

## Anhang D

# Development Point Kosten

Tabelle D.1: Development Point Kosten für Non-Spell-User

| Allgemeines        | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
|--------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Handwerk           | 2/6 | 2/6 | 2/6 | 2/6 | 2/4 | 2/5 | 2/5 | 2/5 | 2/5 | 2/6 | 3/6 | 2/6 |
| Kochen             | 2/5 | 2/5 | 2/5 | 2/5 | 2/4 | 1/3 | 2/5 | 2/5 | 1/3 | 1/5 | 1/5 | 2/5 |
| Kunst              | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 |
| Musizieren         | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 2/6 |
| Seilkunst          | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 | 1/4 | 2/5 | 1/5 | 1/3 | 1/3 | 2/4 | 2/5 |
| Wert schätzen      | 3/6 | 2/5 | 2/5 | 1/5 | 1/5 | 1/2 | 2/5 | 2/5 | 1/3 | 1/2 | 1/4 | 3   |
| Athletik           | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Akrobatik          | 2/5 | 2/5 | 2/5 | 2/7 | 1/6 | 2/6 | 1/4 | 1/4 | 1/3 | 1/3 | 1/2 | 1/3 |
| Balancieren        | 2/6 | 2/5 | 2/5 | 2/7 | 2/6 | 2/5 | 1/4 | 1/4 | 1/3 | 1/3 | 1/3 | 1/3 |
| Dauerlauf          | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 | 2/5 | 2/5 | 2/5 | 1/3 | 1/3 | 1/4 | 1/5 |
| Enterhaken werfen  | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 1/5 | 1/5 | 1/3 | 1/3 | 2/4 | 2/5 |
| Herauswinden       | 2/6 | 2/6 | 2/6 | 2/7 | 2/6 | 2/5 | 2/4 | 1/3 | 1/3 | 1/3 | 1/2 | 1/2 |
| Jonglieren         | 2/5 | 1/5 | 1/5 | 2/7 | 2/7 | 1/4 | 1/3 | 1/3 | 1/2 | 1/3 | 1/4 | 2/7 |
| Klettern           | 2/6 | 3/7 | 4   | 5   | 3/6 | 2/5 | 3/7 | 1/5 | 2/5 | 1/3 | 2/5 | 3/7 |
| Kraftakte          | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 2/6 | 2/5 | 2/7 | 3/7 | 3/7 | 1/5 | 2/7 |
| Rudern             | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/3 | 2/5 | 1/4 | 1/4 | 3/7 | 1/4 |
| Schwimmen          | 1/3 | 2/6 | 3   | 3   | 2/6 | 2/5 | 2/5 | 2/5 | 1/3 | 2/6 | 2/5 | 1/5 |
| Segeln             | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 3/7 | 2/6 |
| Sportliche Spiele  | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 2/6 | 1/5 | 1/5 | 1/5 | 1/5 | 1/4 | 1/5 |
| Springen           | 1/3 | 1/3 | 1/3 | 2/7 | 1/3 | 1/4 | 1/3 | 1/3 | 1/4 | 1/4 | 1/3 | 1/3 |
| Sprinten           | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 | 2/5 | 2/5 | 2/5 | 1/3 | 1/3 | 1/4 | 1/5 |
| Tanzen             | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/4 | 2/4 | 2/4 | 2/4 | 1/2 | 2/4 |
| Gesellschaftliches | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Bequatschen        | 2/4 | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 | 1/4 | 1/4 | 2/4 | 2/4 | 1/4 | 2/6 |
| Diplomatie         | 3/6 | 2/5 | 1/5 | 2/5 | 2/6 | 1/3 | 2/5 | 1/3 | 2/5 | 2/4 | 2/4 | 2/5 |
| Führungsqualitäten | 2/5 | 2/5 | 1/2 | 1/3 | 3/6 | 2/6 | 2/5 | 2/5 | 2/6 | 2/6 | 2/7 | 2/6 |
| Glücksspiele       | 2/5 | 2/4 | 2/4 | 2/4 | 2/6 | 1/4 | 1/4 | 2/5 | 1/3 | 1/3 | 1/3 | 2/4 |
| Verführen          | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/5 | 2/6 | 2/6 | 1/2 | 2/6 |
| Verhören           | 2/6 | 3/9 | 2/6 | 1/5 | 1/3 | 3/5 | 2/7 | 2/7 | 2/6 | 2/7 | 2/5 | 4   |

