



ROLEMASTERTM

THE STANDARD SYSTEM

1996

For the
*Rolemaster
Standard
System...*

- Complete system-wide index!
- New Master Development Point Table
- New Master Training Package Table
- Character records for all the new races and professions
- Updated Master Spell List pages



1996 ROLEMASTER ANNUAL™

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WELCOME

Welcome to the first *Rolemaster Annual*! This section of this book will explain what this book is all about and present a summary of major things happening in the *Rolemaster Standard System*.

WHAT IS THIS BOOK?

As the *RMSS* expands and evolves, many of the master tables become outdated or incomplete. In addition, duplicating old materials to take into account new rules is often not effective in a given book. This book addresses those needs.

What you will find in this book are completely updated master tables (Master Development Point Table, Master Training Package Table, and Master Racial Listing) that include all of the material from the *RMSR* as well as all *RMSS* books published in 1996. In addition, you will find character record sheets for the new races and professions introduced in *RMSS* books published in 1996. Also, some *RMSS* material published in 1996 was not provided in the perforated and 3-hole drilled pages; that material is repeated here in the more convenient format. Finally, this book contains a complete system-wide index of all the *RMSS* books published as of the end of 1996.

NEW RULES AND OPTIONS

This section contains an overview of some of the new rules and options that were published in 1996.

ARCANE COMPANION

Lots of new rules here dealing with Arcane magic and how to integrate it into a campaign. Specifically, rules for Earthnodes and Ley Lines (sources of Arcane magic) are given. Rules for Bladerunes (a special kind of Arcane magic) are also given. Guidelines on how to "control" Arcane magic (from a GM's perspective) are provided. Four new professions (Arcanist, Wizard, Chaotic, and Magehunter) are detailed as are six new training packages.



TREASURE COMPANION

This book deals with the concepts of treasure of all types. Included are full-blown, detailed rules for all kinds of Alchemy (and how to incorporate Alchemy into your game). Also provided are guidelines on how to create "random" treasure generation tables (as well as some tables already created). Three new professions are introduced (one alchemist for each realm of magic) as well as rules for "divine" alchemy (to create artifact-type items).

TALENT LAW

In this book, a whole new system for handling background options is presented. This point-based system allows players (under the guidance of their GM) to create a completely customized character that fits their background concepts (though there are lots of GM cautionary notes here; players will abuse this system if GM's let them). In addition, for ambitious GM's, a system on how to create races that are balanced against the other races in the *RMSS* is detailed.

RACES & CULTURES: UNDERGROUND RACES

In addition to providing complete racial information for all of the standard underground races (eleven races plus some cultural variants), this book introduces three new concepts: the racial training package, racial talents and flaws, and racial spell lists. These are special items usually only available to characters of the specific race (though guidelines are given to show how non-members can acquire them as well). Lots of new training packages are presented in this book (36 to be exact).



WEAPON LAW

This book provides all the basic rules needed to run firearms in a role playing game (more details will be provided in source books for genres; e.g., *Black Ops*). Lots of new rules here, but not a lot of new concepts. Included is a master weapon listing of over 600 different weapons. The attack tables are designed so that the 49 different attack tables will cover all firearms attacks from the birth of the firearm to the modern day.

CASTLES & RUINS

This source book provides twenty new training packages (that all deal with folks in and around a castle setting). However, the significant new concept is the training package spell list (a spell list that is associated with a training package, not a profession). Beyond that concept, details and rules for building and running a castle are provided as well. Tables and guidelines on "aging" a structure to the point that it is a ruins are also given.



ERRATA AND CLARIFICATIONS

There are several errata and clarifications that have been published for the *RMSS*. Only a couple of the errata are serious enough to cause system problems (e.g., the accidental omission of the Transcend Armor skill, the revision of the Occupation, Everyman, Restricted skill classifications, etc.). All errata are corrected in second and subsequent printings of each book.

Listed below are the major errata for the *RMSS*.

- The rules for Occupational, Everyman, and Restricted skill classifications have been simplified (in the *RMSR*).
- The Transcend Armor skill was added to the Power Manipulation skill category (in the *RMSR*).
- The stat bonuses for the Athletic • Endurance skill category are incorrect in the *Rolemaster Character Records* (the ones in the *RMSR* are correct).
- A set of definitions was left out of the *Spell Law* definitions.
- There are examples that are incorrect in *Talent Law* and in *Treasure Companion*. The text is correct (the example was not updated to reflect last minute system changes).
- The skill of Driving was accidentally left out of the Outdoor • Animal skill category in the *Rolemaster Character Records*.

