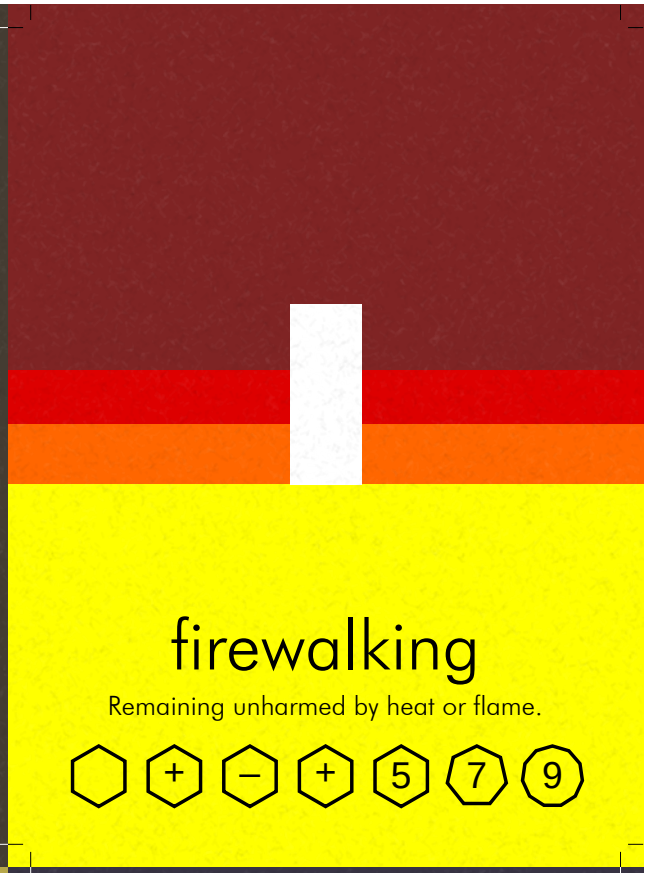
alchemy

Turning base ingredients into precious metal.

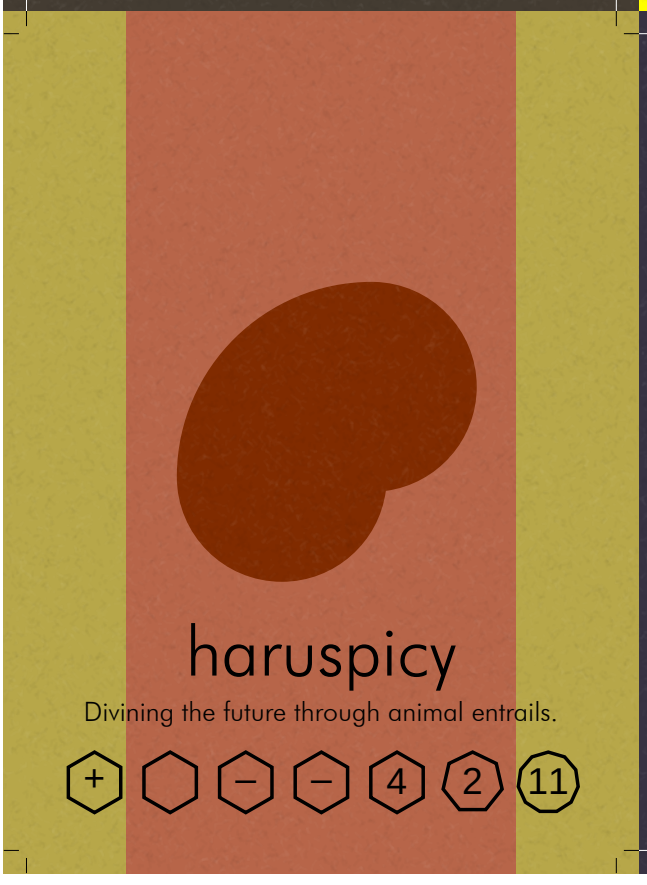
○ − − + 5 1 9



firewalking

Remaining unharmed by heat or flame.