| Im Freien                     | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
|-------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Fallen stellen (draußen)      | 1/4 | 3/8 | 3/8 | 7   | 1/3 | 2/5 | 2/5 | 2/5 | 2/4 | 2/4 | 4   | 3/9 |
| Gassenwissen                  | 3/8 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/3 | 1/3 | 1/2 | 1/2 | 1/3 | 2/4 |
| Nahrungssuche                 | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 | 2/5 | 2/5 | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 |
| Reiten                        | 2/6 | 2/6 | 2/4 | 2/6 | 2/6 | 1/4 | 2/5 | 3   | 2/6 | 3   | 2/7 | 3/7 |
| Überleben in feindl. Umgebung | 1/3 | 1/4 | 1/4 | 1/4 | 2/4 | 1/4 | 1/4 | 1/4 | 2/6 | 3/6 | 2/6 | 2/5 |
| Umgang mit Tieren             | 1/4 | 2/4 | 2/4 | 2/4 | 2/6 | 2/4 | 2/4 | 3   | 2/6 | 3/6 | 2/7 | 2/7 |
| Unterschlupf finden           | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/6 | 2/4 | 2/4 | 1/4 | 1/4 | 2/6 | 2/5 |
| Wagenlenken                   | 1/3 | 1/4 | 1/4 | 1/4 | 2/7 | 1/2 | 1/5 | 3   | 2/6 | 2/6 | 2/7 | 2/6 |
| Wettervorhersage              | 3/7 | 3/7 | 2/6 | 3/7 | 1/5 | 2/5 | 3/7 | 3/7 | 3/7 | 3/7 | 3/7 | 2/7 |
| Kampf                         | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Artilleriegeschütze bedienen  | 2/4 | 1/3 | 1/3 | 1/3 | 1/3 | 3/6 | 1/4 | 1/4 | 1/4 | 1/4 | 2/5 | 1/5 |
| Berserkerang                  | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 |
| Bewegung in Rüstung           |     |     |     |     |     |     |     |     |     |     |     |     |
| Weiches Leder                 | 2/* | 1/* | 1/* | 1/* | 1/* | 2/* | 1/* | 1/* | 1/* | 9   | 2/* | 9   |
| Hartes Leder                  | 3/* | 1/* | 1/* | 1/* | 1/* | 2/* | 1/* | 1/* | 2/* | 9   | 9   | 9   |
| Kette                         | 5/* | 2/* | 2/* | 2/* | 3/* | 4/* | 2/* | 4/* | 3/* | 10  | 3/* | 10  |
| Platte                        | 7/* | 2/* | 2/* | 2/* | 4/* | 5/* | 3/* | 7/* | 4/* | 10  | 15  | 10  |
| Iai (Schnelles Waffenziehen)  | 3/6 | 2/7 | 2/7 | 2/7 | 2/7 | 6   | 3/8 | 3/8 | 4   | 2/6 | 2/5 | 2/6 |
| Rauferei                      | 2/5 | 2/6 | 2/6 | 3/7 | 2/6 | 2/5 | 1/5 | 2/7 | 2/7 | 2/7 | 3/5 | 8   |
| Schmerzunterdrückung          | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 3   | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 1/3 |
| Waffen                        |     |     |     |     |     |     |     |     |     |     |     |     |
| 1. Kategorie                  | 1/5 | 1/5 | 2/4 | 1/5 | 2/5 | 2/7 | 2/5 | 2/5 | 2/7 | 3/8 | 3/9 | 4   |
| 2. Kategorie                  | 2/5 | 2/5 | 3/7 | 2/5 | 2/7 | 3/8 | 3/8 | 3/7 | 3/8 | 3/8 | 5   | 6   |
| 3. Kategorie                  | 3/8 | 2/7 | 3/8 | 2/7 | 3/8 | 3/9 | 3/9 | 3/9 | 4   | 4   | 6   | 8   |
| 4. Kategorie                  | 4   | 2/7 | 3/9 | 2/8 | 4   | 4   | 3/9 | 4   | 4   | 6   | 8   | 8   |
| 5. Kategorie                  | 4   | 2/7 | 4   | 4   | 6   | 5   | 3/9 | 6   | 4   | 6   | 9   | 8   |
| 6. Kategorie                  | 6   | 5   | 6   | 6   | 8   | 6   | 6   | 9   | 6   | 9   | 10  | 15  |
| Waffenlose Verteidigung       | 6   | 20  | 20  | 20  | 20  | 20  | 20  | 15  | 20  | 7   | 3/8 | 3/7 |
| Waffenloser Kampf             | 3/7 | 3/7 | 3/7 | 4   | 3/7 | 3/7 | 3/7 | 3/7 | 3/7 | 3/7 | 1/5 | 1/3 |
| Yado (Geschosse abwehren)     | 3/6 | 2/6 | 2/6 | 3/7 | 2/6 | 5   | 3/6 | 3/6 | 3/6 | 3/6 | 4   | 3/6 |
| Konzentration                 | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Blindenwahrnehmung            | 4   | 6   | 6   | 6   | 1/4 | 6   | 5   | 5   | 3/8 | 3/8 | 6   | 1/4 |
| Drogenverträglichkeit         | 3   | 3/5 | 3/5 | 3/5 | 3/6 | 2/6 | 2/6 | 1/4 | 1/4 | 3/5 | 2/3 | 2/5 |
| Fotografisches Gedächtnis     | 3/8 | 3/7 | 3/7 | 3/7 | 2/5 | 1/4 | 2/7 | 2/7 | 2/6 | 2/5 | 2/5 | 2/4 |
| Gestaltwandeln                | 2/4 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 | 2/6 | 1/3 |
| Konzentrierte Bewegungen      | 2/4 | 2/6 | 3   | 3/8 | 2/6 | 2/6 | 2/6 | 3/8 | 2/6 | 1/3 | 1/3 | 1/3 |
| Meditation                    | 3/7 | 3/7 | 3/7 | 3/7 | 2/4 | 3/6 | 3/6 | 2/4 | 3/6 | 3/6 | 3/6 | 2/5 |
| Kriminalistik                 | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Bestechen                     | 3/7 | 2/6 | 2/6 | 3/6 | 2/6 | 1/3 | 2/4 | 1/4 | 1/4 | 1/3 | 1/4 | 2/6 |
| Betteln                       | 3/7 | 2/6 | 2/6 | 3/6 | 2/6 | 1/4 | 2/4 | 2/4 | 1/4 | 1/4 | 2/5 | 2/6 |
| Fälschen                      | 3   | 3   | 3   | 6   | 3   | 1/4 | 2/4 | 2/4 | 1/3 | 1/3 | 1/5 | 1/4 |
| Fallen entschärfen            | 2/5 | 3/8 | 3   | 6   | 2/5 | 3/6 | 2/5 | 2/5 | 1/3 | 1/3 | 3   | 3/9 |
| Fallen stellen (drinnen)      | 4   | 3/8 | 3/8 | 7   | 4   | 4   | 2/5 | 2/5 | 1/2 | 1/3 | 1/5 | 3/9 |
| Gegenstände verstecken        | 2/5 | 2/5 | 2/5 | 3   | 1/5 | 1/4 | 1/3 | 1/3 | 1/3 | 1/3 | 1/4 | 2/4 |
| Schauspielern                 | 2/6 | 2/6 | 2/6 | 3/6 | 2/6 | 1/3 | 1/3 | 1/3 | 2/5 | 2/5 | 2/5 | 2/5 |
| Schleichen                    | 1/3 | 1/3 | 1/4 | 3   | 1/2 | 1/3 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/3 |
| Schlösser öffnen              | 4   | 3/9 | 3   | 6   | 3/6 | 3/6 | 2/6 | 2/5 | 1/3 | 1/3 | 1/4 | 3/9 |
| Taschendiebstahl              | 2/6 | 3/6 | 3/6 | 4   | 2/5 | 1/3 | 1/3 | 1/3 | 1/2 | 1/3 | 2/4 | 2/5 |
| Verstecken                    | 1/2 | 1/3 | 1/4 | 3   | 1/2 | 1/3 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/3 |



