

ALCHEMIST VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Alchemy*	24	SMC •
Astrology*	20	SMC •
Botany	20	MMC
Chemistry	20	MMC
Geology/Mineralogy	20	MMC
Conjuration*	16	(SMP + SPP x .5) •
Dweomercræft (Elemental S.)*	12	MMC •s
Magick*	12	MRC •
Mathematics	12	MMC
Cryptography	8	MMC
Divination*	8	SPC •s
Drawing	8	PNC
Foreign Language		
Classic Greek	8	MMC •
Hiero-Ægyptain	8	MMC •
Handicrafts/Handiwork	8	PNC
Mechanics	8	PMC
Metaphysics*	8	SMC •
Smithing/Welding	8	PMC
Survival	8	PMC •
Toxicology	8	MMC
Combat, Hand Weapons	4	(PMC + PNC x .5) s

Base STEEP Total: 248

APOTHECARY VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Alchemy*	20	SMC •
Chemistry	20	MMC
Herbalism*	20	SMC •
Medicine, Oriental	16	(SMC + SPC x .5)
Astrology*	12	SMC •
Biology	12	MMC
Botany	12	MMC
Business Administration	12	MRC
Foreign Language		
Imperial Latin	12	MMC •
[choice]	12	MMC •
Handicrafts/Handiwork	12	PNC
Magick*	12	MRC •
Medicine, Veterinary	12	MMC •
Metaphysics*	12	SMC •
Toxicology	12	MMC
Dweomercræft*		
Elemental School	8	MMC •s
Green School	8	MMC •s
Fortune Telling*	8	SPC •s
Survival	8	PMC •
Combat, Hand Weapons	4	(PMC + PNC x .5) s
Priestcræft*	4	SMC •
Religion*	4	SMC •

Base STEEP Total 252

CAVALIER (Knight et.al.) VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, Hand Weapons	24	(PMC + PNC x .5) s
Arms & Armor	16	(PMC + PNC x .5) s
Biography/Genealogy	12	MMC
Combat, HTH, Lethal	12	PMC s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Cultured Palate	12	PNC s
Economics/Finance/Investing	12	(MMC + MRC x .5) s
Gambling	12	(MMC + MRC x .5) •s
Games, Mental	12	MRC s
Leadership	12	SMC
Military Science	12	(MMC + MRC x .5)
Music	12	PNC •s
Political Science	12	(MMC + MRC x .5)
Sports	12	(PMC + PNC x .5) s
Survival	12	PMC •
Foreign Language [choice]	8	MMC •
Handicrafts/Handiwork	8	PNC
Influence	8	MRC s
Poetry/Lyrics*	8	SMC •
Religion*	8	SMC •
Swimming/Diving	8	(PMC + PNC x .5)
Agriculture	4	(MMC + MRC x .5)

Base STEEP Total 248

ENGINEER VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Engineering, Military	24	(MMC + MRC x .5)
Fortification & Siegecraft	20	MRC s
Handicrafts/Handiwork	16	PNC
Jack-of-all-Trades	16	PMC •s
Combat, HTH, Lethal	12	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	12	(PMC + PNC x .5)
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Construction	12	PMC
Gambling	12	(MMC + MRC x .5) •s
History	12	MMC
Jury Rigging	12	SMC
Mathematics	12	MMC
Mechanics	12	PMC
Military Science	12	(MMC + MRC x .5)
Surveying/Topography	12	MRC s
Weapons, Military, All Other	12	(MMC + MRC x .5) s
Foreign Language [choice]	4	MMC •
Leadership	4	SMC
Survival	4	PMC •

Base STEEP Total 248

MERCENARY/SOLDIER VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, Hand Weapons	20	(PMC + PNC x .5) s
Criminal Activities, Physical	16	(PMC + PNC x .5) s
Escape	16	(PMC + PNC x .5)
Gambling	16	(MMC + MRC x .5) •s
Handicrafts/Handiwork	16	PNC
Street-Wise	16	SPC •s
Survival	16	PMC •
Combat, HTH, Lethal	12	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	12	(PMC + PNC x .5)
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Criminal Activities, Mental	12	MRC •s
Deception	12	MRC •
First Aid	12	PNC •
Games, Mental	12	MRC s
Jack-of-all-Trades	12	PMC •s
Military Science	12	(MMC + MRC x .5)
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
Travel	8	(PMC + PNC x .5)

