Skills & Primary Aptitude Table

APTITUDE	SKILLS
Aim	Archery, Crossbow, Sling, Throw, Whip
Animal Ken	Handle Animal, Hunt, Ride, Train Animal
Athletics	Acrobatics, Dodge, Move, Swim
Awareness	Alertness, Empathy, Orient, Perception, Track
Endurance	Concentration, Durability, Health, Survival
Fight	Armor, Axes, Blades, Maces, Poles, Reaction, Tactics
Influence	Charm, Diplomacy, Guile, Intimidate, Lead, Music, Sing, Torture
Lore	Arcana, Heal, History, Language, Nature, Religion, Smith, Wordsmith
Might	Brawl, Climb, Strength, Wrestle
Power	Bind, Runes, Weave, Willpower
Resources	Authority, Contacts, Title, Wealth
Stealth	Disguise, Hide, Sneak, Trail
Thievery	Locks, Sleight, Streetwise, Traps

The Standard Award

After each session played, each character gains 5 Experience Points to spend on new stuff. XP can be spent to increase Skill Levels or add Stunts or Stunt Ranks. The table below shows the costs for various things.

Mastery

The first time two Skills under one Primary Aptitude are advanced to Level 5, the character adds 1 to those Skills' Aptitude. This is a one-time bonus only; a character can only gain +1 to each Aptitude once.

XP Cost Table

TYPE OF ADVANCE	COST IN XP
Open a new Skill at Level 1	6 minus Primary Aptitude (min. 1 XP)
Add 1 to a Skill Level	New Level
New Stunt at Rank 1	1
Add 1 to a Stunt Rank	New Rank
Spell or Ritual Rank 1	Circle + 1
Invocation	Grace Cost (plus pay Grace Cost in Grace)

Natural Healing Table

REST TYPE	REQUIREMENTS	HEAL
Short	15 minutes after an Encounter	Endurance + Durability in Damage only from previous Encounter
Long	At least 6 hours, once per day	Endurance + Durability in combo of Damage and Wound Severity

Fire Table

FIRE INTENSITY	INITIAL DAMAGE	CONT. DAMAGE
Torch	6	3
Fireplace	8	5
Large Fire	10	8
House Fire	12	8
Forest Fire	15	10

Skill Level Descriptions Table

SKILL LEVEL	DESCRIPTOR
1	Beginner
2	Proficient
3	Professional
4	Expert
5	Master
6+	Legendary (req Skill Mastery Stunt)

Aptitude Rating Descriptions Table

APTITUDE RATING	DESCRIPTOR
1	Feeble
2	Mediocre
3	Exceptional
4	Great
5	Superb

Teamwork & Assistance

When assistance is given on a roll, use the highest Aptitude and Skill among the participants. Then, for each helper, add either an Aptitude die or a Skill point depending on the helper's Skill Level:

If the assistant has at least one level in the Skill being rolled, add 1 Skill Point.

If the assistant does not have any levels in the Skill being rolled, add 1 Aptitude Die.

Initiative

To determine Initiative Order, compare the Intiative Stats of all the combatants. List them from highest to lowest. Higher Initiatives act first. To resolve ties amongst the comparisons, the combatant with the higher Fight Aptitude goes first. If Fight is the same, players go before NPCs or beasts. Ties on the same side of the combat can be broken any way they want.

Damage

Formula for Damage is as follows:

$$\text{DAMAGE} = (\text{BASE} - \text{PROTECTION}) \times \text{\# SUCCESSES}$$

Wounds

Anytime a victim takes damage from a single attack greater than their Wound Threshold Stat, they suffer a Basic Wound.

Defeated & Dying

When the character's current Damage exceeds their Damage Boxes Stat, that character becomes Defeated and suffers a Major Wound automatically. Once Defeated, each round during that character's turn, they roll a Death Save using Endurance + Willpower trying to generate at least a single Success. Once they have failed three Death Saves, they die.

