

Combat	Endurance	Movement	Technical	Reason	Education	Power	Magical Spheres
Strength	Damage Res	Acrobacies	Artisan	Animal Handling	Chemicals	Awareness	Skies (Weather)
Brawl	Spell Res	Climbing	First Aid	Forgery	Arcane Language	Ferocity	Soil (Earth)
Grappling	Poison Res	Swimming	Sleight of Hand	Entertain	Herbalism	Sense Direction	Force (Energy)
Blind Fight	Disease Res	Contortionism	Fishing	Captivate	Language (*)	Bardic Voice	Images
Two-Handing	Stamina	Stealth	Mechanism (*)	Observation	Knowledge (*)	Charisma	Gates
Swords	Alcohol Consume	Ride (*)	Metalsmith	Scavenge	Navigation	Sense Weather	Changes
Axe/Club	Self-Control	Drive	Woodsmith	Asset Value	Read/Write (*)	Detect Lies	Soul (Mind)
Polearms	Bravery	Evasion	Goldsmith	Tracking	Shipsmanship	Leadership	Life
Dagger	Hi-Temperature Res	Dance	Tailoring	Bargain	Engineering	Meditation	Effects
Shield	Low-Temperature Res		Instrument (*)	Streetwise	Survival (*)	Exorcism	Wisdom
Greatshield			Hunting	Etiquete	Religion (*)		
Bows			Juggling	Shadowing	Asset Value		
Crossbow				Gestures	Mimic		
Mounted Combat				Tactics	Disguise		
Fencing				Seduction	Oratory		
Staged Fight				Research	Diplomacy		
Seige Weapons				Fast-Talk	Heraldry		
Powder Weapons				Acting	Steward		
Breath Attack					Medicine		
Spell Aiming (Eye)							
Spell Aiming (Hands)							