Base STEEP Total 248

BLACK SCHOOL (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Dweomercraft, Black*	24	MMC •s
Magick*	24	MRC •
Deception	20	MRC •
Demonology*	20	MMC •
Exorcism*	20	SMC •
Occultism*	20	SMC •
Alchemy*	12	SMC •
Cryptography	12	(MMC + MRC x .5)
Divination*	12	SPC •s
Foreign Language		
Arcane Magickal	12	MMC •
Hiero-Ægyptain	12	MMC •
[choice]	12	MMC •
Necromancy*	12	SMP •
Toxicology	12	MMC
Pantheology*	8	SMC •s
Combat, Hand Weapons	4	(PMC + PNC x .5) s
Handicrafts/Handiwork	4	PNC
Survival	4	PMC •

Base STEEP Total 248

ELEMENTAL SCHOOL (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Dweomercraeft, Elemental*	24	MMC •s
Magick*	24	MRC •
Alchemy*	16	SMC •
Geology/Mineralogy	16	MMC
Metaphysics*	16	SMC •
Multiversal Planes & Spheres	16	SPC •s
Astrology*	12	SMC •
Chemistry	12	MMC
Cryptography	12	(MMC + MRC x .5)
Divination*	12	SPC •s
Exorcism*	12	SMC •
Foreign Language		
Arcane Magickal	12	MMC •
Hiero-Ægyptain	12	MMC •
[choice]	12	MMC •
Pantheology*	12	SMC •s
Toxicology	12	MMC
Handicrafts/Handiwork	8	PNC
Combat, Hand Weapons	4	(PMC + PNC x .5) s
Survival	4	PMC •

Base STEEP Total 248

GRAY SCHOOL (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Dweomercraeft, Gray*	24	MMC •s
Magick*	24	MRC •
Deception	16	MRC•
Influence	16	MRC s
Alchemy*	12	SMC •
Astrology*	12	SMC •
Cryptography	12	(MMC + MRC x .5)
Demonology*	12	MMC •
Divination*	12	SPC •s
Exorcism*	12	SMC •
Foreign Language		
Arcane Magickal	12	MMC •
Hiero-Ægyptain	12	MMC •
Multiversal Planes & Spheres	12	SPC •s
Occultism*	12	SMC •
Pantheology*	12	SMC •s
Toxicology	12	MMC
Combat, Hand Weapons	8	(PMC + PNC x .5) s
Survival	8	PMC •
Handicrafts/Handiwork	4	PMC

Base STEEP Total 248

GREEN SCHOOL (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Dweomercraeft, Green*	24	MMC •s
Magick*	24	MRC •
Herbalism*	16	SMC •
Nature Attunement	16	SPC •s
Alchemy*	12	SMC •
Astrology*	12	SMC •
Botany	12	MMC
Ecology/Nature Science	12	MMC
Divination*	12	SPC •s
Foreign Language		
Arcane Magickal	12	MMC •
Fortune Telling*	12	SPC •s
Music	12	PNC •s
Spellsongs*	12	(MMS + MRS x .5) •
Combat, Hand Weapons	8	PMC + PNC s
Cryptography	8	(MMC + MRC x .5)
Handicrafts/Handiwork	8	PNC
Leadership	8	SMC
Phæree Flora & Fauna	8	MMC
Poetry/Lyrics*	8	SMC •
Survival	8	PMC •
Subterranean Ærth	4	MMC

Base STEEP Total 248

WHITE SCHOOL (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Dweomercraeft, White*	24	MMC •s
Magick*	24	MRC •
Apotropaism*	20	(MMC + MRC x .5) •
Alchemy*	12	SMC •
Astrology*	12	SMC •
Cryptography	12	(MMC + MRC x .5)
Divination*	12	SPC •s
Exorcism*	12	SMC •
Foreign Language		
Arcane Magickal	12	MMC •
Hiero-Ægyptain	12	MMC •
[choice]	12	MMC •
Influence	12	MRC s
Metaphysics*	12	SMC •
Pantheology*	12	SMC •s
Combat, Hand Weapons	8	(PMC + PNC x .5) s
Handicrafts/Handiwork	8	PNC
Survival	8	PMC •
Toxicology	8	MMC
Heka-Forging*	4	(PMP + PNP x .5) •s

Base STEEP Total 248

ASTROLOGER VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Astrology*	24	SMC •
Mysticism*	24	SPC •
Priestcræft*	16	SMC •
Astronomy*	12	MMC
Biography/Genealogy	12	MMC
Conjuration*	12	(SMP + SPP x .5) •
Divination*	12	SPC •s
Exorcism*	12	SMC •
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
Fortune Telling*	12	SPC •s
Magick*	12	MRC •
Mathematics	12	MMC
Metaphysics*	12	SMC •
Multiversal Planes & Spheres	12	SPC s
Occultism*	12	SMC •
Pantheology*	12	SMC •s
Religion*	12	SMC •
Combat, Hand Weapons	4	(PMC + PNC x .5) s
Handicrafts/Handiwork	4	PNC
Survival	4	PMC •