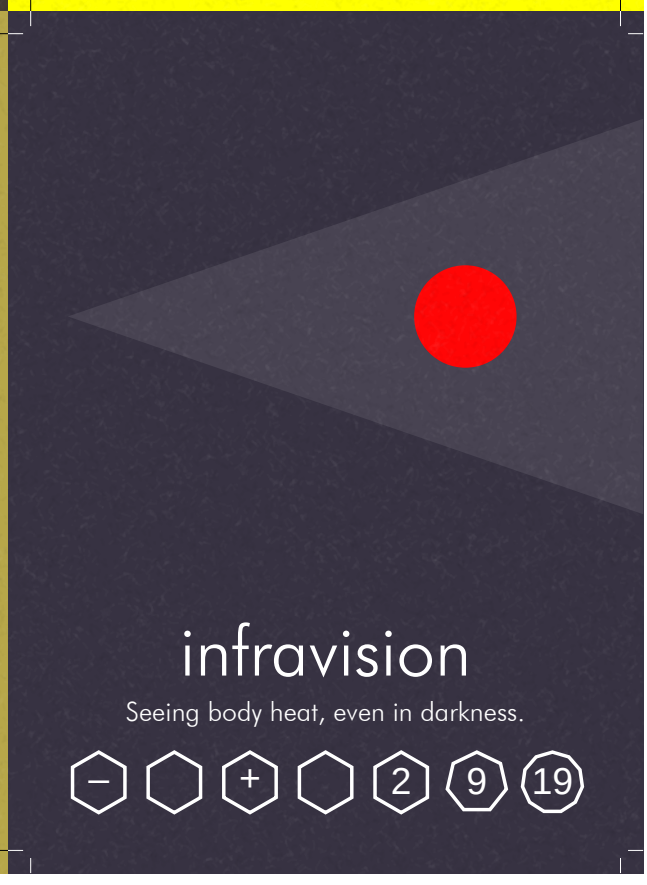
○ + − + 5 7 9



haruspicy

Divining the future through animal entrails.

+ ○ − − 4 2 11



infravision

Seeing body heat, even in darkness.