Falling Damage

10 Damage per 10 feet fallen. Subtract 5 Damage for each Success on an Athletics + Acrobatics roll. Half Final Damage if landing in water deep enough not to hit the bottom.

Size Table

Size	Indentifier	Multiplier	Space	Reach	Examples
-5	Miniscule	x 0.0625	0	0	Hummingbird, Mouse, Insect
-4	Fine	x 0.125	0	0	Songbird, Rat
-3	Tiny	x 0.25	1 x 1	1	Giant Rat, Cat, Bird of Prey
-2	Diminutive	x 0.5	1 x 1	1	Sprite, Wolf, Dog, Kobold
-1	Small	x 0.75	1 x 1	1	Goblin
0	Medium	x 1	1 x 1	1	Human, Elf, Dwarf, Gnome, Halfling, Waurg
+1	Large	x 1.5	2 x 2	1	Horse, Troll, Ancient Wolf, Griffon
+2	Huge	x 2	3 x 3	2	Ogre, Hill Giant
+3	Enormous	x 4	3 x 3	3	Mountain Giant, Adult Drake, Young Dragon
+4	Gargantuan	x 8	4 x 4	4	Old Drake, Adult Dragon
+5	Colossal	x 12	8 x 8	5	Old Dragon

Lock Table

Name	Stunts	Complexity	Quality	Obstacle	Failures	Hard	DP	Cost
Basic Padlock		2	1	1	3	5	30	3
Typ. Door Lock		2	1	2	2	3	20	3
Barred Door		2	0	1	3	6	40	3
Manacles		3	0	2	2	4	25	3
Dungeon Cell	Protected Mechanism	3	1	3	2	7	35	4
Tumbler Pad Lock	Advanced Lock, Durable Mechanism	3	2	4	1	5	35	4

Money in the Eight Kingdoms

Coin	Abbr		Abbr	Coin
20 copper pennies	cp	=	sf	1 silver farthing
5 pewter arens	pp	=	sf	1 silver farthing
4 silver farthings	sf	=	sp	1 silver piece
2 silver pieces	sp	=	gp	1 gold piece
4 gold pieces	gp	=	gc	1 gold crown

Purchasing

To buy something, compare the Money Stat to the Cost of the item:

⬤ If Money is higher than the Cost, then the item can be bought. Write it on the character sheet.

⬤ If Money Stat is lower than the Cost of the item, then it cannot be bought. It is beyond the monetary reach of the character and will remain an object of desire.

⬤ If Money Stat is equal to the Cost, then there are a couple of ways to go. The player could just pay the Cost. If they do, then Money Stat is reduced by 1 and they get the item. The other option is to Haggle. When Haggling, both the buyer and the seller make Opposed Influence + Diplomacy rolls. If the seller wins, the buyer cannot get the item even if they want to reduce their Money. The seller was probably offended and now he will not sell. If the buyer wins, the item is bought and Money does not go down. If there is a tie, then the player could decide to drop their Money by 1 and take the item or continue haggling with another roll.

Coin Equivalency

Treasure Rating	Equivalent Money Stat (in gp)	Item Cost (in gp)
0	1 sf	10 cp
1	1-2	1 sp
2	5-10	2
3	20-30	10
4	50-100	20
5	150-300	50
6	400-600	100
7	800-1200	200
8	1500-2000	300
9	2500-4000	500
10	5000+	1000

Money & Social Class

Money Stat	Examples
0	Beggar, vagrant, slave
1-2	Pauper, commoner, servant
3-4	Freeman, farmer
5-6	Merchant, minor nobility
7	Landed noblity
8-9	Heir to a Throne, high official or clergy
10	Sovereign

Ten Steps to Make a Character

1. CONCEPT
The key to making a character is the concept. Whether the character is intended to be a power-hungry wizard or a tough, veteran scout, draw together ideas into a coherent whole. Choose the culture in this step too. Once the idea for a character is solid, move on to the next step.