| Magie                       | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Gezielte Sprüche            | 25  | 20  | 20  | 20  | 20  | 20  | 20  | 20  | 20  | 20  | 20  | 20  |
| Magiepunkte erlernen        | 10  | 7   | 6   | 7   | 7   | 6   | 6   | 7   | 5   | 6   | 5   | 6   |
| Magiewahrnehmung            | 8   | 9   | 7   | 9   | 6   | 5   | 8   | 9   | 7   | 7   | 8   | 9   |
| Magische Rituale            | 11  | 8   | 8   | 7   | 8   | 7   | 7   | 8   | 7   | 7   | 8   | 7   |
| Magische Schriften lesen    | 8   | 6   | 5   | 7   | 8   | 4   | 5   | 7   | 4   | 5   | 5   | 5   |
| Magische Tränke erkennen    | 8   | 7   | 6   | 6   | 7   | 5   | 6   | 7   | 6   | 6   | 6   | 6   |
| Spruchfokus                 | 25  | 20  | 15  | 15  | 10  | 10  | 15  | 15  | 15  | 15  | 15  | 15  |
| Spruchschild                | 8   | 7   | 6   | 6   | 7   | 5   | 6   | 7   | 7   | 7   | 6   | 6   |
| Sprüche studieren           | 10  | 7   | 6   | 7   | 7   | 6   | 6   | 7   | 5   | 6   | 5   | 6   |
| Veränderung von Sprüchen    | 8   | 7   | 6   | 6   | 7   | 6   | 6   | 7   | 7   | 7   | 6   | 6   |
| Wahrsagen                   | 3/6 | 3/6 | 2/7 | 3/6 | 3/6 | 2/5 | 3/6 | 3/6 | 3/6 | 3/6 | 3/5 | 3/5 |
| Medizin                     | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Erste Hilfe                 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Krankheiten heilen          | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   | 4   |
| Operieren                   | 8   | 7   | 6   | 7   | 7   | 7   | 7   | 7   | 6   | 6   | 6   | 4   |
| Tierheilung                 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/6 | 2/6 | 2/6 | 2/5 |
| Sprachgebrauch              | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Dichtkunst                  | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 2/5 | 2/5 | 2/5 | 2/5 | 1/4 | 2/6 |
| Geschichten erzählen        | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 2/5 | 2/5 | 2/5 | 2/5 | 1/4 | 2/6 |
| Handel treiben              | 3/6 | 3/6 | 2/5 | 3/6 | 3/5 | 1/2 | 2/4 | 2/4 | 2/4 | 2/4 | 3/5 | 3/5 |
| Lippenlesen                 | 3/7 | 3/5 | 2/6 | 3/5 | 2/6 | 2/4 | 2/5 | 2/5 | 3/5 | 3/5 | 2/5 | 3/5 |
| Reden halten                | 2/6 | 2/6 | 1/3 | 1/5 | 2/6 | 1/3 | 2/4 | 2/4 | 2/5 | 2/5 | 2/5 | 2/6 |
| Singen                      | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/4 | 2/6 |
| Sprachen                    | 2/* | 2/* | 2/* | 2/* | 2/* | 1/* | 2/* | 2/* | 2/* | 2/* | 2/* | 2/* |
| Tödliches                   | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Entwaffnen des Gegners      | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 4   | 2/5 | 2/5 | 2/5 | 2/4 | 2/5 | 1/5 |
| Gift benutzen               | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/7 | 1/4 | 1/3 | 1/4 | 1/4 | 1/4 | 2/5 |
| Hinterhalt                  | 2/5 | 3/8 | 4   | 9   | 2/6 | 4   | 2/5 | 1/2 | 1/3 | 1/3 | 2/5 | 3/9 |
| Lautloses Töten             | 2/5 | 2/6 | 2/6 | 5   | 2/6 | 6   | 1/4 | 1/4 | 1/3 | 1/3 | 3/8 | 1/5 |
| Wahrnehmung                 | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Allgemeine Wahrnehmung      | 2/4 | 2/5 | 1/3 | 2/5 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 2/4 | 2/5 |
| Beschatten                  | 3/6 | 2/5 | 2/5 | 2/5 | 1/3 | 1/4 | 1/4 | 1/4 | 1/2 | 1/4 | 2/3 | 2/5 |
| Fallen finden (draußen)     | 1/4 | 2/4 | 1/4 | 2/4 | 1/3 | 3   | 1/3 | 1/3 | 1/3 | 1/3 | 1/4 | 1/4 |
| Fallen finden (drinnen)     | 4   | 2/4 | 1/4 | 2/4 | 4   | 1/4 | 1/3 | 1/3 | 1/2 | 1/2 | 1/4 | 1/4 |
| Geheime Öffnungen entdecken | 2/6 | 2/5 | 2/5 | 2/5 | 1/4 | 1/4 | 1/4 | 1/4 | 1/3 | 1/2 | 2/4 | 1/4 |
| Gift entdecken              | 2/6 | 2/5 | 2/5 | 2/5 | 1/5 | 1/3 | 1/4 | 1/4 | 1/3 | 1/3 | 1/4 | 1/4 |
| Hinterhalt ertahnen         | 1/4 | 1/4 | 1/4 | 1/4 | 1/3 | 1/4 | 1/4 | 1/4 | 1/3 | 1/3 | 2/5 | 1/4 |
| Lügen durchschauen          | 3/5 | 3/5 | 3/5 | 3/5 | 2/6 | 1/2 | 2/5 | 2/5 | 1/5 | 1/4 | 2/5 | 3/5 |
| Orientierungssinn           | 1/4 | 1/4 | 1/4 | 1/4 | 1/2 | 1/3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/3 |
| Spuren verfolgen            | 1/4 | 1/5 | 1/4 | 1/5 | 1/2 | 2/5 | 1/4 | 1/4 | 1/4 | 2/5 | 2/6 | 1/5 |
| Zeitgefühl                  | 3/6 | 2/5 | 1/4 | 2/5 | 1/5 | 2/4 | 2/4 | 2/4 | 1/4 | 1/4 | 1/4 | 1/4 |
| Wissenschaften              | BAR | FTR | LDR | CVL | BOH | TDR | ROG | ASS | THF | BUR | DNC | WMK |
| Architektur                 | 5   | 3/6 | 2/5 | 3/6 | 3/6 | 2/5 | 2/5 | 2/5 | 2/4 | 2/5 | 3   | 3/6 |
| Astronomie                  | 3/7 | 3/7 | 3/7 | 1/5 | 3/5 | 2/5 | 3/7 | 3/7 | 3/7 | 3/7 | 3/7 | 3/7 |
| Biologie                    | 2/5 | 3   | 3   | 1/5 | 1/4 | 1/4 | 2   | 2   | 2   | 5   | 4   | 2/6 |
| Chemie                      | 3/9 | 3/7 | 3/7 | 1/5 | 3/7 | 2/5 | 3/5 | 3/5 | 2/6 | 2/6 | 3/7 | 3/9 |
| Geschichte                  | 7   | 3   | 1/5 | 1/5 | 2/4 | 3   | 3   | 3   | 3   | 3   | 4   | 2/6 |
| Kartografie                 | 7   | 7   | 2/4 | 7   | 2/6 | 2/4 | 6   | 6   | 5   | 5   | 4   | 5   |
| Kräuterkunde                | 2/5 | 1/4 | 1/4 | 1/5 | 1/3 | 2/5 | 1/5 | 1/5 | 1/4 | 2/5 | 2/5 | 2/6 |
| Kreaturenkunde              | 2/5 | 4   | 4   | 4   | 1/4 | 2/6 | 3   | 3   | 3   | 4   | 4   | 3/6 |
| Mathematik                  | 3/7 | 3/7 | 3/7 | 1/5 | 2/7 | 1/4 | 3/7 | 3/7 | 2/8 | 2/7 | 4/9 | 3/7 |
| Militärkunde                | 2/6 | 1/3 | 1/2 | 1/5 | 2/4 | 2/6 | 1/4 | 1/4 | 1/5 | 1/5 | 3/6 | 1/5 |
| Navigation                  | 2/6 | 2/6 | 2/5 | 2/6 | 1/4 | 1/4 | 2/5 | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 |
| Philosophie / Religion      | 7   | 2   | 1/5 | 1/5 | 1/3 | 2   | 2   | 2   | 2   | 2   | 3   | 1/4 |
| Physik                      | 7   | 4/8 | 4/8 | 1/5 | 3/7 | 2/4 | 4/7 | 4/7 | 3/8 | 3/7 | 5   | 4/7 |
| Strategiespiele             | 2/4 | 2/4 | 1/2 | 1/4 | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 |
| Verwaltung                  | 7   | 2/6 | 1/3 | 1/5 | 5   | 1/3 | 2/6 | 2/6 | 2/5 | 2/6 | 2/5 | 3/7 |

Tabelle D.2: Development Point Kosten für Semi-Spell-User

| Allgemeines   | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Handwerk      | 2/6 | 2/6 | 2/4 | 2/5 | 2/4 | 2/4 | 3/6 | 2/6 | 2/5 |
| Kochen        | 2/6 | 2/6 | 2/5 | 2/6 | 2/4 | 2/6 | 2/6 | 1/5 | 2/5 |
| Kunst         | 1/4 | 1/4 | 2/6 | 2/5 | 1/4 | 1/3 | 1/4 | 2/6 | 2/6 |
| Musizieren    | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/2 | 2/6 | 2/6 |
| Seilkunst     | 2/6 | 2/6 | 2/6 | 3/5 | 2/5 | 2/4 | 2/5 | 1/3 | 2/5 |
| Wert schätzen | 1/5 | 1/5 | 2/6 | 2/5 | 1/5 | 3/6 | 2/4 | 1/3 | 2/5 |