RACE ABILITIES TABLE T-1.

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Elves, Grey	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
Elves, High	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Elves, Wood	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Gnolls †	+4	0	0	+1	+2	+4	+2	-2	+2	0	+10	0	0	+5	+5	5
Gnomes †	0	+1	+6	+3	+3	+5	-4	-2	-2	-3	0	+20	+5	0	0	4
Goblins †	0	+3	-2	+1	-2	-2	0	-2	+1	+2	0	0	0	+5	+5	6
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5
Halflings, Haerfeat †	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Halflings, Staeknil †	+5	+6	+1	0	-3	-2	0	-5	+3	-7	+50	0	+40	+30	+15	5
Halflings, Waenfal †	+6	+5	0	0	-4	+1	0	-6	+4	-8	+50	0	+40	+30	+15	5
Halflings, Waerlin †	+6	+6	0	0	-3	-2	+1	-6	+4	-8	0	0	+40	+30	+15	4
Hobgoblins †	-2	+6	-2	-2	-2	-2	-2	-2	-2	+4	0	0	0	+5	+5	6
Kobolds †	+2	+4	0	0	0	-2	+2	-4	+6	-5	+10	+10	-10	+5	+5	6
Men, Common	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Men, High	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Men, Mixed	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
Orcs, Common	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Orcs, Greater	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Orcs, Grey †	0	+4	+2	0	-1	+2	+2	0	0	+1	+40	0	+40	+20	+15	4
Orcs, Scrug †	-2	+4	-4	-4	-4	-2	-2	-2	0	+8	0	0	0	+5	+10	5
Orcs, Vard †	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	2
Troglodytes †	0	+4	0	-2	0	-4	0	-2	+2	+4	0	+10	0	+20	+20	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development	Arcane PP Development
Dwarves	0•7•4•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Elves, Grey	0•6•3•2•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Elves, High	0•7•3•2•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Elves, Wood	0•6•3•1•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Gnolls †	0•6•2•2•1	0•3•2•1•1	0•7•6•5•4	0•4•3•1•1	0•5•3•1•1
Gnomes †	0•6•2•2•1	0•2•1•1•1	0•6•6•4•3	0•6•4•3•2	0•7•5•4•3
Goblins †	0•6•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Half-elves	0•7•5•3•1	0•6•5•4•3	0•6•6•4•3	0•7•5•4•3	0•6•5•4•3
Half-orcs	0•7•4•2•1	0•6•5•4•3	0•6•4•3•2	0•6•4•3•2	0•6•4•3•2
Halflings, Haerfeat †	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Halflings, Staeknil †	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Halflings, Waenfal †	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Halflings, Waerlin †	0•6•2•2•1	0•6•5•4•3	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1
Hobgoblins †	0•7•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Kobolds †	0•5•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Men, Common	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Men, High	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Men, Mixed	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Orcs, Common	0•6•3•2•1	0•6•5•4•3	0•4•3•2•1	0•4•3•2•1	0•4•3•2•1
Orcs, Greater	0•7•3•2•1	0•6•5•4•3	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2
Orcs, Grey †	0•6•3•2•1	0•6•5•4•3	0•6•5•4•3	0•6•4•3•2	0•6•4•3•2
Orcs, Skrug †	0•6•3•2•1	0•6•5•4•3	0•4•3•2•1	0•4•3•2•1	0•4•3•2•1
Orcs, Vard †	0•7•3•2•1	0•6•5•4•3	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2
Troglodytes †	0•7•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