2. NAME
Choose the name of the character now or anytime after this step.

3. CHOOSE APTITUDES
In this step, the foundation for the character is established. Aptitudes form the core of who the character is.

First, choose two Aptitudes and put a "4" in each. Then, choose three Aptitudes and put a "3" in each. Next, put a "1" in two Aptitudes. Then, fill in the rest of the Aptitudes with "2."

4. CHOOSE SKILLS
Choose the Skills that will give form to the Aptitudes' core shaping. The player distributes 10 Skill Levels with no Skill higher than Level 2.

Optionally, to create less veteran characters, limit the players to less than 10 Levels. Restrict the players this way only if it makes sense within the context of the campaign because the characters will start out more inept. The GM could also allow each character to get one skill at Level 3 as an option.

5. CHOOSE STUNTS
Choose 10 Stunts from the Cultural Stunts List for the culture chosen in Step 1. For part or half-races that do not have a specific list, like half-elves, a player can choose these Cultural Stunts from both halves of their lineage. For example, a half-elf could choose 1 Elven Stunt and 2 Human Stunts, or any other combination from the 2 Cultural lists totaling 10 Stunts.

Then distribute 10 Stunt Ranks among Stunts desired. No Rank should be higher than 2 although the GM can make exceptions if they choose. For these 10 Stunt Ranks, the Cultural Stunt Keyword no longer restricts choices. Any character can take any Stunt from the General List. Gateway Stunts and how they restrict choices is discussed with more depth in the Core Rulebook.

Stats

Movement = Athletics + Move

Reaction Limit = Fight + Reaction

Initiative = Awareness + Reaction

Money = Resources + Wealth

Motes = Power + (Willpower x2)

Grace = Power + Influence + Willpower + (Religion x2)

Damage Boxes = (Endurance + Durability) x3 + (Might + Fight + Health) x2 + Willpower + Armor + Athletics

Wound Threshold = Endurance + Power + Fight + Durability

Optionally for Arcane and Divine Stunts, the GM can, for starting characters, restrict access to only those Stunts that are Circle 2 or less or Grace 2 or less.

6. CALCULATE STATS
Every character has a few calculated Stats using simple math and no rolling. These are discussed mainly in the Combat section, but also in the magic chapter and Money is defined in the Equipment chapter.

7. EQUIPMENT
At this stage, buy the equipment, weapons, and armor for the character. The player may purchase anything with a Cost that is equal to or less than the character's Money Stat. The player can purchase up to 3 items at a Cost equal to Money +1. Only 1 item at a Cost equal to Money +2 can be purchased. Items that cost more than Money +2 canot be bought. The Table below summarizes these Money rules:

Equipment Cost Table

COST	NUMBER OF ITEMS
<= Money	Auto
> Money by 1	3
> Money by 2	1
> Money by 3 or more	Cannot Buy It

The GM should consider capping starting Money to 6 to limit how much the characters can buy. Record the items bought and all their associated stats like damage, Stunts, and armor values.

Buying multiple items of the same kind – like 2 Healing Salves – increases the Cost of the item by 1 for each extra. The GM can change this if they so choose. Bear in mind that the above procedure is for Character Generation only. Once the campaign starts there is a slightly different way to handle buying stuff.

8. HISTORY
Develop a short history for the character. Include where they grew up and what their parents did for a living. What was their upbringing like? Languages? Include the places they have been and the people they have met. Optionally, the GM can award players with an extra Stunt Rank or Skill Level for detailed backgrounds.

9. CONNECTIONS
In this step, each player will make one Connection to another PC in the group. The two players work out a story that fits each other's history and each chooses a Skill or Stunt to add that is appropriate to the story. Skills still cannot be increased beyond level 2 and Stunts cannot be above Rank 2. It may be necessary to re-calculate some of the Stats from Step 6.

10. CHOOSE CONTACTS AND TITLE
With the GM's help, choose Contacts – one for each level of the Contacts Skill and determine if the character has a Title with any responsibilities or requirements.

