

Born in the Hour of the .....

Gender: ..... Beauty: .....  
 Age: ..... m ..... k  
 Hair, eyes: ..... Handedness: .....  
 Description: .....

<b>size</b> ....	<b>will</b> .....
<b>appearance</b> ....	<b>intellect</b> .....
<b>constitution</b> ....	<b>empathy</b> .....
<b>strength</b> ....	<b>dream</b> .....
<b>agility</b> ....	<b>luck</b> .....
<b>dexterity</b> ....	<b>melee</b> .....
<b>sight</b> ....	<b>missile</b> .....
<b>hearing</b> ....	<b>throw</b> .....
<b>smell-taste</b> ....	<b>stealth</b> .....

general (-4)		arts (-10)	
Lvl	Exp Arch	Lvl	Exp Arch
Climbing	.....	Acrobatics	.....
Cooking	.....	Gaming	.....
Dance	.....	Jewelrysmith	.....
Discretion	.....	Juggling	.....
Drawing	.....	Leatherwork	.....
Jumping	.....	Locksmithing	.....
Running	.....	Metalwork	.....
Seduction	.....	Navigation	.....
Singing	.....	Surgery	.....
Tinkering	.....	Swimming	.....
Vigilance	.....	.....	.....
.....	.....	.....	.....
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specialized skills (-8)		sciences (-10)	
Lvl	Exp Arch	Lvl	Exp Arch
Acting	.....	Alchemy	.....
Carpentry	.....	Astrology	.....
Commerce	.....	Botany	.....
Disguise	.....	Legends	.....
Masonry	.....	Medicine	.....
Music	.....	Writing	.....
Pickpocket	.....	Zoology	.....
Riding	.....	.....	.....
City Survival	.....	.....	.....
Outdoor Surv.	.....	.....	.....
Arctic	.....	.....	.....
Desert	.....	.....	.....
Forest	.....	.....	.....
Mountain	.....	.....	.....
Swamp	.....	.....	.....
Underground	.....	.....	.....
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**DRACONICS (-10)**

Lvl Exp Sp Arch

Oneiros .....  
 Hypnos .....  
 Narcos .....  
 Thanatos .....

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7
1	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51
1	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59
2	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
2	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76
2	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
2	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93
3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102
3	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110
3	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119
3	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127
4	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136
4	8	17	25	34	42	51	59	68	76	85	93	102	110	119	127	136	144
4	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153
4	9	19	28	38	47	57	66	76	85	95	104	114	123	133	142	152	161
5	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170

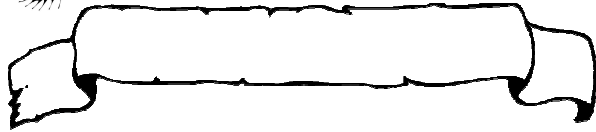
**Life** ..... **Damage** ..... **C.C.** .....  
**endurance** ..... **armor pen.** ..... **sust** .....

