

Skill Levels

For every skill, a creature has a skill level which indicates the amount of experience the creature possesses with that skill. Each skill level covers a range of experience and only gives a rough estimate of the capability that the creature possesses because it does not take into consideration the species base percentage, nor the creature's skill bonus.

The skill levels are as follows:

<u>Percentage Experience</u>	<u>Skill Title</u>
01 - 25	Novice
26 - 50	Apprentice
51 - 75	Journeyman
76 - 100	Expert
101 - 125	Master
125 - 150	Grand Master
151 - 175	Superior Master
176 - 200	Total Master
201+	Perfectionist