Basic Wound Table

D66	Name, Severity, & Effect
11	Fade to Black, Severity 2 Lose your next 2 Actions
12	Minor Nuisance, Severity 1 -1 Reaction Skill
13	Short of Breath, Severity 2 -1 to all Endurance Skills
14	Pulled Muscle, Severity 2 -1 to Might & Athletics Skill
15	Disoriented, Severity 2 Your Reaction Lmit is 1
16	Stunned, Severity 1 -1 Reaction Skill
21	Annoying Injury, Severity 3 No Success totals greater than 2
22	Ringing Blow, Severity 3 -1 to all Lore & Aim Skills
23	Gruesome Bruise, Severity 4 -2 to Influence Skills
24	Bruised Ribs, Severity 3 -1 Endurance & Fight Skills
25	Ringing Skull, Severity 4 -1 to Power & Lore Skills
26	Dislocated Shoulder, Severity 4 -2 to Might & Athletics Skills
31	Twisted Joint, Severity 2 -1 Stealth & Aim Skills
32	Broken Nose, Severity 4 -1 to Influence Skills
33	Aches and Pains, Severity 2 -2 Wound Threshold
34	Swimming Vision, Severity 3 -2 to Aim & Awareness Skills
35	Flesh Wound, Severity 2 -1 Thievery Skills& -2 Reaction Skill
36	Muscle Strain, Severity 3 -1 to Fight & Might Skills

D66	Name, Severity, & Effect
41	Blood in the Eyes, Severity 1 -1 to Aim & Awareness Skills
42	Bruised Ribs, Severity 3 -1 Endurance & Fight Skills
43	Punch Drunk, Severity 2 -2 to Reaction Skill
44	Weeping Sore, Severity 6 +1 Severity to all Basic Wounds
45	Smashed Fingers, Severity 4 -1 to Thievery & Athletics Skills
46	Dazed, Severity 2 Lose your next 2 Actions
51	Minor Gash, Severity 2 2 pt Bleed per rnd, End+Dur Reaction to end
52	Off Balance, Severity 1 -1 to Fight & Stealth Skills
53	Minor Trauma, Severity 2 -1 to Power Skills
54	Ringing Blow, Severity 3 -1 to all Lore Skills
55	Off Balance, Severity 1 -1 to Fight & Stealth Skills
56	Disoriented, Severity 2 Your Reaction Limit is 1
61	Stunned, Severity 1 -1 Reaction Skill
62	Pulled Muscle, Severity 2 -1 to Might & Athletics Skill
63	Short of Breath, Severity 2 -1 to all Endurance Skills
64	Flesh Wound, Severity 2 -1 Wound Threshold
65	Minor Nuisance, Severity 1 -1 Power & Awareness Skills
66	Aches and Pains, Severity 2 -2 Wound Threshold

Major Wound Table

D66	Name, Severity, & Effect
11	Disoriented, Severity 3 Your Reaction Limit is 1
12	Severe Sprain, Severity 4 -1 to Aim & Stealth Aptitudes
13	Dazed, Severity 3 Lose your next 2 Actions
14	Painful Blow, Severity 2 -1 Fight Aptitude
15	Dizzying Blow, Severity 3 -2 Reaction Skill, -1 Aim Aptitude
16	Wrenched Back, Severity 6 -2 Might & Athletics Aptitudes
21	Nagging Injury, Severity 5 No Success totals greater than 2
22	Grievous Injury, Severity 9 +1 Difficulty to all Rolls
23	Smashed Limb, Severity 4 +1 Difficulty to Athletics & Stealth Rolls
24	Crushing Blow, Severity 5 -2 Endurance, Might, & Athletics Aptitudes
25	Broken Ribs, Severity 5 -2 Fight & Might Skills
26	Horrible Gash, Severity 7 -1 Power & Influence Skills
31	Concussion, Severity 4 -2 Reaction Skill, -2 Lore Aptitude
32	Internal Bleeding, Severity 4 3 pt Bleed per rnd., End+Dur Reaction ends
33	Pulled Muscle, Severity 3 -1 to Might & Athletics Skill
34	Traumatic Blow, Severity 3 +1 Difficulty to Power & Influence Rolls
35	Broken Nose, Severity 5 -1 to Influence Skills
36	Aggravated Wound, Severity 5 +1 Severity to all Wounds