		Lvl Exp Arch					
<b>melee (-6)</b>	<b>Weapon</b>	<b>I.F.</b>	<b>Dmg</b>	<b>Resist</b>	<b>Cost</b>		
1-handed axe	<input type="checkbox"/> Hand axe	.....	+2	6	4s		
	<input type="checkbox"/> Battle axe	.....	+2	8	10s		
2-handed axe	<input type="checkbox"/> Hand axe	.....	+3	8	10s		
	<input type="checkbox"/> Battle axe	.....	+4	8	15s		
Dagger	<input type="checkbox"/> Dagger	.....	+1	8	3s		
Dodging							
Flail	<input type="checkbox"/> Light flail	.....	+3	10	12s		
	<input type="checkbox"/> Heavy flail	.....	+4	10	15s		
Hand to hand							
Lance	<input type="checkbox"/> Javelin	.....	(+0)	8			
	<input type="checkbox"/> Short spear	.....	+2	5	3s		
1-handed mace	<input type="checkbox"/> Club	.....	(+1)	8			
	<input type="checkbox"/> Mace	.....	+2	8	2s		
2-handed mace	<input type="checkbox"/> Heavy mace	.....	+3	8	4s		
	<input type="checkbox"/> Staff	.....	+1	8	50d		
Polearm	<input type="checkbox"/> Heavy mace	.....	+4	10	4s		
	<input type="checkbox"/> Halberd	.....	+4	8	10s		
Shield	<input type="checkbox"/> Small	.....		13	4s		
	<input type="checkbox"/> Medium	.....		15	6s		
	<input type="checkbox"/> Large	.....		20	8s		
1-handed sword	<input type="checkbox"/> Gnome	.....	+2	12	12s		
	<input type="checkbox"/> Longspar	.....	+3	9	20s		
	<input type="checkbox"/> Cyan	.....	+3	12	25s		
	<input type="checkbox"/> Dragon	.....	+3	12	20s		
	<input type="checkbox"/> Sord blade	.....	+3	15	20s		
2-handed sword	<input type="checkbox"/> Bastard	.....	+4	14	30s		
	<input type="checkbox"/> Sord blade	.....	+4	15	20s		
	<input type="checkbox"/> Bastard	.....	+5	14	30s		
	<input type="checkbox"/> Dbl dragon	.....	+5	13	50s		

<b>missile &amp; throw (-8)</b>		<b>I.F.</b>	<b>Dmg</b>	<b>Range</b>	<b>Cost</b>
Blowgun	<input type="checkbox"/> Blowgun	.....	-4	2-4-7	20d
Bow	<input type="checkbox"/> Shortbow	.....	+2	10-20-50	10s
Crossbow	<input type="checkbox"/> Crossbow	.....	+3	15-30-70	30s
Dagger	<input type="checkbox"/> Dagger	.....	+1	3-8-15	3s
Hand axe	<input type="checkbox"/> Hand axe	.....	+2	4-8-12	4s
Javelin	<input type="checkbox"/> Javelin	.....	+1	6-12-20	1s
Lasso	<input type="checkbox"/> Lasso	.....	NA	2-5-9	30d
Sling	<input type="checkbox"/> Sling	.....	+1	8-15-25	60d
Whip	<input type="checkbox"/> Whip	.....	(+2)	2-x-x	1s



# Journey sheet



High Dream Threshold ..... Astral Body .....

Way	Reserved Spells	Dreamland	BH	d
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## Dragon gifts, tails & breaths

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## Repression .....

ROLL	Part.	PF	FmbL
1 - 5	1	81	92
6 - 10	2	82	92
11 - 15	3	83	93
16 - 20	4	84	93
21 - 25	5	85	94
26 - 30	6	86	94
31 - 35	7	87	95
36 - 40	8	88	95
41 - 45	9	89	96
46 - 50	10	90	96
51 - 55	11	91	97
56 - 60	12	92	97
61 - 65	13	93	98
66 - 70	14	94	98
71 - 75	15	95	99
76 - 80	16	96	99
81 - 85	17	97	00
86 - 90	18	98	00
91 - 95	19	99	00
96 - 00	20	00	00

## speed (Fatigue per km/hour)

Terrain	4	6	8	10	12
Easy (road)	1	2	3	4	6
Hard (overland)	2	3	4	6	—
Difficult	3	4	6	—	—
Tortuous	4	6	—	—	—

## Fatigue

One hour of mental work, vigilance	1
One hour of average physical labor	2
One hour of hard physical labor	2-6
One round or hex in the Dreamlands	1

Stress	Normal	Vocation
Fumble	0%	20%
Particular Failure	10%	30%
Failure	20%	50%
Normal	50%	75%
Significant	75%	100%
Particular	100%	150%
Double Particular	150%	200%

## Astrological numbers for the month of the .....

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Dream .....  
.....  
Endurance .....

Life ..... ( ..... )

Fatigue	0	00000	00000	00000
-1	00000	00000	00000	
-2	00000		-5 00000	
-3	00000		-6 00000	
-4	00000		-7 00000	

Enc .....