Base STEEP Total 252

DIVINER VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Divination*	24	SPC •s
Astrology*	16	SMC •
Fortune Telling*	16	SPC •s
Mysticism*	16	SPC •
Occultism*	16	SMC •
Priestcræft*	16	SMC •
Conjuration*	12	(SMP + SPP x .5) •
Deception	12	MRC •
Dweomercræft*	12	MMC •s
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
Magick*	12	MRC •
Mathematics	12	MMC
Metaphysics*	12	SMC •
Political Science	12	(MMC + MRC x .5)
Religion*	12	SMC •
Astronomy*	8	MMC
Handicrafts/Handiwork	8	PNC
Combat, Hand Weapons	4	(PMC + PNC x .5) s
Survival	4	PMC •

Base STEEP Total 252

FORTUNE TELLER VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Fortune Telling*	24	SPC •s
Astrology*	16	SMC •
Divination*	16	SPC •s
Travel	16	(PMC + PNC x .5)
Apotropaism*	12	(MMC + MRC x .5)
Appraisal	12	MMC
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
Handicrafts/Handiwork	12	PNC
Magnetism	12	SPP
Mediumship*	12	SPC •
Mysticism*	12	SPC •
Occultism*	12	SMC •
Priestcræft*	12	SMC •
Religion*	12	SMC •
Survival	12	PMC •
Dweomercræft*	8	MMC •s
Exorcism*	8	SMC •
Magick*	8	MRC •

Base STEEP Total 252

SOOTHSAYER VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Mediumship*	24	SPC •
Mysticism*	16	SPC •
Pantheology*	16	SMC •s
Astrology*	12	SMC •
Conjuration*	12	(SMP + SPP x .5) •
Divination*	12	SPC •s
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
History	12	MMC
Literature	12	MMC
Magick*	12	MMC •s
Metaphysics*	12	SMC •
Multiversal Planes & Spheres	12	SPC •s
Occultism*	12	SMC •
Priestcræft*	12	SMC •
Religion*	12	SMC •
Influence	8	MRC
Combat, Hand Weapons	4	(PMC + PNC x .5)
Handicrafts/Handiwork	4	PNC
Survival	4	PMC •

Base STEEP Total 252

ASSASSIN VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Toxicology	24	MMC
Combat, HTH, Lethal	16	(PMC + PNC x .5) s
Combat, Hand Weapons	16	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	16	(PMC + PNC x .5) s
Street-Wise	16	SPC •s
Criminal Activities, Mental	12	MRC •s
Criminal Activities, Physical	12	(PMC + PNC x .5) s
Deception	12	MRC •
Disguise	12	PNC
Escape	12	(PMC + PNC x .5)
Impersonation	12	SMP
Surveillance	12	PNC
Travel	12	(PMC + PNC x .5)
Divination*	8	SPC •s
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
[choice]	8	MMC •
[choice]	8	MMC •
Handicrafts/Handiwork	8	PNC
Legerdemain	8	PNC
Survival	8	PMC •

Base STEEP Total 248

BANDIT PROFESSION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, HTH, Lethal	16	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	16	(PMC + PNC x .5)
Combat, Hand Weapons	16	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	16	(PMC + PNC x .5) s
Criminal Activities, Physical	16	(PMC + PNC x .5) s
Deception	16	MRC •
Military Science	16	(MMC + MRC x .5)
Survival	16	PMC •
Gambling	12	(MMC + MRC x .5) •s
Escape	12	(PMC + PNC x .5)
First Aid	12	PNC •
Handicrafts/Handiwork	12	PNC
Jury Rigging	12	SMC
Arms & Armor	8	(PMC + PNC x .5) s
Criminal Activities, Mental	8	MRC •s
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
Herbalism*	8	SMC •
Tolerance	8	PNP •
Weapons, Military, All Other	8	(MMC + MMP x .5) s
Endurance*	4	(PMP + PNP x .5) •