D66	Name, Severity, & Effect
41	Painful Laceration, Severity 4 Lose your next 2 Actions
42	Profuse Bleeding, Severity 4 8 pt Bleed per rnd., Lore+Heal Reaction ends
43	Bleeding Wound, Severity 2 6 pt Bleed per rnd., Lore+Heal Reaction ends
44	Festering Wound, Severity 7 Half healing after Long Rests
45	Ruptured Spleen, Severity 4 8 pt Bleed per rnd., End+Dur Reaction ends
46	Seething Pain, Severity 2 Your Reaction Limit is 1
51	Mangled Leg, Severity 7 -2 Athletics & Fight Aptitudes
52	Deep Wound, Severity 7 Half healing after Short Rests
53	Disfiguring Scar, Severity 8 -2 Influence & Resources Skills
54	Mangled Eye, Severity 6 +1 Difficulty to Aim & Awareness Rolls
55	Broken Finger, Severity 7 -2 Thievery & Athletics Aptitudes
56	Torn Muscle, Severity 5 +1 Difficulty Might & Athletics Rolls
61	Crushing Blow, Severity 6 -1 Endurance, Might, & Athletics Aptitudes
62	Concussion, Severity 3 -2 Reaction, -1 Lore & Power Aptitudes
63	Bleeding Wound, Severity 2 4 pt Bleed per rnd., Lore+Heal Reaction ends
64	Bruised Ribs, Severity 4 -1 Endurance & Fight Skills
65	Aches and Pains, Severity 4 -3 Wound Threshold
66	Flesh Wound, Severity 4 -2 Reaction, -2 Power & Awareness Aptitudes

Book Reference Sheet

Book Types

Treatise: This is a type of book that is written to help teach a Skill.

Manual: These are books written to teach specific, related Stunts.

Summa: These books cover a broad topic and often contain information on both Skills and Stunts.

Essay: These are books that are written about a single very specific expert-level topic. They can be esoteric and are usually only read by experts in the field of study.

Scroll: This is a special magically-enchanted Manual specifically for Spells and sometimes Rituals or Cantrips. The Scribner Stunt (Enchantment) and Runes Skill are needed to benefit from these or create them.

Book Stats

Book Type: Treatise, Manual, Essay, Summa, or Scroll.

Language: This is the language in which the book is written. You must know this language to make use of the book.

Quality: This is a number that represents the overall quality of the book both the words and binding, etc. Add or subtract this to the Skill on the Study Roll for learning from the book.

Levels and Ranks: This lists the various maximum or minimum Levels or Ranks needed to learn from the Book.

Study Roll: This is the roll (Aptitude + Skill) needed to study the Book and gain knowledge from it. Each Study Roll requires a number of hours equal to the Time to Study Stat.

XP Available: This is the total XP that the Book has available for the student to gain.

Time to Study: This is the number of hours it takes to read and study the Book in its entirety. If all you do is study, you can read for 8 hours a day. If you are adventuring, you maybe can get 1 hour a day. The GM will tell how much you get per day.

Value: This is the average cost in Money to buy the book if available.

Format & Description: This is an overall description of the book including what form it takes and some its history or info about its author.

Stunts: These are the Stunts that the Book has for use. These are not what it teaches, but usually master-work or magical Stunts readers can use to enhance the reading experience.