<input type="checkbox"/> 0 Bzzed	<input type="checkbox"/> 4 Drunk
<input type="checkbox"/> 1 Tipsy	<input type="checkbox"/> 5 Staggering
<input type="checkbox"/> 2 Lit	<input type="checkbox"/> 6 Blotto
<input type="checkbox"/> 3 Slurred	<input type="checkbox"/> 7 Dead drunk

## General condition .....

### Lethal wounds

1-10	Bruises, Contusions	-1d4 End
11-15	Light Wounds	-1d6 End

<input type="checkbox"/>	.....
<input type="checkbox"/>	.....
<input type="checkbox"/>	.....
<input type="checkbox"/>	.....
<input type="checkbox"/>	.....

16-19	Serious Wounds	-2d6 End, -2 Life
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<input type="checkbox"/>	.....
<input type="checkbox"/>	.....

20+	Critical Wound	End ⇨ 0; -4+ Life
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<input type="checkbox"/>	.....
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### non-lethal wounds

1-10	Bruises, Contusions	-1d4 End
11-15	Bruises, Contusions	-1d6 End

16-19	Light Wound	-2d6 End
20+	Light	End ⇨ 0; -1 Life

susc .....	water .....
morale .....	dissolution .....
luck pnés .....	exhalation .....
stress .....	desing pnés .....
	journey pnés .....

armor	Prot	Enc	Pen	Cost	Deterioration
<input type="checkbox"/> Quilted	1	0	0	4s	.....
<input type="checkbox"/> Soft leather	2	0	0	6s	.....
<input type="checkbox"/> Hard leather	3	2	-1	10s	.....
<input type="checkbox"/> Brigandine	4	4	-2	20s	.....
<input type="checkbox"/> Chain mail	5	6	-4	50s	.....
<input type="checkbox"/> Plate armor	6	8	-6	100s	.....



## equipment

pouch						CARRIED GEAR	
Gold (10 s) .....							
Silver (1 s) .....							
Bronze (10 d) .....							
Tin (1 d) .....							
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						<b>weapons</b>	+Dam Resist
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						<b>TOTAL ENCUMBRANCE</b>	.....