  

| Athletik          | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|-------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Akrobatik         | 2/5 | 2/5 | 1/5 | 2/6 | 2/5 | 1/4 | 2/5 | 1/3 | 2/5 |
| Balancieren       | 2/6 | 2/6 | 2/6 | 3/6 | 2/6 | 1/5 | 2/6 | 1/3 | 2/6 |
| Dauerlauf         | 2/5 | 2/5 | 2/5 | 2/7 | 2/6 | 2/6 | 2/6 | 1/3 | 2/6 |
| Enterhaken werfen | 2/6 | 2/6 | 2/6 | 3/6 | 2/5 | 2/4 | 2/5 | 1/3 | 2/5 |
| Herauswinden      | 2/5 | 2/5 | 2/6 | 3/7 | 2/6 | 2/4 | 2/5 | 1/5 | 2/5 |
| Jonglieren        | 2/7 | 2/7 | 1/5 | 2/6 | 2/7 | 2/7 | 1/5 | 1/2 | 1/5 |
| Klettern          | 5   | 6   | 2/5 | 3/9 | 3/9 | 3/7 | 3/9 | 3/7 | 3/9 |
| Kraftakte         | 2/5 | 2/5 | 2/7 | 2/8 | 2/7 | 3/7 | 3/8 | 3/8 | 3/8 |
| Rudern            | 2/4 | 2/4 | 1/3 | 2/5 | 2/4 | 1/5 | 2/5 | 1/4 | 2/5 |
| Schwimmen         | 3   | 3   | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 3   | 2/5 |
| Segeln            | 2/5 | 2/5 | 2/6 | 3/7 | 2/5 | 2/4 | 2/6 | 2/6 | 2/6 |
| Sportliche Spiele | 1/5 | 1/5 | 1/5 | 2/6 | 1/4 | 1/5 | 2/6 | 2/6 | 2/6 |
| Springen          | 3/6 | 3/6 | 1/3 | 2/6 | 3/6 | 2/5 | 3/6 | 1/4 | 3/6 |
| Sprinten          | 2/5 | 2/5 | 2/5 | 2/7 | 2/6 | 2/6 | 2/6 | 1/3 | 2/6 |
| Tanzen            | 2/5 | 2/5 | 2/6 | 2/6 | 2/5 | 1/5 | 1/3 | 2/4 | 1/3 |

  

| Gesellschaftliches | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|--------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bequatschen        | 2/4 | 2/4 | 2/6 | 2/7 | 2/6 | 2/6 | 1/4 | 2/4 | 1/4 |
| Diplomatie         | 1/4 | 1/4 | 2/5 | 2/4 | 2/6 | 2/6 | 1/4 | 2/5 | 1/4 |
| Führungsqualitäten | 1/3 | 1/3 | 2/4 | 2/5 | 2/6 | 2/6 | 1/4 | 2/6 | 1/4 |
| Glücksspiele       | 3/6 | 3/6 | 2/4 | 2/5 | 2/6 | 2/6 | 2/6 | 1/3 | 2/6 |
| Verführen          | 2/6 | 2/6 | 2/6 | 2/5 | 2/6 | 2/6 | 1/4 | 2/6 | 1/4 |
| Verhören           | 1/4 | 1/4 | 2/4 | 3/7 | 2/6 | 3   | 1/4 | 1/2 | 1/4 |

  

| Im Freien                     | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|-------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Fallen stellen (draußen)      | 7   | 7   | 2/4 | 4   | 1/4 | 4   | 4   | 2/4 | 4   |
| Gassenwissen                  | 4   | 4   | 3/6 | 2/5 | 3/8 | 3/7 | 1/4 | 1/3 | 1/3 |
| Nahrungssuche                 | 2/6 | 2/6 | 1/4 | 2/6 | 1/3 | 2/6 | 2/6 | 2/6 | 2/5 |
| Reiten                        | 2/4 | 2/5 | 1/3 | 2/6 | 2/6 | 3   | 2/6 | 3   | 2/6 |
| Überleben in feindl. Umgebung | 2/6 | 2/6 | 2/5 | 2/4 | 2/4 | 3/6 | 3/6 | 3/6 | 1/4 |
| Umgang mit Tieren             | 3/6 | 3/6 | 1/2 | 3/6 | 2/6 | 3/7 | 3/6 | 4/7 | 2/4 |
| Unterschlupf finden           | 3/6 | 3/6 | 2/6 | 3/7 | 2/6 | 2/6 | 2/6 | 3/6 | 2/4 |
| Wagenlenken                   | 2/6 | 2/6 | 1/4 | 2/4 | 2/7 | 2/7 | 2/7 | 3   | 1/5 |
| Wettervorhersage              | 2/5 | 2/5 | 1/4 | 2/5 | 1/5 | 1/5 | 2/6 | 3/7 | 3/7 |



| Kampf                        | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Artilleriegeschütze bedienen | 1/4 | 1/4 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 |
| Berserkerang                 | 2/5 | 2/5 | 2/6 | 4   | 2/6 | 1/3 | 2/6 | 2/6 | 2/6 |
| Bewegung in Rüstung          |     |     |     |     |     |     |     |     |     |
| Weiches Leder                | 1/* | 1/* | 2/* | 2/* | 1/* | 9   | 2/* | 2/* | 2/* |
| Hartes Leder                 | 1/* | 1/* | 2/* | 2/* | 2/* | 9   | 2/* | 2/* | 3/* |
| Kette                        | 2/* | 2/* | 4/* | 3/* | 3/* | 10  | 3/* | 4/* | 4/* |
| Platte                       | 3/* | 3/* | 6/* | 4/* | 4/* | 11  | 5/* | 6/* | 5/* |
| Iai (Schnelles Waffenziehen) | 2/5 | 2/5 | 2/6 | 3/6 | 2/6 | 2/4 | 3/5 | 18  | 3/5 |
| Rauferei                     | 3/6 | 3/6 | 2/6 | 6   | 5   | 8   | 5   | 2/7 | 5   |
| Schmerzunterdrückung         | 2/5 | 2/5 | 2/5 | 2/5 | 2/7 | 2/4 | 2/7 | 1/4 | 2/7 |
| Waffen                       |     |     |     |     |     |     |     |     |     |
| 1. Kategorie                 | 2/5 | 2/5 | 3/7 | 2/7 | 3/7 | 5   | 3/9 | 3/9 | 3/9 |
| 2. Kategorie                 | 3/8 | 3/8 | 4   | 3/8 | 4   | 8   | 6   | 6   | 4   |
| 3. Kategorie                 | 4   | 4   | 6   | 3/9 | 6   | 8   | 7   | 7   | 6   |
| 4. Kategorie                 | 4   | 4   | 6   | 5   | 6   | 8   | 7   | 7   | 6   |
| 5. Kategorie                 | 4   | 4   | 6   | 9   | 6   | 15  | 7   | 7   | 6   |
| 6. Kategorie                 | 6   | 6   | 9   | 12  | 9   | 15  | 15  | 15  | 9   |
| Waffenlose Verteidigung      | 20  | 20  | 15  | 20  | 20  | 6   | 15  | 7   | 15  |
| Waffenloser Kampf            | 3/7 | 6   | 3/7 | 3/8 | 4   | 2/5 | 3   | 3/7 | 3   |
| Yado (Geschosse abwehren)    | 3/7 | 3/7 | 3/6 | 3/7 | 4   | 3/6 | 5   | 3/6 | 5   |

  

| Konzentration             | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|---------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Blindenwahrnehmung        | 1/4 | 1/4 | 6   | 2/5 | 1/4 | 1/3 | 2/5 | 3/8 | 5   |
| Drogenverträglichkeit     | 3/6 | 3/6 | 3   | 3/5 | 3/6 | 1/5 | 2/5 | 1/3 | 2/6 |
| Fotografisches Gedächtnis | 2/6 | 2/6 | 3/7 | 2/5 | 2/5 | 2/4 | 1/3 | 2/6 | 2/7 |
| Gestaltwandeln            | 1/4 | 1/4 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Konzentrierte Bewegungen  | 2/7 | 3/9 | 2/7 | 3/7 | 2/7 | 2/4 | 2/7 | 2/4 | 2/7 |
| Meditation                | 3/7 | 2/4 | 2/5 | 3/6 | 2/4 | 1/4 | 2/4 | 3/6 | 3/6 |