− ○ + ○ 2 9 19

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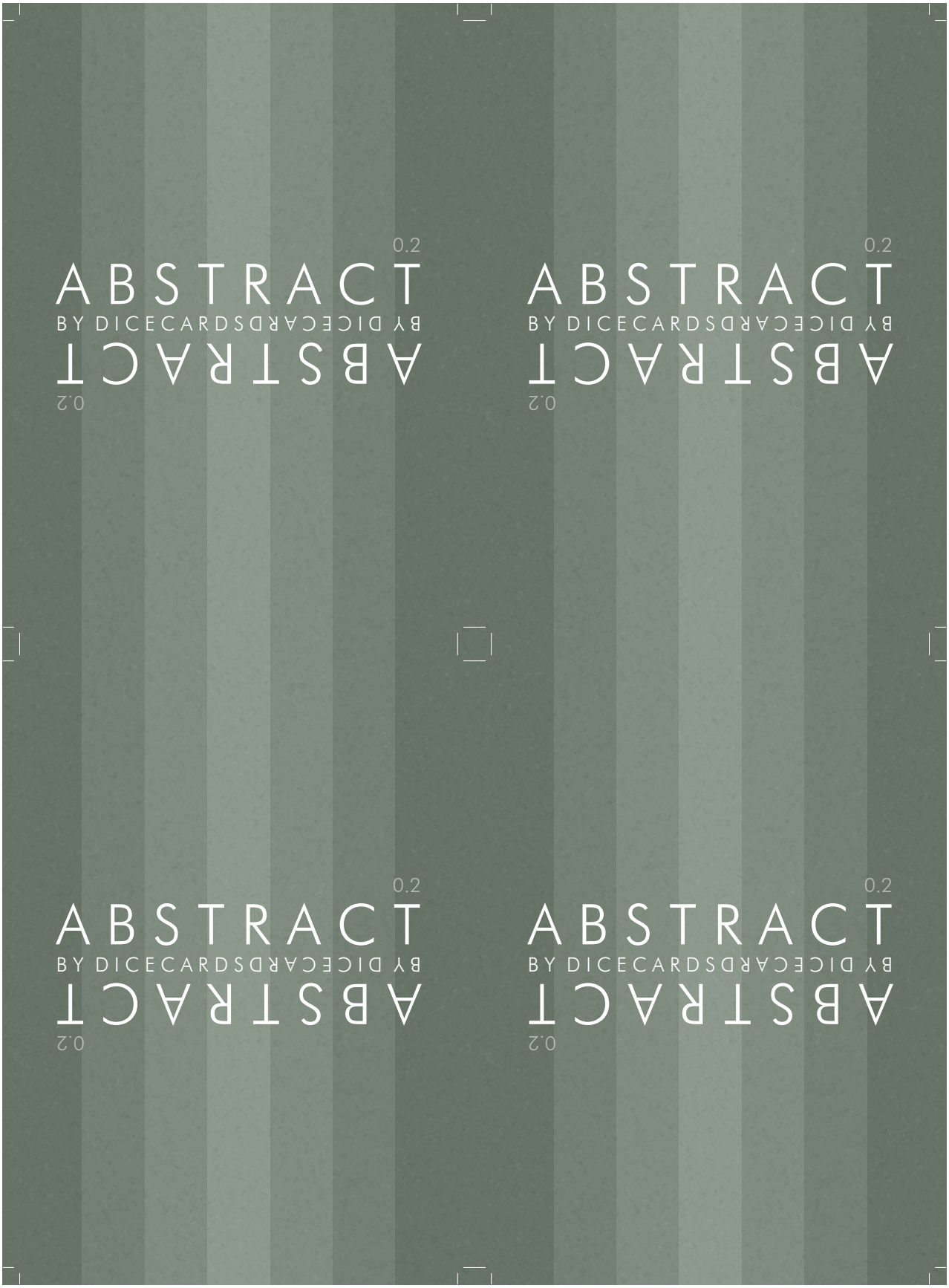
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necromancy

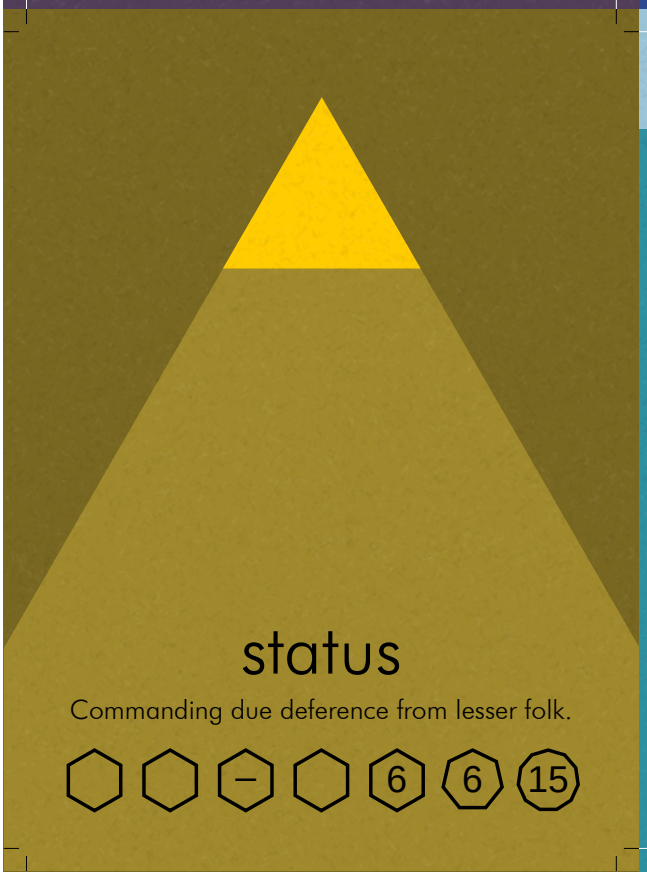
Raising the dead to find answers.

– – 1 10 6

seafaring

Sailing and crewing boats of all sizes.