## equipment List

	Enc	Cost		Enc	Cost		Enc	Cost		Enc	Cost
<b>BAGGAGE &amp; LEATHER</b>			<b>FIRE (continued)</b>			<b>WRITING (continued)</b>			<b>REMEDIES &amp; ANTIPODES</b>		
Soft leather jerkin	0	2s	Candle lantern	1	3s	Wood pen box	—	5d	(per dose, Enc .1)		
Soft leather coat	0	2s	Flint tinderbox	—	40d	Sealing wax	—	20d	Camphoric bitumen		2s
Soft leather breeks	0	2s	Bellows	0	40d	Chalk, 1 stick	—	1d	Royal jelly		20d
Soft leather boots	0	2s	Brazier	0	20d	Hourglass, 15 min.	0	2s	Turngrease		2s
Sandals	0	30d	Wood pipe	—	10d	Magnifying lens	—	2s	Bjwal pearl		1s
Gloves	—	1s				Alchemist's Lens	—	4s	Sandpowder		2s
Broad belt	0	50d	<b>POTS &amp; COOKING</b>			<b>INSTRUMENTS &amp; GAMES</b>			Topazoine		2s
Hat	—	50d	Clay vial, .2 l	0	10d	Reed flute	—	1s	Elixir of the gnomes		1s
Fur coat	1	1-20s	Glass vial, .2 liter	—	20d	Lute, viola	1	7s	Moonmilk		1s
Back pack	0	1s	Marble mortar	0	20d	Lyre	1	5s	Liqueur of Bagdol		50d
Saddle/shoulder bag	0	50d	Marble pestle	0	10d	Tambourine	0	50d	Mirobolant		2s
Belt pouch, large	0	20d	Clay pitcher, 1 liter	0	15d	Horn	0	60d	Tincture of erozone		2s
Belt pouch, small	—	10d	Clay flagon, .2 liter	0	10d	Bone gaming die	—	10d	Oil of Selikanthe		1s
Skin, 2 liter (empty)	—	20d	Iron mug, .2 liter	—	15d	Wood chess set	1	2s			
Parchment tube	0	50d	Clay plate	0	10d				<b>ALCHEMICAL SALTS</b>		
Lute case	0	1s	Iron plate	0	15d	<b>TRANSPORT</b>			Candrice	1	grn 2d
Quiver	0	50d	Iron fry pan, 40 cm	0	50d	Saddle horse		40s	Boralm	1	grn 3d
Shoelaces, 1 meter	—	6d	Iron pan, 1 liter	0	30d	Draught horse		30s	Green obbyssum	1	grn 5d
			Iron pot, 2 liter	1	50d	Mule		15s	Grey obbyssum	1	grn 10d
			Iron pot, 3 liter	1	60d	Ass		8s	Obadion	1	grn 20d
<b>JUTE, TWINE, ROPE</b>			Iron pot, 5 liter	1	1s	Alligat		20s	Chramaesium	1	grn 50d
Canvas sack, 50 l	0	8d	Iron spoon	—	10d	Zyglute		15s			
Canvas sack, 20 l	—	4d	Wooden spoon	—	3d	Saddle and harness		5s	<b>MELEE WEAPONS</b>		
Waterproof tarp, 1 m	1	20d	Iron-bound wood bucket, 10 liter capacity	1	25d	Cart, 4 wheels		30s	Hand axe	1	4s
Sail cloth	0	10d	Wood coal, 1 kg	1	6d	Cart, 2 wheels		20s	Battle axe	2	10s
Horse hair braid	—	10d				<b>SUSTENANCE</b>			Dagger	1	3s
Spool of thread	—	10d				1 Sust = .1 Enc; .2 liter (l) = .1 Enc			Light flail	2	12s
String, 10 meters	—	10d				P = potency of alcohol			Heavy flail	3	15s
Twine, 10 m	0	20d				Raw provisions (dried fruits, vege-			Javelin	1	1s
Rope, 10m	1	30d				tables, cured meats) 1 Sus 1d			Short spear	2	3s
						Prepared provisions (bread, cheese, dried meats) 1 Sus 2d			Club	1	
<b>WOOL &amp; LINEN</b>						Average inn meal			Mace	3	2s
Quilted cloth jerkin	0	1s				(food only) 1 Sus 3d			Heavy mace	4	4s
Quilted cloth coat	0	1s				Wine, .2 l P-2 1d			Staff	2	50d
Quilted cloth breeks	0	2s				Beer, .2 l P-1 1d			Halberd	4	10s
Wool cloth, 1 m sq.	0	10d				Honey mead, .2 l P-4 4d			Shield, small	1	4s
Linen cloth, 1 m sq.	—	15d				Brandy, .1 l P-5 10d			Shield, medium	2	6s
Woolen stockings	—	10d				Milk, .2 l 1d			Shield, large	3	8s
Wool shirt	0	20d				<b>HEALING HERBS</b>			Gnome sword	1	12s
Linen shirt	—	30d				Unit = 1 pinch			Longspar	2	20s
Wool dress	0	40d				False suppure			Cyan sword	2	25s
Linen dress	0	60d				Suppure			Dragon sword	2	20s
Wool cloak	0	30d				Meritone			Sord blade	2	20s
Wool cap	—	6d				Ortigel			Bastard sword	3	30s
Wool hood	0	20d				Black ortigel			Double dragon	4	50s
Wool coat	1	60d				Black ortigel					
Wool blanket	1	30d				Belidane			<b>MISSILE &amp; THROWN WEAPON</b>		
						False murus			Arrow, quarrel	0	10d
<b>SILKS &amp; VELVETS</b>						Murus			Blowgun	0	20d
Silk or velvet, 1 m	—	3s				Honeybark			Shortbow	1	10s
Silk shirt	—	6s				Gold honeybark			Crossbow	3	30s
Silk dress	—	10s				<b>OTHER HERBS per pinch</b>			Dagger	1	3s
Velvet dress	0	10s				Moon flower			Hand axe	1	4s
Velvet pants	0	6s				Mercurion			Javelin	1	1s
Velvet waistcoat	0	8s				Satum			Lasso	1	30d
Velvet coat	1	10s				Nevropenthe			Sling	0	60d
Velvet hat	—	3s				Chronillia			Whip	1	1s
Silk stockings	—	3s				Pipe weed					
						<b>ARMOR</b>			See Journey Sheet		
<b>FIRE</b>			<b>WRITING</b>								
Suet candle, 1 hour	0	2d	Parchment, 1 sht	—	20d						
Wax candle, 2 hours	0	5d	Ink, .2 l	0	10d						
Torch, 1/2 hour	0	2d	Lead pencil	—	30d						
Oil, 4 hours, .2 l	0	4d	Écritoire	1	1s						
Oil lantern	1	5s	Iron quill	—	10d						