Studying Books

Treatise:
- Skill Level less than or equal to the Max Level
- Make a Study Roll.
- Each Success on this roll generates 1 XP to use on the Treatise's Skill up to a maximum of the Book's XP Available.
- The final Level cannot exceed the Treatise's Max Level. Excess XP are lost.
- A student can only benefit from a single study

Manual:
- Make a Study Roll
- Each Success on this roll generates 1 XP to use on the Manual's Stunts. Reader cannot put XP on a Stunt whose Rank exceeds the Book Stunt's Max Rank.
- Study a Manual many times gaining XP up to the Book's XP Available or Max Ranks whichever comes first.

Summa:
- Have the Skill less than or equal to Book's Max Level or Stunt Ranks less than the Book's Max Rank
- Make a Study Roll with each Success generates 1 XP to use on the Summa's Skill or Stunts.
- Final Skill Level or Stunt Ranks cannot exceed the Max Level or Max Rank in the Book's Stats.
- A student can study many times gaining XP up to the Book's XP Available or Max Level whichever comes first.

Essay:
- Skill must be equal to or higher than the Minimum Skill Level
- Each Success from the Study Roll grants 1 XP in the Skill up to the XP Available Stat of the Book.
- A student can only benefit from a single study of an Essay.

A Book as an Assistant

It is the GM's discretion if the Book is related enough to use as help on a roll. If it is usable, reader gets the standard Assistance bonus of 1 Aptitude die or +1 Skill for that roll depending on the GM's ruling of how "skilled" the book is for the Task.

Enchantment Reference Sheet

1. Enchantment Concept

Write a Concept for the item including the type of enchantment and form of the item.

2. Material & Size

Choose the Material and Size for the object.

MATERIAL XP COST TABLE

Cloth, Glass, Potion, Paper	1
Wood, Leather	2
Bone, Soft Stone	3
Hard Stone	4
Base Metal	5
Silver	6
Mithril or other magical metals	7
Gold	10
Semi-precious Gem	12
Precious Gem	15
Priceless Gem	20

SIZE MULTIPLIER TABLE

Ring, any gem, bracelet, pendant	0.75
Wand, dagger, belt, cap, scroll, potion	1
Sword, tunic, boots, skull	1.5
Staff, shield, armor suit, cloak	2
Boat, wagon, human body, small room	3
Small ship, tower, small building	4

3. Open Enchantment

Open the enchantment. Time to Open in Days = XP Cost = Material * Size. Opening can be reduced to 0 XP and no time by Stunts. Max enchanted Stunts equal to Enchanter Stunt Rank.

4. Effect & Binding Cost

Choose the Effect (usually a Spell) and calculate the Binding Cost which is the amount of XP to get the Stunt Rank(s) you are enchanting, i.e. to enchant a Rank 2 for a First Circle Spell, you would need 4 XP.

5. Binding Roll

Enchant the effect by making a Power + Bind skill roll. Time in days = Binding Cost. Failure requires a week to recover and 1 XP to roll again. Fumble ruins the object and you must start over, losing all XP invested so far. Minimum Binding Cost is 1 XP.

6. Enchant All Powers

Repeat 4-5 until all powers are enchanted.

7. Close Enchantment

Close enchantment by paying 1 XP and 1 day for each point of material cost. Closing can be reduced to 0 XP and no time by Stunts.

ENCHANTMENT DEFAULTS

◉ **Fixed Effect Ranks:** The Rank of an effect cannot be increased after enchantment.

◉ **No Motes:** Using an effect does not require Motes to be expended.

◉ **Unrestricted Use:** Anyone can use the effects enchanted.

◉ **User's Stats:** If a roll is involved, the user's current Aptitude and/or Level is used for whatever Stats are required. Potions are a little different here.

POTIONS

Use Alchemy Effect Modification called Potion.

◉ Potions can have only one effect at Rank 1.

◉ Potions always only affect the imbiber.

◉ A Potion's Binding Cost is 1 XP, and the Enchantment must be Opened and Closed as normal.

◉ A Potion's Effect roll is based on the Creator's Power + Bind. Roll that to determine Success.

◉ Using a Potion requires 1 Action as a default.