Base STEEP Total 252

MOUNTEBANK VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Criminal Activities, Mental	20	MRC •s
Combat, Hand Weapons	16	(PMC + PNC x .5) s
Gambling	16	(MMC + MRC x .5) •s
Appraisal	12	MRC
Criminal Activities, Physical	12	(PMC + PNC x .5) s
Impersonation	12	SMP
Legerdemain	12	PNC
Street-Wise	12	SPC •s
Survival	12	PMC •
Travel	12	(PMC + PNC x .5)
Acrobatics/Gymnastics	8	(PMC + PNC x .5) s
Alchemy*	8	SMC •
Animal Handling	8	SPP s
Buffoonery	8	SPS s
Cultured Palate	8	PNC s
Deception	8	MRC •
Dweomercræft*	8	MMC •s
Escape	8	(PMC + PNC x .5) •
Fortune Telling*	8	SPC •s
Handicrafts/Handiwork	8	PNC
Juggling	8	(PMS + PNS x .5) s
Music	8	PNC •s
Priestcræft*	8	SMC •
Thespianism	8	SPC
Foreign Language		
[choice]	4	MMC •
[choice]	4	MMC •
Tolerance	4	PNP •

Base STEEP Total 260

PIRATE VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, HTH, Lethal	16	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	16	(PMC + PNC x .5)
Combat, Hand Weapons	16	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	16	(PMC + PNC x .5) s
Criminal Activities, Physical	16	(PMC + PNC x .5) s
Navigation	16	(MMC + MRC x .5)
Seamanship	16	(PMC + PNC x .5) s
Survival	16	PMC •
Gambling	12	(MMC + MRC x .5) •s
Escape	12	(PMC + PNC x .5)
First Aid	12	PNC •
Handicrafts/Handiwork	12	PNC
Jury Rigging	12	SMC
Arms & Armor	8	(PMC + PNC x .5) s
Criminal Activities, Mental	8	MRC •s
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
Fortune Telling*	8	SPC •s
Tolerance	8	PNP •
Weapons, Military, All Other	8	(MMC + MMP x .5) s
Deception	4	MRC •

Base STEEP Total 252

THIEF VOCATION (Mental or Physical TRAIT [choice])

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Criminal Activities, Mental	24 or 12 [†]	MRC •s
Criminal, Activities, Physical	24 or 12 [†]	(PMC + PNC x .5) s
Combat, HTH, Lethal	16 or 12 [†]	(PMC + PNC x .5) s
Combat, Hand Weapons	16	(PMC + PNC x .5) s
Deception	16 or 12 [†]	MRC •
Street-Wise	16	SPC •s
Tolerance	16	PNP •
Acrobatics/Gymnastics	12	(PMC + PNC x .5) s
Appraisal	12	MRC
Disguise	12	PNC
Escape	12	(PMC + PNC x .5)
Gambling	12	(MMC + MRC x .5) •s
Gemology	12	MMC
Impersonation	12	SMC
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
Fortune Telling*	8	SPC •s
Jack-of-all-Trades	8	PMC •s
Rarities	8	MMC
Survival	8	PMC •
Handicrafts/Handiwork	4	PNC

Base STEEP Total 248

[†]Depending on whether the persona is Physically or Mentally oriented. In the former case, use the *lower* STEEP number in Mental K/S Areas, the *higher* in Physical ones, and in the latter case simply reverse that and use the higher in Mental, lower in Physical.

HEALER VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Herbalism*	24	SMC •
Divination*	16	SPC •s
Exorcism*	16	SMC •
First Aid	16	PNC •
Medicine, Oriental	16	(SMC + SPC x .5)
Priestcraft*	16	SMC •
Religion*	16	SMC •
Toxicology	16	MMC
Alchemy*	12	SMC •
Biology	12	MMC
Botany	12	MMC
Foreign Language		
[choice]	12	MMC •
Handicrafts/Handiwork	12	PNC
Medicine, Veterinary	12	MMC •
Phæree Flora & Fauna	12	MMC
Survival	12	PMC •
Pantheology*	8	SMC •s
Zoology	8	MMC

Combat, HTH, Non-Lethal	4	(PMC + PNC x .5)
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Base STEEP Total 256

PRIEST VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Priestcraft*	24	SMC •
Religion*	24	SMC •
Pantheology*	20	SMC •s
Exorcism*	16	SMC •
Metaphysics*	16	SMC •
Demonology*	12	MMC •
Divination*	12	SPC •s
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
Handicrafts/handiwork	12	PNC
Influence	12	MRC s
Law	12	(MMC + MRC x .5)
Logic	12	MRC
Education	8	MMC
Literature	8	MMC
Music	8	PNC •s
Printing	8	PNC
Philosophy	8	SMC
Survival	8	PMC •
Combat, HTH, Non-Lethal	4	(PMC + PNC x .5)