# QUICK REFERENCE

## COMBAT COMBAT ROUND PHASES

- 1 ACTIONS DECLARED**  
Once declared, actions may be aborted, not changed.
- 2 MAGIC**  
Trance, Dreamlands movement, casting. Prior spells go off.
- 3 MISSILE ATTACKS**  
Initiative, attacks, parries to missiles; damage calculated.
- 4 THROW ATTACKS**  
Initiative, parries, dodges; damage calculated.
- 5 MELEE ATTACKS**  
Initiative, parries, dodges, and damage calculated.
- 6 MOVEMENT**  
Any movements announced in Phase 1 are executed.
- 7 HEALTH & MISCELLANEOUS ACTIONS**  
Wounds, Endurance, Life applied.

## SITUATIONAL MODIFIERS

Situation	Init.	Attack	Defender	Dmg
<b>Complete surprise</b> <i>Defender surprised from behind, asleep</i>	auto	+6	no defense	+10
<b>Defender is semi-surprised</b> <i>Stunned, getting up from prone</i>	auto	normal	significant only	+1
<b>Attacker charges</b> <i>Attacker -4 to parry, no dodge</i>	normal	+4	normal	+2
<b>Attacker feints</b> <i>Duels only, bonuses lost if attacker stunned or wounded</i>	sacrificed	+1	normal	+1

## MISSILE & THROW RANGES

Short range	+0
Medium range	-3
Long range	-5

## TARGET SIZE

Ogre-sized (20)	+2
Human-sized (10)	+0
Dog-sized (5)	-2
Cat-sized (3)	-4
Mouse-sized (1)	-8

## TARGET ACTIVITY

Immobile target	+0
Animate target	-3
Moving target	-4
Zigzagging target	-5

## PARRY & DODGE

### Modified by attacking weapon

Arrow, bolt (vs. shield)	-5
Sling stone (vs. shield)	-4
Blowgun needle	-3
Dagger, javelin	-2
Hand axe, lasso	-1
Whip	+0

### Defender is...

Still and ready	+0
Engaged in other activity	-3
Using a small shield	-3
Using a medium shield	+0
Using a large shield	+3

## MISHAPS (2D10)

Armed	Unarmed	Result
2, 20	2, 20	Knocked out. Endurance drops to 0, -1 Life.
3, 19	3, 19	Nearby ally checks <b>Empathy/Vigilance</b> at -1d6 or semi-surprised.
4, 18	4, 18	Fall. Roll at -1d6 non-lethal damage
5, 17		Disarmed.
6-7, 15-16		Weapon checks Resistance at -2d6 or loses same amount of Resistance.
8-9, 13-14	5-7, 15-17	Character checks <b>Empathy/Vigilance</b> at -1d6 or semi-surprised.
10-12	8-14	Clumsy move. Lose 2d6 Endurance.