  

| Kriminalistik            | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|--------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bestechen                | 3/6 | 3/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/5 | 1/4 | 2/4 |
| Betteln                  | 3/6 | 3/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/5 | 1/4 | 2/4 |
| Fälschen                 | 6   | 6   | 3   | 3   | 3   | 3   | 3   | 1/3 | 2/4 |
| Fallen entschärfen       | 6   | 7   | 2/6 | 4   | 4   | 4   | 4   | 3/7 | 2/6 |
| Fallen stellen (drinnen) | 7   | 7   | 4   | 4   | 5   | 4   | 4   | 1/2 | 2/5 |
| Gegenstände verstecken   | 3   | 3   | 2/5 | 3/6 | 1/5 | 2/7 | 2/7 | 1/3 | 1/3 |
| Schauspielern            | 3/6 | 3/6 | 2/6 | 3/6 | 2/6 | 2/6 | 1/5 | 2/5 | 1/2 |
| Schleichen               | 3   | 3   | 1/2 | 1/4 | 1/3 | 1/4 | 1/4 | 1/3 | 1/4 |
| Schlösser öffnen         | 4   | 7   | 2/5 | 5   | 4   | 4   | 4   | 2/7 | 2/6 |
| Taschendiebstahl         | 4   | 4   | 2/6 | 3/5 | 2/5 | 2/5 | 2/4 | 1/3 | 1/3 |
| Verstecken               | 2   | 2   | 1/2 | 1/4 | 1/2 | 1/4 | 1/4 | 1/2 | 1/2 |

  

| Magie                    | NWR | PLD | BMR                                | WMG | RNG | MNK | BRD | NBL | MTB |
|--------------------------|-----|-----|------------------------------------|-----|-----|-----|-----|-----|-----|
| Gezielte Sprüche         | 6   | 20  | 9                                  | 3/6 | 15  | 9   | 10  | 2/6 | 10  |
| Magiepunkte erlernen     | 4/8 | 4/8 | 4/8                                | 4/8 | 4/8 | 4/8 | 4/8 | 4/8 | 4/8 |
| Magiewahrnehmung         | 5   | 9   | 6                                  | 3/7 | 6   | 5   | 6   | 7   | 6   |
| Magische Rituale         | 5   | 5   | 4                                  | 3   | 4   | 3   | 4   | 4   | 4   |
| Magische Schriften lesen | 3/7 | 3/7 | 5                                  | 3/6 | 3/6 | 3/6 | 3/6 | 5   | 3/6 |
| Magische Tränke erkennen | 7   | 7   | 5                                  | 3/6 | 5   | 4   | 5   | 6   | 5   |
| Spruchfokus              | 5/* | 5/* | 5/*                                | 5/* | 5/* | 5/* | 4/* | 4/* | 5/* |
| Spruchschild             | 3/5 | 3/5 | 3/5                                | 3/5 | 3/5 | 3/5 | 2/5 | 2/5 | 3/5 |
| Sprüche studieren        |     |     | Kosten siehe Tabelle 1.6 Seite F16 |     |     |     |     |     |     |
| Veränderung von Sprüchen | 3/5 | 3/5 | 3/5                                | 3/5 | 3/5 | 3/5 | 3/5 | 3/5 | 3/5 |
| Wahrsagen                | 3/5 | 3/5 | 3/5                                | 3/6 | 3/5 | 3/5 | 3/5 | 3/5 | 3/5 |

  

| Medizin            | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|--------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Erste Hilfe        | 1/5 | 1/5 | 2/6 | 2/6 | 2/4 | 2/6 | 2/6 | 2/6 | 2/6 |
| Krankheiten heilen | 4   | 2/5 | 4   | 4   | 2/6 | 4   | 4   | 4   | 4   |
| Operieren          | 7   | 3   | 7   | 6   | 3/6 | 5   | 6   | 6   | 7   |
| Tierheilung        | 1/5 | 1/5 | 2/6 | 2/6 | 2/5 | 2/5 | 2/5 | 2/6 | 2/5 |

| Sprachgebrauch              | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Dichtkunst                  | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/2 | 2/5 | 2/5 |
| Geschichten erzählen        | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 | 2/5 | 2/5 |
| Handel treiben              | 3/6 | 3/6 | 3/6 | 3   | 3/5 | 3/6 | 2/4 | 2/4 | 2/4 |
| Lippenlesen                 | 2/5 | 2/5 | 3/7 | 2/5 | 2/6 | 2/4 | 1/4 | 3/5 | 2/5 |
| Reden halten                | 2/5 | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 1/3 | 2/6 | 2/4 |
| Singen                      | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/2 | 2/6 | 2/6 |
| Sprachen                    | 2/* | 2/* | 2/* | 2/* | 2/* | 2/* | 1/* | 2/* | 2/* |
| Tödlisches                  | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
| Entwaffnen des Gegners      | 2/5 | 2/5 | 2/5 | 4   | 4   | 2/4 | 5   | 2/5 | 2/5 |
| Gift benutzen               | 3/6 | 3/6 | 2/5 | 3/7 | 2/5 | 2/6 | 2/6 | 1/4 | 1/4 |
| Hinterhalt                  | 3   | 9   | 3   | 3   | 3   | 4   | 6   | 3   | 4   |
| Lautloses Töten             | 3/7 | 3/7 | 2/6 | 4   | 4   | 3   | 5   | 1/3 | 1/4 |
| Wahrnehmung                 | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
| Allgemeine Wahrnehmung      | 3/7 | 3/7 | 2/7 | 2/6 | 2/7 | 2/7 | 2/7 | 2/7 | 2/4 |
| Beschatten                  | 2/6 | 2/6 | 3/6 | 2/5 | 2/6 | 2/6 | 2/5 | 1/2 | 1/4 |
| Fallen finden (draußen)     | 1/4 | 1/4 | 2/4 | 2/6 | 1/2 | 2/5 | 1/4 | 1/3 | 1/3 |
| Fallen finden (drinnen)     | 1/4 | 1/4 | 4   | 2/6 | 4   | 2/5 | 1/4 | 1/2 | 1/3 |
| Geheime Öffnungen entdecken | 2/4 | 2/4 | 2/5 | 2/6 | 1/4 | 2/5 | 1/5 | 1/3 | 1/4 |
| Gift entdecken              | 1/4 | 1/4 | 2/5 | 2/6 | 3   | 1/4 | 2   | 1/3 | 1/4 |
| Hinterhalt ertahnen         | 1/4 | 1/4 | 1/3 | 2/5 | 1/3 | 1/4 | 1/4 | 1/3 | 1/4 |
| Lügen durchschauen          | 1/3 | 1/3 | 3/5 | 2/5 | 3/5 | 2/4 | 1/2 | 1/5 | 2/5 |
| Orientierungssinn           | 2/4 | 2/4 | 1/4 | 1/5 | 1/2 | 2/4 | 1/4 | 1/4 | 1/4 |
| Spuren verfolgen            | 2/5 | 2/5 | 1/2 | 2/5 | 1/4 | 2/5 | 2/5 | 2/4 | 1/4 |
| Zeitgefühl                  | 2/4 | 2/4 | 3/5 | 2/5 | 1/3 | 1/4 | 1/3 | 1/4 | 2/4 |
| Wissenschaften              | NWR | PLD | BMR | WMG | RNG | MNK | BRD | NBL | MTB |
| Architektur                 | 2/5 | 2/5 | 5   | 3/5 | 3/6 | 3/6 | 2/5 | 2/4 | 2/5 |
| Astronomie                  | 3/6 | 3/6 | 3/7 | 2/8 | 3/5 | 3/6 | 3/6 | 3/7 | 3/7 |
| Biologie                    | 2/5 | 2/5 | 3   | 2/6 | 1/4 | 2/5 | 1/4 | 3/6 | 2   |
| Chemie                      | 2/7 | 2/7 | 3/5 | 3/5 | 3/7 | 2/5 | 2/4 | 2/5 | 3/5 |
| Geschichte                  | 2/4 | 2/4 | 3   | 2/6 | 2/4 | 2/4 | 1/2 | 3   | 3   |
| Kartografie                 | 3   | 3   | 6   | 2/6 | 2/6 | 3   | 3   | 5   | 6   |
| Kräuterkunde                | 1/4 | 1/4 | 1/4 | 2/5 | 1/3 | 2/4 | 1/4 | 1/3 | 1/5 |
| Kreaturenkunde              | 2/4 | 2/4 | 5   | 2/6 | 1/5 | 2/4 | 2/4 | 3   | 3   |
| Mathematik                  | 2/7 | 2/7 | 3/7 | 2/7 | 2/7 | 2/6 | 2/6 | 2/8 | 3/7 |
| Militärkunde                | 1/3 | 1/3 | 1/5 | 1/5 | 1/5 | 2/5 | 2/5 | 1/5 | 1/4 |
| Navigation                  | 2/5 | 2/5 | 2/5 | 2/6 | 1/4 | 2/6 | 2/6 | 2/6 | 2/5 |
| Philosophie / Religion      | 1/2 | 1/2 | 2   | 1/4 | 1/3 | 1/3 | 1/3 | 2   | 2   |
| Physik                      | 3/7 | 3/7 | 7   | 3/7 | 3/7 | 3/6 | 3/6 | 3/8 | 4/7 |
| Strategiespiele             | 1/4 | 1/4 | 2/5 | 2/4 | 2/4 | 1/4 | 2/4 | 1/4 | 2/4 |
| Verwaltung                  | 2/5 | 2/5 | 7   | 2/5 | 5   | 3/7 | 1/5 | 2/5 | 2/6 |



