-Craft: Leatherwork allows a character to make and repair master-crafted fur and leather armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an item's make cost in leather resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.

Master Craft: Smith	3	Special, Craft: Smith	Master-Craft: Smith allows a character to make and repair master-crafted metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Master Craft: Smith (Dwarf)	2	Special, Craft: Smith	Master-Craft: Smith allows a character to make and repair master-crafted metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Master Craft: Smith (Ogre)	4	Special, Craft: Smith	Master-Craft: Smith allows a character to make and repair master-crafted metal weapons, shields and armour. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an items make cost in metal resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Master Craft: Woodwork	3	Special, Craft: Woodwork	Master-Craft: Woodwork allows a character to make and repair master-crafted wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Master Craft: Woodwork (Elf)	2	Special, Craft: Woodwork	Master-Craft: Woodwork allows a character to make and repair master-crafted wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Master Craft: Woodwork (Ogre)	4	Special, Craft: Woodwork	Master-Craft: Woodwork allows a character to make and repair master-crafted wooden weapons, shields and arrows. Items cost 75% of the sale price on the costs lists to make. Costs list also detail the bonuses of master crafted items. It takes 10 minutes and 25% of an items make cost in wood resources to repair a damaged item and half an hour to make a new one, provided you have the equipment and resource's with you to do so.
Mortal	5	Special, Combat Reflex's 4	Allows characacters to do one mortal per day, must have at least combat reflexes level 3 and must use a bladed weapon
Poison Lore	1	None	This skill allows a character to recognise whether an item is poisoned. The character cannot tell the type of poison but through a close examination he can tell the poisons approximate level.
Quad Strength	9	Special, Triple Strength	<p>Quad Strength allows the character:</p> <ul style="list-style-type: none"> • To carry four people at walking pace or three at normal speed. • To break magical bindings • To call knockback 10ft OR Resist Knockback EIGHT times during any combat • To purchase the crush call to use with single handed blunt weapons
Quad Strength (Ogre)	8	Special, Triple Strength	<p>Quad Strength allows the character:</p> <ul style="list-style-type: none"> • To carry four people at walking pace or three at normal speed. • To break magical bindings • To call knockback 10ft OR Resist Knockback EIGHT times during any combat • To purchase the crush call to use with single handed blunt weapons
R/W Troll	1	None	Allows the character to read and write in the troll language
Resist Disease	1	Special	1 point will allow the character to resist 5 levels of disease per day
Resist Fear	1	Special	1 point will allow the character to resist 3 fears per day

Resist Poison	1	Special	1 point will allow the character to resist 3 levels of poison per day
Resist Undead	2	Special	Works as per a normal resist however only vs undead but it also allows the user to resist undead abilities as well as their spells.
Sense Hidden	2	Special	Allows a character to sense if there are hidden creatures or people around. Does not allow them to sense number or where the hidden persons are just that they are present.
Shield Use	1	None	Allows a Character to use a shield
Speak Angelic	1	Special	Can speak the argus language of angel
Speak Dark Elf	1	None	Allows the character to speak the dark elf language
Speak Dwarven	1	None	Allows the character to speak the dwarven language
Speak Elven	1	None	Allows the character to speak the elven language
Speak Lizard-Kin	1	None	Allows the character to speak the lizard-kin language
Speak Ogre	1	None	Allows the character to speak the ogre language
Speak Pit Troll	1	Special	Allows the character to speak the pit troll language
Speak Troll	1	None	Allows the character to speak the troll language
Speal Orcish	1	None	Allows the character to speak the orcish language
Spell Resist	2	None	This skill allows a character to resist ONE spell or power per day of any level, i.e. the spell does not affect you. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell
Strength	3	None	<p>The strength skill allows the character:</p> <ul style="list-style-type: none"> • To carry one person at walking pace. • To break ropes if they are tied with them • To call knockback 10ft OR Resist Knockback TWICE during any combat
Surgery	2	Special, First Aid 3	This character allows a character to perform complex surgery on patients allowing them to cure shard damage as well as allowing them to remove growths and perform other useful surgery. A character must have first aid 3 before they can purchase this skill.
Tracking	2	Special	This skill allows a character to get information about tracks, quantity, size and suchlike
Triple Strength	7	Special, Double Strength	<p>Triple Strength allows the character:</p> <ul style="list-style-type: none"> • To carry three people at walking pace or two at normal speed. • To break any non magical bindings • To call knockback 10ft OR Resist Knockback SIX times during any combat • To purchase the crush call to use with two handed blunt weapons
Triple Strength (Ogre)	6	Special, Double Strength	<p>Triple Strength allows the character:</p> <ul style="list-style-type: none"> • To carry three people at walking pace or two at normal speed. • To break any non magical bindings • To call knockback 10ft OR Resist Knockback SIX times during any combat • To purchase the crush call to use with two handed blunt weapons
Use Bow	1	None	Allows a character to use a Bow, bows do Thru damage as basic
Use Crossbow	1	None	Allows a character to use a crossbow, crossbows do Thru damage as basic
Use Dagger	1	None	Allows a character to use any dagger
Use Great Weapon	1	None	Allows a character to use any pole weapon
Use Single Handed Weapon	1	None	Allows a character to use any single handed weapon
Use Thrown Weapon	1	None	Allows a character to use any thrown weapon
Use Two Handed Weapon	1	None	Allows a character to use any two handed weapon

Wild Psion - Level 1 Power	3	None	Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good nights sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.
Wild Psion - Level 2 Power	6	None	Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good nights sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.
Wild Psion - Level 3 Power	9	None	Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good nights sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.