Base STEEP Total 248

THEURGIST VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Pantheology*	24	SMC •s
Priestcraft*	20	SMC •
Astrology*	16	SMC •
Conjuration*	16	(SMP + SPP x .5) •
Dweomercraft*	16	MMC •s
Exorcism*	16	SMC •
Magick*	16	MRC •
Occultism*	16	SMC •
Deception	12	MRP •
Influence	12	MRP s
Logic	12	MRP
Combat, Hand Weapons	8	(PMC + PNC x .5)
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
[choice]	8	MMC •
Handicrafts/Handiwork	8	PNC
Mathematics	8	MMC
Music	8	PNC •s
Religion*	8	SMC •
Survival	8	PMC •

Base STEEP Total 248

WISEWOMAN (or WISEMAN) VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Apotropaism*	16	(MMC + MRC x .5) •
Handicrafts/Handiwork	16	PNC
Herbalism*	16	SMC •
Priestcraft*	16	SMC •
Religion*	16	SMC •
Agriculture	12	MMC
Nature Attunement	12	SPC •s
Phæree Folk & Culture	12	(SPC + SMC x .5) s
Subterranean Ærth	12	MMC
Animal Handling	8	SPP s
Astrology*	8	SMC •
Divination*	8	SPC •s
Domestic Arts & Sciences	8	(MMC + MRC x .5) s
Ecology/Nature Science	8	MMC
Exorcism*	8	SMC •
History	8	MMC
Medicine, Oriental	8	(SMC + SPC x .5)
Music	8	PNC •s
Pantheology*	8	SMC •s
Spellsongs*	8	(MMS + MRS x .5) •
Survival	8	PMC •
Dweomercraft*	4	MMC •s
Magick*	4	MRC •
Witchcraft*	4	SMC •
Mediumship*	4	SPC •
Metaphysics*	4	SMC •
Multiversal Planes & Spheres	4	SPC •s
Mysticism*	4	SPC •
Occultism*	4	SMC •

Base STEEP Total 248

HUNTER VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, Hand Weapons, Missile	28	(PMC + PNC x .5) s
Hunting & Tracking	24	PNC
Survival	24	PMC •
Combat, Hand Weapons	20	(PMC + PNC x .5) s
Handicrafts/Handiwork	20	PNC
Endurance*	16	(PMP + PNP x .5) •
Mountain Climbing	16	(PMP + PNP x .5)
Combat, HTH, Lethal	12	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	12	(PMC + PNC x .5)
Divination*	12	SPC •s
Ecology/Nature Science	12	MMC
First Aid	12	PNC •
Herbalism*	12	SMC •
Leatherwork	12	PNC
Swimming/Diving	12	(PMC + PNC x .5)
Religion*	8	SMC •
Nature Attunement	4	SPC •s

Base STEEP Total 252

MEDICINE MAN VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Dweomercraft*	16	MMC •s
First Aid	16	PNC •
Handicrafts/Handiwork	16	PNC
Herbalism*	16	SMC •
Magick*	16	MRC •
Music	16	PNC •s
Survival	16	PMC •
Animal Handling	12	SPP •
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Mysticism*	12	SPC •
Religion*	12	SMC •
Spellsongs*	12	(MMS + MRS x .5) •
Apotropaism*	8	(MMC + MRC x .5) •
Ecology/Nature Science	8	MMC
History	8	MMC
Hypnotism	8	MRP
Medicine, Oriental	8	(SMC + SPC x .5)
Priestcraft*	8	SMC •

Base STEEP Total 248

SEER VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Fortune Telling*	20	SPC •s
Apotropaism*	16	(MMC + MRC x .5) •
Astrology*	16	SMC •
Combat, Hand Weapons	16	(PMC + PNC x .5) s
Divination*	16	SPC •s
Mediumship*	16	SPC •
Mysticism*	16	SPC •
Priestcraft*	16	SMC •
Religion*	16	SMC •
Survival	16	PMC •
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Deception	12	MRC •
Dweomercraft*	12	MMC •s
Handicrafts/Handiwork	12	PNC
Influence	12	MRC s
Poetry/Lyrics*	12	SMC •
Magick*	8	MRC •
Occultism*	8	SMC •
History	4	MMC

Base STEEP Total 248

SHAMAN VOCATION (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Priestcræft*	20	SMC •
Animal Handling	16	SPP s
Astrology*	16	SMC •
Demonology*	16	MMC •
Exorcism*	16	SMC •
Handicrafts/Handiwork	16	PNC
Religion*	16	SMC •
Survival	16	PMC •
Toxicology	16	MMC
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Divination*	12	SPC •s
Dweomercræft*	12	MMC •s
Herbalism*	12	SMC •
First Aid	8	PNC •
Influence	8	MRC s
Mysticism*	8	SPC •
Music	8	PNC •s
Spellsongs*	8	(MMS + MRS x .5) •