Tabelle D.3: Development Point Kosten für Full-Spell-User

| Allgemeines                   | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
|-------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Handwerk                      | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/4 | 2/6 | 2/6 | 3/6 | 3/6 | 3/6 |
| Kochen                        | 2/4 | 1/5 | 1/4 | 1/4 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 1/5 | 2/6 |
| Kunst                         | 2/5 | 2/4 | 1/4 | 2/5 | 2/4 | 2/4 | 2/5 | 2/4 | 2/4 | 2/4 | 2/4 |
| Musizieren                    | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/4 | 2/6 |
| Seilkunst                     | 2/5 | 2/6 | 2/6 | 2/5 | 3   | 3   | 3   | 3   | 3   | 3   | 3   |
| Wert schätzen                 | 2/5 | 2   | 2/5 | 2/3 | 3/5 | 3/5 | 2/5 | 2/5 | 3/6 | 3/6 | 3/7 |
| Athletik                      | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
| Akrobatik                     | 2/7 | 2/6 | 2/6 | 2/6 | 3   | 3   | 2/7 | 2/7 | 3   | 3   | 3   |
| Balancieren                   | 2   | 2   | 2   | 2   | 3   | 3   | 3   | 3   | 3   | 3   | 3   |
| Dauerlauf                     | 4   | 2   | 3   | 3   | 4   | 4   | 4   | 4   | 4   | 4   | 4   |
| Enterhaken werfen             | 2/5 | 2/6 | 2/6 | 2/5 | 3   | 3   | 3   | 3   | 3   | 5   | 3   |
| Herauswinden                  | 3/7 | 2/6 | 2/6 | 2/6 | 5   | 4   | 3   | 3   | 4   | 4   | 5   |
| Jonglieren                    | 2/6 | 2/7 | 2/7 | 2/7 | 3   | 3   | 2/6 | 2/5 | 2/5 | 2/5 | 3   |
| Klettern                      | 5   | 6   | 4   | 4   | 6   | 7   | 5   | 4   | 7   | 7   | 7   |
| Kraftakte                     | 6   | 6   | 4   | 4   | 8   | 8   | 6   | 6   | 8   | 8   | 8   |
| Rudern                        | 4   | 2/5 | 3   | 3   | 5   | 5   | 5   | 5   | 5   | 5   | 5   |
| Schwimmen                     | 4   | 2/5 | 3   | 3   | 4   | 4   | 4   | 4   | 4   | 4   | 4   |
| Segeln                        | 2/4 | 2/5 | 2/5 | 2/7 | 3   | 3   | 3   | 3   | 3   | 3   | 3   |
| Sportliche Spiele             | 5   | 6   | 4   | 3   | 6   | 7   | 5   | 4   | 7   | 7   | 7   |
| Springen                      | 3   | 3   | 3   | 3   | 4   | 4   | 4   | 4   | 4   | 4   | 4   |
| Sprinten                      | 3   | 2   | 3   | 3   | 3   | 3   | 3   | 3   | 3   | 3   | 3   |
| Tanzen                        | 1/5 | 2/4 | 1/5 | 1/5 | 2/6 | 2/6 | 2/6 | 2/5 | 2/4 | 1/3 | 2/6 |
| Gesellschaftliches            | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
| Bequatschen                   | 3/6 | 3/6 | 3/6 | 3/6 | 3/5 | 3/5 | 2/6 | 2/4 | 1/4 | 1/3 | 3/5 |
| Diplomatie                    | 1/4 | 2/4 | 2/5 | 3/8 | 2/4 | 2/4 | 2/4 | 1/5 | 2/5 | 1/4 | 2/4 |
| Führungsqualitäten            | 2/5 | 2/5 | 2/5 | 2/5 | 2/4 | 2/4 | 2/5 | 2/5 | 1/5 | 1/4 | 2/4 |
| Glücksspiele                  | 1/4 | 2/4 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 1/3 | 2/5 | 2/4 | 2/6 |
| Verführen                     | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/6 | 2/4 | 1/3 | 1/2 | 2/5 |
| Verhören                      | 2/5 | 3/7 | 2/5 | 1/5 | 3   | 2/5 | 2/5 | 2/4 | 2/4 | 1/4 | 3   |
| Im Freien                     | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
| Fallen stellen (draußen)      | 7   | 8   | 3/8 | 3/8 | 7   | 8   | 7   | 7   | 7   | 7   | 7   |
| Gassenwissen                  | 2/6 | 2/7 | 3/7 | 3/7 | 3   | 3/6 | 2/5 | 1/4 | 1/3 | 1/3 | 3/6 |
| Nahrungssuche                 | 2/5 | 2/5 | 1/5 | 1/5 | 2/6 | 2/7 | 2/6 | 1/4 | 2/6 | 2/6 | 2/6 |
| Reiten                        | 3   | 3   | 1/3 | 1/4 | 3   | 3   | 2   | 2   | 3   | 4   | 4   |
| Überleben in feindl. Umgebung | 3   | 3   | 1/3 | 1/4 | 3   | 3   | 3   | 3   | 2/7 | 2/7 | 3   |
| Umgang mit Tieren             | 3/5 | 3/5 | 1/3 | 1/3 | 3/6 | 3/6 | 3/7 | 3/7 | 3/6 | 3/6 | 3/6 |
| Unterschlupf finden           | 2/7 | 2/7 | 2/7 | 2/7 | 3   | 3   | 3   | 1/2 | 3   | 3   | 3   |
| Wagenlenken                   | 3   | 3   | 2   | 2   | 3   | 3   | 3   | 3   | 3   | 3   | 4   |
| Wettervorhersage              | 1/3 | 1/3 | 1/3 | 1/3 | 1/4 | 1/4 | 2/6 | 1/2 | 1/4 | 1/4 | 1/4 |

