ITEMS CARRIED

item	*carried on*	*weight?*

WEAPON, MAGIC, GENERAL SKILLS

rating	*skill name*

Sphere Abbreviations: F = fighting, S = stealth T=town, C=country, A=arts/crafts, L=leadership

Minimums Abbreviations: intell = intelligence. stren = strength, social = social status.

OTHER SKILLS

rating	*skill name*	*sphere*	*min*
	evaluate opponent	F	no
	ambush	F,S	agility
	detect danger	F,S	intell
	concealment	S	intell
	stalk & slink	S	agility
	detect concealment	S	intell
	disarm trap	S	agility
	pickpocket	S	agility
	underworld	S,T	intell
	diplomacy	T	intell
	bribery	T	intell
	haggling	T	intell
	gambling	T	intell
	drinking	T	mass
	cooking	T,A	intell
	dancing	T,A	agility
	riding	T,C	agility
	swimming	C	stren
	climbing	C	agility
	tracking	C	intell
	wild food	C	intell
	hunting	C	intell
	fishing	C	intell
	scribe	A	0
	tailor	A	0
	pottery/glassblower	A	0
	jeweler	A	0
	locksmith	A	0
	doctor/druggist	A	0
	leatherworker	A	0
	armorer	A	0
	bowyer	A	0
	builder	A	0
	miner	A	0
	musician	A	0
	warlord	L	intell
	politician	L	social
	economist/admin	L	intell
	personnel managem't	L	intell

NODES CARRIED

spell	*container*	*node type-value*

NODES CARRIED

spell	*container*	*node type-value*

NODE SEARCH

type	*accumulated hours*