

TABLE OF ABILITIES AND SKILLS

STRENGTH	AGILITY	COORDINATION	CONSTITUTION	WISDOM	PERSONALITY
Climbing	Acrobatics+	Ambidexterity**	Regeneration	Culture+	Performing+
Jumping	Armor**, +	Archery+	Resistance	Economics+	Persuasion+
Running	Dodging	Axes+	Stamina	Engineering+	Willpower
	Handicraft+	Crushing+		Geography+	
	Disabling traps+	Flails+		Healing+	
	Reaction	Long baldes+		Languages***	
	Riding+	Polearms+		Natures Lore+	
	Senses	Shield+		Religion+	
	Sneaking	Sling+		Script***	
	Sleight of hand+	Small blades+		Warfare+	
	Wrestling	Thrown weapons+			
		Unarmed Combat		Shools of wizardly magic*	Spheres of divine magic*

+) Specializations available

*) General category. The exact number of skills depends on the campaign and custom rules.

***) Compensation skills

***) Each CP adds a specialization