| Kampf                        | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
|------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Artilleriegeschütze bedienen | 3/6 | 4   | 3   | 3/7 | 3/6 | 3/6 | 3/6 | 3/7 | 2/7 | 4/7 | 3/6 |
| Berserkerang                 | 3   | 3   | 3   | 3   | 5   | 5   | 2/4 | 6   | 3   | 3   | 5   |
| Bewegung in Rüstung          |     |     |     |     |     |     |     |     |     |     |     |
| Weiches Leder                | 1/* | 2/* | 2/* | 1/* | 9   | 9   | 4/* | 4/* | 4/* | 6/* | 9   |
| Hartes Leder                 | 2/* | 3/* | 3/* | 1/* | 9   | 9   | 5/* | 5/* | 5/* | 7/* | 9   |
| Kette                        | 10  | 10  | 10  | 10  | 10  | 10  | 6/* | 6/* | 6/* | 8/* | 10  |
| Platte                       | 11  | 11  | 11  | 11  | 11  | 11  | 7/* | 7/* | 7/* | 9/* | 11  |
| Iai (Schnelles Waffenziehen) | 9   | 20  | 9   | 9   | 15  | 15  | 6   | 6   | 20  | 20  | 18  |
| Rauferei                     | 7   | 18  | 7   | 5   | 18  | 18  | 8   | 15  | 18  | 18  | 18  |
| Schmerzunterdrückung         | 4   | 4   | 4   | 3   | 5   | 5   | 3   | 3   | 4   | 4   | 9   |
| Waffen                       |     |     |     |     |     |     |     |     |     |     |     |
| 1. Kategorie                 | 6   | 9   | 6   | 5   | 9   | 9   | 6   | 6   | 9   | 9   | 20  |
| 2. Kategorie                 | 7   | 20  | 7   | 8   | 20  | 20  | 8   | 15  | 20  | 20  | 20  |
| 3. Kategorie                 | 9   | 20  | 9   | 8   | 20  | 20  | 15  | 20  | 20  | 20  | 20  |
| 4. Kategorie                 | 9   | 20  | 9   | 8   | 20  | 20  | 20  | 20  | 20  | 20  | 20  |
| 5. Kategorie                 | 9   | 20  | 9   | 9   | 20  | 20  | 20  | 20  | 20  | 20  | 20  |
| 6. Kategorie                 | 20  | 20  | 20  | 15  | 20  | 20  | 20  | 20  | 20  | 20  | 20  |
| Waffenlose Verteidigung      | 20  | 20  | 20  | 20  | 20  | 20  | 15  | 15  | 15  | 15  | 15  |
| Waffenloser Kampf            | 6   | 6   | 6   | 6   | 9   | 9   | 3   | 3   | 6   | 6   | 6   |
| Yado (Geschosse abwehren)    | 5   | 7   | 5   | 4   | 6   | 6   | 6   | 6   | 7   | 7   | 6   |

  

| Konzentration             | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
|---------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Blindenwahrnehmung        | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 1/4 | 1/2 | 1/3 | 1/3 | 1/4 |
| Drogenverträglichkeit     | 3/6 | 2/5 | 3   | 3   | 3/6 | 3/6 | 3/6 | 3/6 | 3/6 | 3/6 | 3/6 |
| Fotografisches Gedächtnis | 2/4 | 2/4 | 2/4 | 2/4 | 1/4 | 1/4 | 1/3 | 1/2 | 1/4 | 1/4 | 1/4 |
| Gestaltwandeln            | 1/4 | 1/2 | 2/4 | 2/4 | 1/4 | 2/4 | 1/4 | 1/2 | 1/3 | 1/3 | 1/3 |
| Konzentrierte Bewegungen  | 5   | 5   | 5   | 5   | 6   | 6   | 3   | 3   | 5   | 5   | 5   |
| Meditation                | 2/4 | 1/4 | 2/5 | 2/5 | 2/4 | 2/4 | 1/3 | 1/3 | 2/4 | 2/4 | 1/5 |

  

| Kriminalistik            | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
|--------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Bestechen                | 2/6 | 2/6 | 3/6 | 3/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/4 | 1/4 | 2/6 |
| Betteln                  | 2/6 | 2/6 | 3/6 | 3/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/4 | 2/6 | 2/6 |
| Fälschen                 | 3   | 3   | 3   | 3   | 3   | 2/4 | 3   | 3   | 2/4 | 2/4 | 3   |
| Fallen entschärfen       | 7   | 8   | 8   | 7   | 7   | 8   | 7   | 7   | 7   | 8   | 7   |
| Fallen stellen (drinnen) | 7   | 8   | 8   | 8   | 7   | 8   | 7   | 7   | 7   | 8   | 7   |
| Gegenstände verstecken   | 5   | 6   | 3   | 3   | 5   | 3   | 5   | 6   | 2   | 3   | 5   |
| Schauspielern            | 2/7 | 2/7 | 2/7 | 2/7 | 3/6 | 1/3 | 2/6 | 2/6 | 1/2 | 1/3 | 3/6 |
| Schleichen               | 3   | 3   | 2   | 2   | 3   | 2   | 3   | 3   | 1   | 2   | 2   |
| Schlösser öffnen         | 8   | 8   | 8   | 8   | 8   | 8   | 8   | 7   | 7   | 8   | 7   |
| Taschendiebstahl         | 3   | 3   | 3   | 3   | 3   | 1/5 | 3   | 2/5 | 2/5 | 3   | 3   |
| Verstecken               | 2   | 3   | 1   | 1   | 2   | 1   | 2   | 3   | 1   | 1   | 3   |

  

| Magie                    | CLR | HLR | ANM | DRD | MAG                                | ILL | MNT | SEE | MYS | ECT | AMG |
|--------------------------|-----|-----|-----|-----|------------------------------------|-----|-----|-----|-----|-----|-----|
| Gezielte Sprüche         | 3   | 3   | 3   | 3   | 1/4                                | 2/6 | 2/6 | 2/7 | 2/6 | 2/8 | 2/6 |
| Magiepunkte erlernen     | 1/3 | 1/3 | 1/3 | 1/3 | 1/3                                | 1/3 | 1/3 | 1/3 | 2/4 | 2/4 | 2/4 |
| Magiewahrnehmung         | 2/5 | 3/7 | 2/6 | 2/5 | 1/4                                | 1/4 | 2/5 | 2/6 | 2/5 | 1/5 | 1/4 |
| Magische Rituale         | 1/4 | 1/4 | 1/4 | 1/4 | 1/4                                | 1/4 | 2/6 | 2/6 | 2/5 | 2/5 | 1/4 |
| Magische Schriften lesen | 2/5 | 2/6 | 2/6 | 2/6 | 1/4                                | 1/4 | 2/5 | 2/6 | 2/5 | 2/5 | 1/4 |
| Magische Tränke erkennen | 2/5 | 2/6 | 2/6 | 2/6 | 1/4                                | 1/4 | 2/5 | 2/6 | 2/5 | 2/5 | 1/4 |
| Spruchfokus              | 3/* | 3/* | 3/* | 3/* | 3/*                                | 2/* | 2/* | 3/* | 3/* | 3/* | 3/* |
| Spruchschild             | 2/4 | 2/4 | 2/4 | 2/4 | 2/4                                | 1/3 | 1/3 | 2/4 | 2/4 | 2/4 | 2/4 |
| Sprüche studieren        |     |     |     |     | Kosten siehe Tabelle 1.6 Seite F16 |     |     |     |     |     |     |
| Veränderung von Sprüchen | 2/4 | 2/4 | 2/4 | 2/4 | 2/5                                | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/4 |
| Wahrsagen                | 1/5 | 2/5 | 2/4 | 2/5 | 2/4                                | 2/4 | 2/4 | 1/3 | 1/4 | 1/4 | 2/4 |