◉ Potions get the One-Use Stunt when Opened as opposed to the normal Enchanted Item. Once the Stunt Rank is used, the Potion is no longer usable.

SCROLLS

Use Runecraft Effect Modification called Scroll.

◉ Scrolls can contain only one effect.

◉ Scrolls can have only Spells, unless you have another Stunt to modify this, at Rank 1.

◉ A Scroll's Binding Cost is 1 XP, but Scrolls must be Opened and Closed as normal.

◉ Using a Scroll's effect requires at least 1 Success on a Lore + Runes Skill roll and an Action or Reactions as per the Spell written on the Scroll.

◉ A mage can study a scroll's spell to learn it. Simply by paying XP for the Rank as normal. This gives the discount of not paying the Circle of the Spell in XP.

◉ Scrolls always have the One-Use Stunt instead of Enchanted Item when Opened. When used or studied, the Scroll is expended and no longer usable.

Success Percentage Table

APTITUDE 1	NUMBER OF SUCCESSES							
SKILL	0	1	2	3	4	5	6+	GENERAL
0	89.3	13.1	2.5	0.4	0.1	0	0	16.1
1	67	28.3	4	0.6	0.1	0	0	33
2	50.1	41.6	7	1.1	0.2	0	0	49.9
3	32	57	9.2	1.5	0.2	0	0	68
4	17.4	69.8	10.7	1.8	0.3	0	0	82.6
5	0	83.5	13.7	2.3	0.5	0	0	100

APTITUDE 2	NUMBER OF SUCCESSES							
SKILL	0	1	2	3	4	5	6+	GENERAL
0	69.8	22.7	5.5	1.6	0.3	0.1	0	30.2
1	43.1	40	13.1	2.8	0.9	0.1	0	56.9
2	25.1	49.6	18.5	5.2	1.2	0.3	0.1	74.9
3	11.3	55.2	24.7	6.6	1.8	0.3	0.1	88.7
4	2.5	51.2	34	9.5	2.3	0.5	0.1	97.5
5	0	41.8	41.3	12.5	3.4	0.7	0.2	100

APTITUDE 3	NUMBER OF SUCCESSES							
SKILL	0	1	2	3	4	5	6+	GENERAL
0	59.1	27.5	9.5	2.8	0.9	0.2	0	40.9
1	29.9	42.8	18.9	6.5	1.4	0.4	0.1	70.1
2	12.3	45.9	27.9	10	2.9	0.8	0.2	87.7
3	3.5	39.7	36.1	14.1	4.6	1.5	0.5	96.5
4	0.3	30.3	40.8	18.7	7.2	2.2	0.5	99.7
5	0	20.1	43.3	25.1	8.3	2.4	0.8	100

APTITUDE 4	NUMBER OF SUCCESSES							
SKILL	0	1	2	3	4	5	6+	GENERAL
0	48.8	32.3	13.5	4.1	1	0.3	0.1	51.2
1	19.1	42	24.3	9.5	3.7	1.1	0.4	80.9
2	6.2	37.5	33.6	15.4	5.5	1.5	0.3	93.8
3	1.4	27.7	36.5	21.8	8.7	2.9	1	98.6
4	0	16.8	37.5	26.5	12.7	4.8	1.7	100
5	0	9.4	35.8	31.8	14.8	5.5	2.7	100

APTITUDE 5	NUMBER OF SUCCESSES							
SKILL	0	1	2	3	4	5	6+	GENERAL
0	40.5	33.7	15.9	6.4	2.4	0.9	0.1	59.5
1	13.1	37.4	28.6	13.6	5.1	1.5	0.6	86.9
2	3.5	29.7	33.1	20.6	9	2.9	1.2	96.5
3	0.3	17.6	35	27.8	11.8	5.4	2.2	99.7
4	0	9.6	31.6	30.5	17	7	4.2	100
5	0	4	26.3	33.2	21.5	9.2	5.8	100