+ + 5 5 20



status

Commanding due deference from lesser folk.

– 6 6 15

waterlungs

Breathing normally under water.

– – 3 1 15

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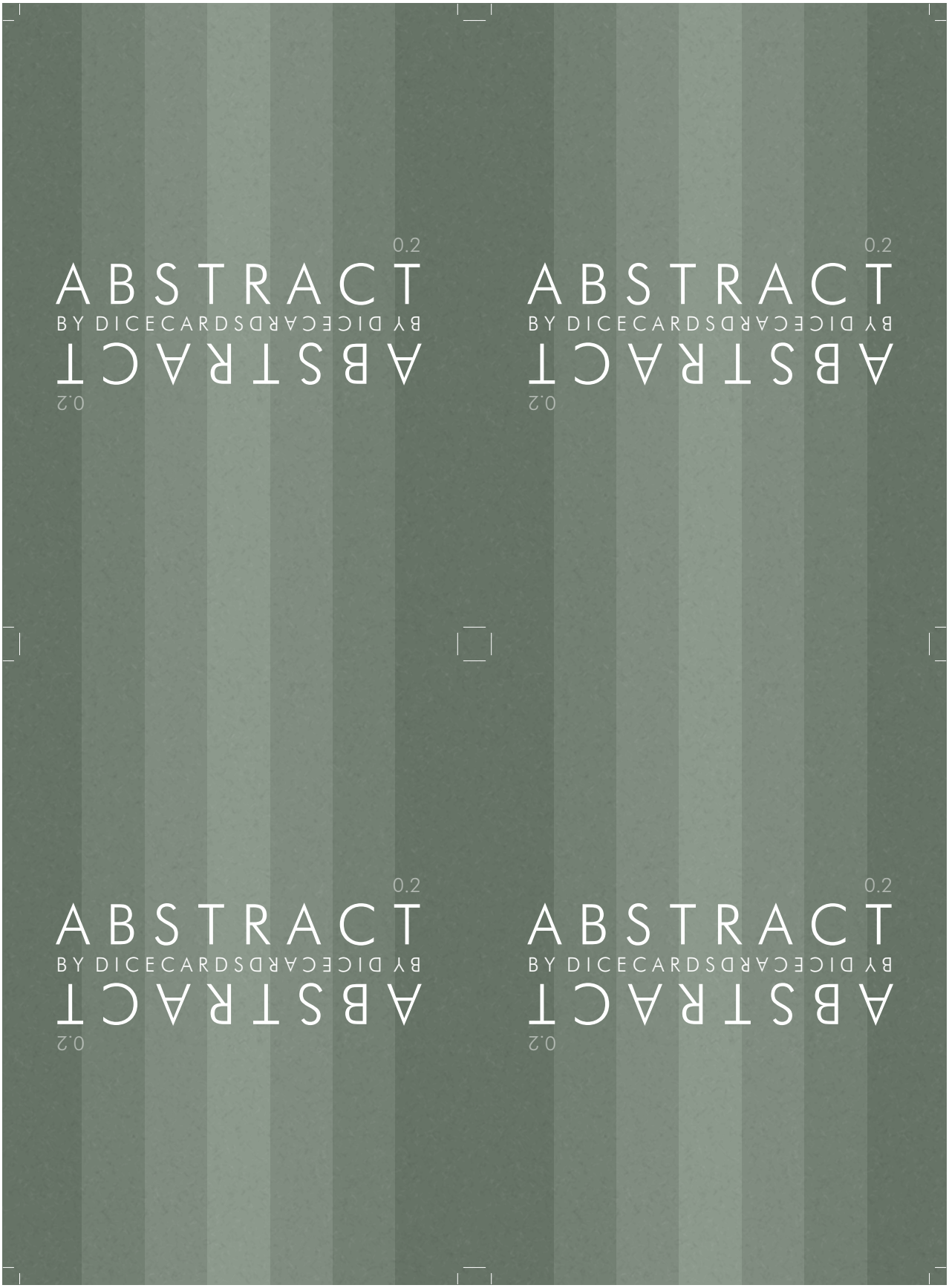
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