  

| Medizin            | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
|--------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Erste Hilfe        | 1/5 | 1/2 | 1/5 | 1/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 |
| Krankheiten heilen | 3/6 | 1/3 | 2/6 | 2/6 | 4   | 4   | 4   | 4   | 4   | 4   | 4   |
| Operieren          | 4   | 2/5 | 3/7 | 3/7 | 6   | 6   | 6   | 5   | 6   | 6   | 6   |
| Tierheilung        | 1/5 | 1/3 | 1/4 | 1/4 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 2/5 | 2/6 |



| Sprachgebrauch              | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Dichtkunst                  | 2/5 | 2/6 | 2/6 | 2/5 | 2/6 | 2/5 | 2/5 | 2/4 | 2/5 | 2/5 | 2/6 |
| Geschichten erzählen        | 2/5 | 2/6 | 2/6 | 2/5 | 2/6 | 2/5 | 2/5 | 2/4 | 2/5 | 2/5 | 2/6 |
| Handel treiben              | 2/5 | 2/6 | 2/6 | 2/6 | 3/5 | 2/4 | 3/5 | 3/6 | 3/6 | 2/6 | 3/5 |
| Lippenlesen                 | 2/4 | 2/4 | 2/4 | 2/4 | 2/4 | 1/3 | 2/4 | 1/4 | 1/3 | 1/3 | 2/4 |
| Reden halten                | 2/6 | 2/6 | 2/6 | 2/5 | 2/6 | 2/5 | 2/5 | 2/4 | 2/6 | 1/6 | 2/6 |
| Singen                      | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/5 | 2/5 | 1/3 | 2/6 |
| Sprachen                    | 1/* | 1/* | 1/* | 1/* | 1/* | 1/* | 1/* | 1/* | 1/* | 1/* | 1/* |
| Tödlisches                  | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
| Entwaffnen des Gegners      | 5   | 7   | 5   | 5   | 6   | 5   | 3   | 3   | 6   | 6   | 6   |
| Gift benutzen               | 2/5 | 2/5 | 1/5 | 1/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/4 | 2/6 |
| Hinterhalt                  | 9   | 9   | 6   | 6   | 9   | 5   | 9   | 9   | 4   | 6   | 9   |
| Lautloses Töten             | 3/6 | 3/6 | 3/6 | 3/6 | 6   | 4   | 6   | 5   | 3/5 | 3/5 | 6   |
| Wahrnehmung                 | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
| Allgemeine Wahrnehmung      | 3   | 3   | 3   | 3   | 3   | 2   | 3   | 1/3 | 2   | 2   | 2   |
| Beschatten                  | 2/6 | 3/6 | 3/6 | 3/6 | 2/6 | 2/5 | 2/6 | 1/5 | 2/5 | 2/6 | 2/6 |
| Fallen finden (draußen)     | 3   | 3   | 1/4 | 1/4 | 3   | 3   | 3   | 1/4 | 3   | 3   | 3   |
| Fallen finden (drinnen)     | 3   | 3   | 3   | 3   | 3   | 1/4 | 3   | 1/4 | 1/4 | 3   | 3   |
| Geheime Öffnungen entdecken | 3/6 | 3/6 | 3/5 | 3/5 | 3/6 | 3/6 | 3/6 | 1/4 | 1/4 | 3/6 | 3   |
| Gift entdecken              | 2/5 | 1/3 | 1/4 | 1/4 | 3   | 2   | 3   | 2   | 2   | 3   | 3   |
| Hinterhalt erahnen          | 3   | 3   | 3   | 3   | 3   | 2   | 3   | 1/3 | 2   | 3   | 3   |
| Lügen durchschauen          | 1/4 | 1/3 | 1/4 | 1/4 | 2/5 | 1/4 | 2/4 | 2/4 | 1/3 | 1/3 | 3/6 |
| Orientierungssinn           | 2/4 | 2/4 | 1/4 | 1/4 | 2/4 | 1/4 | 1/3 | 1/3 | 1/4 | 2/4 | 2/4 |
| Spuren verfolgen            | 2/6 | 2/7 | 1/4 | 1/4 | 3/6 | 3/6 | 3/8 | 1/4 | 2/4 | 3/6 | 3   |
| Zeitgefühl                  | 1/4 | 1/2 | 1/4 | 1/4 | 1/4 | 1/4 | 1/3 | 1/3 | 1/3 | 1/4 | 1/2 |
| Wissenschaften              | CLR | HLR | ANM | DRD | MAG | ILL | MNT | SEE | MYS | ECT | AMG |
| Architektur                 | 2/4 | 2/5 | 3/6 | 3/6 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 |
| Astronomie                  | 2/4 | 2/5 | 2/4 | 2/4 | 3/7 | 3/7 | 3/7 | 2/4 | 2/5 | 2/5 | 3/7 |
| Biologie                    | 1/5 | 1/5 | 1/4 | 1/5 | 2/5 | 2/5 | 2/5 | 2/5 | 1/5 | 1/4 | 2/5 |
| Chemie                      | 2/4 | 3/6 | 3/7 | 3/6 | 2/4 | 2/7 | 2/6 | 2/6 | 2/4 | 2/4 | 2/4 |
| Geschichte                  | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 | 1/4 |
| Kartografie                 | 4   | 5   | 2/6 | 2/6 | 3   | 4   | 4   | 2/4 | 3   | 3   | 3   |
| Kräuterkunde                | 2/5 | 1/2 | 1/3 | 2/6 | 2/6 | 2/6 | 2/5 | 2/4 | 1/4 | 1/3 | 2/6 |
| Kreaturenkunde              | 1/4 | 2/5 | 1/4 | 1/4 | 1/2 | 1/3 | 1/4 | 1/4 | 1/3 | 1/3 | 1/3 |
| Mathematik                  | 2/6 | 2/6 | 2/7 | 2/7 | 2/7 | 2/5 | 2/6 | 2/6 | 2/6 | 2/6 | 2/7 |
| Militärkunde                | 2/6 | 2/6 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/4 | 2/4 | 2/5 |
| Navigation                  | 2/4 | 2/4 | 1/5 | 1/4 | 2/6 | 2/6 | 2/6 | 1/2 | 2/6 | 2/6 | 2/6 |
| Philosophie / Religion      | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 |
| Physik                      | 3/6 | 3/6 | 5   | 5   | 3/7 | 3/5 | 3/6 | 3/6 | 3/6 | 3/6 | 3/7 |
| Strategiespiele             | 2/4 | 2/4 | 2/4 | 2/4 | 1/4 | 1/4 | 2/4 | 2/4 | 1/4 | 1/4 | 1/2 |
| Verwaltung                  | 2/4 | 2/5 | 6   | 6   | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 | 2/5 |