Base STEEP Total 248

WARRIOR VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, Hand Weapons	28	(PMC + PNC x .5) s
Survival	24	PMC •
Combat, Hand Weapons, Missile	20	(PMC + PNC x .5) s
Hunting & Tracking	20	PNC
Combat, HTH, Lethal	16	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	16	(PMC + PNC x .5)
Games, Physical	16	(PMC + PNC x .5) s
Handicrafts/Handiwork	16	PNC
Leadership	16	SMC
Sports	16	(PMC + PNC x .5) s
Endurance*	12	(PMP + PNP x .5) •
First Aid	12	PNC
Mountain Climbing	12	(PMP + PNP x .5)
Thespianism	12	SPC
Religion*	8	SMC •
Biography/Genealogy	4	MMC
Ecology/Nature Science	4	MMC

Base STEEP Total 252

WITCH DOCTOR VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Apotropaism*	20	(MMC + MRC x .5) •
Exorcism*	20	SMC •
Demonology*	16	MMC •
Divination*	16	SPC •s
Dweomercræft*	16	MMC •s
Survival	16	PMC •
Toxicology	16	MMC
Witchcræft*	16	SMC •
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Handicrafts/Handiwork	12	PNC
Magick*	12	MRC •
Music	12	PNC •s
Mysticism*	12	SPC •
Religion*	12	SMC •
Spellsongs*	12	(MMS + MRS x .5) •
Drawing	8	PNC
Ecology/Nature Science	8	MMC

Base STEEP Total 248

PHILOSOPHER VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Philosophy	24	MMC
History	16	MMC
Biography/Genealogy	16	MMC
Sports	16	(PMC + PNC x .5)
Travel	16	(PMC + PNC x .5)
Architecture	12	MMC
Alchemy*	12	SMC •
Astrology*	12	SMC •
Sociology/Culture	12	MRC
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
[choice]	12	MMC •
Journalism	12	MRC
Logic	12	MRC
Magick*	12	MRC •
Metaphysics*	12	SMC •
Music	12	PNC •s
Pantheology*	12	SMC •s
Writing, Creative	12	SMC
Influence	8	MRC s
Literature	8	MMC
Religion*	8	SMC •
Combat, HTH, Non-Lethal	4	(PMC + PNC x .5)
Handicrafts/Handiwork	4	PNC
Leadership	4	SMC •
Survival	4	PMC •

Base STEEP Total 286

POET/MUSICIAN VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Music	24	PNC •s
Poetry/Lyrics*	20	SMC •
Cultured Palate	16	PNC s
Literature	16	MMC
Musical Composition*	16	SMC •
Astrology*	12	SMC •
Biography/Genealogy	12	MMC
Sociology/Culture	12	MRC
Foreign Language		
[choice]	12	MMC •
[choice]	12	MMC •
History	12	MMC
Influence	12	MRC s
Mysticism*	12	SPC •
Spellsongs*	12	(MMS + MRS x .5) •
Thespianism	12	SPC
Writing, Creative	12	SMC
Botany	8	MMC
Ecology/Nature Science	8	MMC
Games, Mental	8	MRC s
Magnetism	8	SPP
Rarities	8	MMC
Combat, Hand Weapons	4	(PMC + PNC x .5) s
Drawing	4	PNC
Handicrafts/Handiwork	4	PNC
Survival	4	PMC •

Base STEEP Total 280

SAGE VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Education	20	(MMC + MRC x .5)
Geography/Foreign Lands	16	MMC
History	16	MMC
Linguistics	12	MRC
Multiversal Planes & Spheres	12	SPC •s
Phæree Flora & Fauna	12	MMC
Phæree Folk & Culture	12	(SMC + SPC x .5) s
Subterranean Ærth	12	MMC
Alchemy*	8	SMC •
Astrology*	8	SMC •
Charismaticism	8	SPC •
Cultured Palate	8	PNC s
Dweomercræft*	8	MMC •s
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
[choice]	8	MMC •
[choice]	8	MMC •
Literature	8	MMC
Logic	8	MRC
Magick*	8	MRC •
Mathematics	8	MMC
Metaphysics*	8	SMC •
Pantheology*	8	SMC •s

Philosophy	8	SMC
Yoga*	8	SMC •
Combat, HTH, Non-Lethal	4	(PMC + PNC x .5)
Demonology*	4	MMC •
Handicrafts/Handiwork	4	PNC
Heka-Forging*	4	(PMP + PNP x .5) •s
Necromancy*	4	SMP •
Political Science	4	MMC
Sociology/Culture	4	MRC
Survival	4	PMC •
Witchcraft*	4	SMC •

