

Simple Skills	Writing & Calculus	Simple Magics	
Athletics	Draw, Painting & Pottery	Healing Wounds & Sickness	Chamelion
Meditation Focus (Charge magic)	Trading & Appraisal	Vind Manipulation	Transformation (living forms)
Perception	Simple Smithing	Water Manipulation	Animal Manipulation
Sneak & Hide	Simple Woodworks	Fire Manipulation	Plant Manipulation
Stealing & Lockpicking	Simple sewing & braiding	Earth & Rock Manipulation	Thought & Emotion Reading
Brawling	Firstaid & Herbal Use	Lightning	Weather Manipulation
Close Combat Weapons	Cooking & Herbal Mixture	Create Undead	Flying (living forms)
Ranged Combat Weapons	Singing & Play Instruments	Animate Flixible Object (possession)	Sense Manipulation
Hunting & Trapping	Acting & Performance	Illusions	Magic Sight & Dispelling
Domestic Animal Training	Underclass & Criminal Culture	Telekinesis (objects only)	Bind Magic (save to object)
Biologi & Nature Knowledge	Middleclass & Family Culture	Light & Dark Manipulation	Resistance (stop nature)
Riding & Sailing	Overclass & Royal Culture	Sleep Manipultaion	Protection (stop weapons)
Common Items	A Wardrobe (choose style)	A Primitive Domicile	Tools & Utencils (chose which skill)
A Weapon (choose type)	Work Clothes (choose effect)	A Large Tent & Blankets	4d6 Urbs (for herbal mixture)
An Animal (chose ordinary race)	An Ordinary Set of Jewlery	2d4 Days Food (for entire group)	2d4 Skins or Clothroles
A Professional Network Contact	A Shield	20m Rope	3d6 Ironbars (for smithing)
An Open Wagon	Leather Armor	Olie Lamp (filled)	3d6 Planks (for woodworks)
A Singlemast Ship (20 pers)	Scale Armor (noisy)	Chest or Cage with Lock	10 Silver Coins

Complex Skills	Teaching & Authorship	Complex Magics	
Acrobatics & Dodging	Design & Architecture	Regeneration	Immaterialism
Runes & Magic Symbolism	Investment & Trade Culture	Wind Elemental	Metal Manipulation
Detective	Fine Smithing	Water Elemental	Create Familiar
Magic Legends & Knowledge	Carpentry	Fire Elemental	Fertility Manipulation
Scholar Culture & Library Use	Tailoring	Earth & Stone Elemental	Thought Manipulation
Martial Arts & Dodging	Medic Knowledge & Surgery	Manipulate Luck & Misfortune	Size Manipulation (living forms)
Mechanics & Machinery	Alchemy & Black Powder	Revieve Dead (with intact body)	Astral Projection
War Machines	Magic Rituals	Commune with the Dead	Voodoo
War Tactics	Manipulation & Seduction	Object Manifestation	Invisibility
Wildernes Animal Training	Forgeries	Explosive Magic	Mana Manipulation
Science & Inventiveness	Law & Military Culture	Teleportation	Permanence (true magic objects)
Navigation & Map Design	Diplomacy & Political Intrigue	Portals	Age Manipulation
Rare Items	A Handful of Workers/Slaves	A Middleclass Domicile	A Bound Book or Pile of Scrolls
A Mastercrafter Weapon / Item	A Workshop (choose skillset)	A landplot (small city/large wild)	Fine Urbs (for herbal creation)
A Magical Beast (animal minded)	An Expensive Set of Jewlery	A Herd (chose ordinary race)	Scales or Fur (for sewing)
A Helper (bride/family/friend)	An Apprentice (which pays you)	A handful of Warriors	Rare Metalbars (for smithing)
A Closed Wagon (chose function)	Chainmail Armor	A Lower Noble Title or Knighthood	Alchemy Ingredients
A 2 Mast Ship (chose function)	Plate Armor (noisy)	Magic Item (chose specific magic)	10 Gold Coins