## MOVEMENT

	Swimming	Running	Jumping
	Mishap	Mishap	Diff. Down High Long
<b>Fumble</b>			
<b>Part. Fail.</b>	-4m (2m)	-6m (18m)	-8 6m 2m 7m
<b>Failure</b>	-2m (4m)	-4m (20m)	-6 5m 1.7m 6m
<b>Normal</b>	+0m (6m)	+0m (24m)	-4 4m 1.5m 5m
<b>Sign.</b>	+2m (8 m)	+4m (28 m)	-2 3m 1.2m 4m
<b>Part.</b>	+4m (10m)	+6m (30m)	0 2m 1m 3m
			+2 1.5m .7m 2m

## HEALTH HEALING OF WOUNDS

	Diff.	Task	Bandage	Herb	Time	Magic
<b>Light</b>	-2	2 pts	2 pts	2 pnch	2 days	2 pts
<b>Serious</b>	-4	4 pts	4 pts	4 pnch	4 days	4 pts
<b>Critical</b>	-6	6 pts	6 pts	6 pnch	6 days	6 pts
<b>Life</b>	--	--	--	--	--	2 pts

## FULL AID

<b>Particular</b>	Wound closed and begins to heal normally; +3 to <b>Constitution</b> healing roll, plus herbs
<b>Significant</b>	Wound closed and begins to heal normally; +2 to <b>Constitution</b> healing roll, plus herbs
<b>Normal</b>	Wound closed and begins to heal normally; +1 to <b>Constitution</b> healing roll, plus herbs
<b>Failure</b>	Wound closed and begins to heal normally
<b>Part. Failure</b>	Wound closed and begins to heal normally
<b>Fumble</b>	Bleeding; lose Endurance, Life at rate prior to administration of first aid. Begin first aid again at further -1 penalty. New dressings.

## SUMMARY OF HEALING ROLLS

	Wounds	Disease	Poison
<b>Particular</b>	A	D	I / J*
<b>Significant</b>	A	E	F / J*
<b>Normal</b>	A	F	F / J*
<b>Failure</b>	B	G	G
<b>Part. Failure</b>	B	G	G
<b>Fumble</b>	C	H	H / G*

\*Indicates no Antidote. Look up results above on key below:

- A Wound is healing and improves to next stage.
- B Stable; check again following Sleeping Castle.
- C Infection; lose 1 Life. Check in 2, 4, 6 days, per wound
- D Cured of disease.
- E Stable condition: +1 bonus to next check.
- F Stable condition (no change).
- G Condition worsens and damage accrues.
- H Condition worsens and double damage taken.
- I End of poisoning if no poison damage sustained.
- J End of poisoning.

## RECOVERING LIFE

**Constitution/Life lost** (don't count general condition)

<b>Particular</b>	2 Life points recovered
<b>Significant</b>	1 Life point recovered
<b>Normal</b>	1 Life point recovered
<b>Failure</b>	No Life recovered
<b>Part. Failure</b>	No Life recovered
<b>Fumble</b>	Aggravated condition: 1 additional Life lost

## EXPERIENCE

Level	Initial	Skill	Cost	Skill Level	Exp	
-11	-11	-8	-6	-4	-10, -9, -8	5
-10	5				-7, -6, -5, -4	10
-9	10				-3, -2, -1, 0	15
-8	15				+1,+2,+3,+4	20
-7	25	10			+5, +6	30
-6	35	20			+7, +8	40
-5	45	30	10		+9, +10	60
-4	55	40	20		+11 and up	100
-3	70	55	35	15		
-2	85	70	50	30		
-1	100	85	65	45		
+0	115	100	80	60		
+1	135	120	100	80		
+2	155	140	120	100		
+3	175	160	140	120		
+4	195	180	160	140		
+5	225	210	190	170		
+6	255	240	220	200		
+7	295	280	260	240		

Characteristic	Exp
7, 8	6
9, 10	7
11, 12	8
13, 14	9
15	10
16	20
17	30
etc.	etc.