Base STEEP Total 288

EXPLORER VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Ecology/Nature Science	16	MMC
Linguistics	16	MRC
Survival	16	PMC •
Travel	16	(PMC + PNC x .5)
Boating	12	PNC
Combat, HTH, Lethal	12	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	12	(PMC + PNC x .5)
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Drawing	12	PNC
Escape	12	PNC
First Aid	12	PNC •
Geography/Foreign Lands	12	MMC
Hunting & Tracking	12	PNC
Surveying/Topography	12	MRC
Boating	8	(PMC + PNC x .5)
Deception	8	MRC •
Handicrafts/Handiwork	8	PNC
Mountain Climbing	8	(PNP + PMP x .5)
Swimming/Diving	8	PMC
Foreign Language		
[choice]	4	MMC •
[choice]	4	MMC •
[choice]	4	MMC •
[choice]	4	MMC •

Base STEEP Total 268

MERCHANT VOCATION (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Appraisal	20	MRC
Deception	20	MRC •
Business Administration	16	(MMC + MRC x .5)
Economics/Finance/Investing	16	(MMC + MRC x .5)
Survival	16	PMC •
Travel	16	(PMC + PNC x .5)
Charismaticism	12	SPC
Geography/Foreign Lands	12	MMC
Influence	12	MRC s
Leadership	12	SMC

Rarities	12	MMC
Trade Phoenician (ADDITION)	12	MMC •
Animal Handling	8	SPP s
Boating	8	(PMP + PNP x .5)
Combat, HTH, Lethal	8	(PMP + PNP x .5) s
Combat, Hand Weapons	8	(PMP + PNP x .5) s
Combat, Hand Weapons, Missile	8	(PMP + PNP x .5)
Endurance*	8	(PMP + PNP x .5) s
First Aid	8	PNC •
Handicrafts/Handiwork	8	PNC
Swimming/Diving	8	(PMC + PNP x .5)
Foreign Language		
[choice]	4	MMC •
[choice]	4	MMC •
[choice]	4	MMC •
Games, Mental	4	MRC s
Journalism	4	MRC
Subterranean Ærth	4	MMC

Base STEEP Total 272

SEAFARER VOCATION (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Navigation	20	MMC
Seamanship	20	(PMC + PNC x .5)
Travel	16	(PMC + PNP x .5)
Boating	12	PNC
Clothwork	12	PNC
Combat, HTH, Lethal	12	(PMC + PNC x .5) s
Combat, HTH, Non-Lethal	12	(PMC + PNC x .5)
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Endurance*	12	(PMP + PNP x .5) •
First Aid	12	PNC
Gambling	12	(MMC + MRC x .5) •s
Jack-of-all-Trades	12	PMC •s
Handicrafts/Handiwork	12	PNC
Street-Wise	12	SPC •s
Escape	8	(PMC + PNC x .5)
Foreign Language		
[choice]	8	MMC •
[choice]	8	MMC •
Fortune Telling*	8	SPC •s
Games, Physical	8	PNC
Jury Rigging	8	SMC
Survival	4	PMC •

Base STEEP Total 264

ALFAR (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, Hand Weapons	20	(PMC + PNC x .5) s
Animal Handling	16	SMC •
Hunting/Tracking	16	PNC
Magnetism	16	SPP
Music	16	PNC •s
Nature Attunement	16	SPC •s
Phæree Flora & Fauna	16	MMC
Poetry/Lyrics*	16	SMC •
Biography/Genealogy	12	MMC
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5) s
Handicrafts/Handiwork	12	PNC
Mountain Climbing	12	(PMP + PNP x .5)
Phæree Folk & Culture	12	(SMC + SPC x .5) s
Survival	12	PMC •
Weapons, Special Skill	12	PNC •
Divination*	8	SPC •s
Ecology/Nature Science	8	MMC
Herbalism*	8	SMC •
Musical Composition*	8	SMC

Heka Power (Psychog., S.)** [40] ----

Base STEEP Total 244

** ((The GM will assign a Psychogenics, Spiritual Power))

ALFEN (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Agriculture	16	MMC s
Domestic Arts & Sciences	16	(MMC + MRC x .5) s
Phæree Folk & Culture	16	(SMC + SPC x .5) s
Botany	12	MMC
Cultured Palate	12	PNC s
Ecology/Nature Science	12	MMC
Handicrafts/Handiwork	12	PNC
Herbalism*	12	SMC •
Medicine, Oriental	12	(SMC + SPC x .5)
Nature Attunement	12	SPC •s
Animal Handling	8	SPP s
Astrology*	8	SMC •
Biography/Genealogy	8	MMC
Combat, Hand Weapons, Missile	8	(PMC + PNC x .5) s
First Aid	8	PNC •
Fortune Telling*	8	SPC •s
Games, Mental	8	MRC s
History	8	MMC
Literature	8	MMC
Medicine, Veterinary	8	MMC •
Music	8	PNC •s
Phæree Flora & Fauna	8	MMC
Poetry/Lyrics*	8	SMC •
Survival	8	PMC •
Weapons, Special Skill	8	PNC •
Zoology	8	MMC

Heka Power (Psychog., M.)** [30] ----

Base STEEP Total 260

**((The GM will assign a Psychogenics, Mental Power))

DWARF (Physical TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Geology/Mineralogy	16	MMC
Mines & Mining	16	PMC
Speleology	16	PMC
Arms & Armor	12	(PNC + PNC x .5) s
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	12	(PMC + PNC x .5)
Construction	12	PMC
Engineering	12	(MMC + MRC x .5)
Heka-Forging*	12	(PMP + PNP x .5) •s
Masonry	12	PMC
Mechanics	12	PMC
Mountain Climbing	12	(PMP + PNP x .5)
Sculpture	12	(SMC + SPP x .5)
Smithing/Welding	12	PMC
Subterranean Orientation	12	PNC •
Subterranean Ærth	12	MMC
Alchemy*	8	SMC •
Endurance*	8	(PMP + PNC x .5) •
Handicrafts/Handiwork	8	PNC
Phæree Flora & Fauna	8	MMC
Phæree Folk & Culture	8	(SMC + SPC x .5) s
Survival	8	PMC •

Heka Power (Psychog., P.)* [35] ----

Base STEEP Total 252

**((The GM will assign a Psychogenics, Physical Power))

ELF (Spiritual TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Combat, Hand Weapons, Missile	16	(PMC + PNC x .5) s
Music	16	PNC •s
Poetry/Lyrics*	16	SMC •
Astrology*	12	SMC •
Charismaticism	12	SPC •
Combat, Hand Weapons	12	(PMC + PNC x .5) s
Ecology/Nature Science	12	MMC
Handicrafts/Handiwork	12	PNC
Herbalism*	12	SMC •
Hunting/Tracking	12	PNC
Linguistics	12	MRC
Multiversal Planes & Spheres	12	SPC •s
Musical Composition*	12	SMC •
Nature Attunement	12	SPC •s
Phæree Flora & Fauna	12	MMC
Phæree Folk & Culture	12	(SMC + SPC x .5) s
Survival	12	PMC •
Weapons, Special Skill	12	PNC •
Animal Handling	8	SPP s
Botany	8	MMC

Mysticism* 8 SPC •

Heka Power (Psychog., S.)** [50] ----

Base STEEP Total 252

**((The GM will assign a Psychogenics, Spiritual Power))

GNOME (Mental TRAIT)

<u>K/S Area</u>	<u>Base STEEP</u>	<u>ATTRIBUTE</u>
Business Administration	16	(MMC + MRC x .5)
Economics/Finance/Investing	16	(MMC + MRC x .5)
Rarities	16	MMC
Travel	16	(PMC + PNC x .5)
Appraisal	12	MRC
Gemology	12	MMC
Trade Phoenician	12	MMC •
Combat, Hand Weapons	8	(PMC + PNC x .5) s
Combat, Hand Weapons, Missile	8	(PMC + PNC x .5) s
Deception	8	MRC •
Divination*	8	SPC •s
Geography/Foreign Lands	8	MMC
Handicrafts/Handiwork	8	PNC
Influence	8	MRC s
Law	8	(MMC + MRC x .5) •s
Linguistics	8	MRC
Logic	8	MRC
Mathematics	8	MMC
Phæree Flora & Fauna	8	MMC
Phæree Folk & Culture	8	(SMC + SPC x .5) s
Street-Wise	8	SPC •s
Subterranean Orientation	8	PNC •
Subterranean Ærth	8	MMC
Survival	8	PMC •
Alchemy*	4	SMC •
Escape	4	(PMC + PNC x .5)
Foreign Language		
[choice]	4	MMC •
[choice]	4	MMC •
Speleology	4	PMC

Heka Power (Psycho., M.)** [30] ----

Base STEEP Total 256

**((The GM will assign a Psychogenics, Mental Power))