† These races first appeared in *Races & Cultures: Underground Races*

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	7/7/7	5/5/5	7/7/7	7/7/7	11
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	2/2/2	2/2/2	4/4/4	2/2/2	4/4/4	4/4/4	9
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	6/6/6	4/4/4	6/6/6	6/6/6	10
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	1/4	2/5
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5
Athletic • Brawn	2/5	3/6	2/6	2/5	3/6	6	7	5	4	5	6	6	7	7
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3
Athletic • Gymnastics	2/5	1/3	1/5	1/3	2/6	3	3	3	3	3/9	3/9	3	3	3
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	6	5	5	6	3	6
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	2/6	1/5	3	3	3	2/4	3
Awareness • Senses	2/6	2/5	2/6	2/5	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	2/6	3/7
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	10	8	12	12	2/6	15	15
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	10	10	14	14	18	18	18
Communications	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	1/1/1	2/2/2
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3	2/6	2/7	3	2/6	2/5
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/4	2/6
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	2/4	2/4	2/5	2/5	2/5	2/5	2/5
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Martial Arts • Striking	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9
Martial Arts • Sweeps	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	1/2	3	3	3	3	3
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	2/7	1/2	3	3	3	3	3
Power Awareness	8	6	7	8	4/7	1/4	1/4	2/5	2/6	2/5	2/6	2/6	2/5	2/5
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Power Point Development	20	15	12	15	10	4	4	4	4	4	4	6	6	6
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
Science/Analytic • Specialized	12	12	12	12	8	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14
Self Control	2/6	2/6	2/6	1/3	2/7	6	6	5	5	3	3	2/7	5	5
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	10	10	12	12	15	15	15
Special Defenses	35	35	35	6/12	30	40	40	40	40	25	25	25	25	40
Spells • Arcane Base Lists (other)†	60	65	80	75	75	25	25	25	25	25	25	12	12	12
Arcane Base Lists (own) †	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Closed Arcane Lists †	45	45	50	50	55	10/10	10/10	10/10	10/10	10/10	10/10	8/8	8/8	8/8
Open Arcane Lists	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10
Own Realm Own Base Lists	—	—	—	—	—	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3
Own Realm TP Lists	8/8/8	8/8/8	8/8/8	8/8/8	8/8/8	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
Other Realm TP Lists	16/16	16/16	16/16	16/16	16/16	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	10	15	15	15	15	15
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	7	8	7	8	8	7	7
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	5	3	5	6	6	2/7	6
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	4	3	3	3	2/5	3
Weapon • 1-H Concussion *	1/5	2/7	2/5	4	3/6	9	9	6	6	6	6	9	9	9
Weapon • 1-H Edged *	2/5	3/8	3/8	6	3/6	20	20	7	7	8	8	20	20	20
Weapon • 2-Handed *	2/7	4	3/9	8	4	20	20	9	9	15	15	20	20	20
Weapon • Missile *	2/7	4	3/9	8	5	20	20	9	9	20	20	20	20	20
Weapon • Missile Artillery *	2/7	4	3/9	8	6	20	20	9	9	20	20	20	20	20
Weapon • Pole Arms *	5	6	6	15	7	20	20	20	20	20	20	20	20	20
Weapon • Thrown *	5	6	6	15	7	20	20	20	20	20	20	20	20	20
Firearm • 1-Handed *	5	6	6	15	7	20	20	20	20	20	20	20	20	20
Firearm • 2-Handed *	5	6	6	15	7	20	20	20	20	20	20	20	20	20

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2 in RMSR).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4 in RMSR).

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Ranger	Paladin	Monk	Dabble	Bard	Magent	Arcanist	Wizard	Chaotic	Maghunter	Essence Alchemist	Channeling Alchemist	Mentalism Alchemist
Armor • Heavy	5/5/5	3/3/3	11	11	5/5/5	6/6/6	11	11	8/8/8	7/7/7	5/5/5	11	5/5/5
Armor • Light	2/2/2	1/1/1	9	5/5/5	2/2/2	2/2/2	9	9	6/6/6	5/5/5	2/2/2	2/2/2	2/2/2
Armor • Medium	4/4/4	2/2/2	10	10	3/3/3	4/4/4	10	10	7/7/7	6/6/6	4/4/4	10	4/4/4
Artistic • Active	2/5	2/5	2/5	2/4	1/2	2/4	2/5	2/5	2/5	2/5	2/5	2/5	2/5
Artistic • Passive	2/5	2/5	2/5	2/5	1/3	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5
Athletic • Brawn	3/7	3/7	3/7	3/9	4/9	3/9	7	7	3/6	3/6	3	3	3
Athletic • Endurance	1/5	2/7	2/7	2/7	2/7	2/7	3	3	2/6	2/6	3	3	3
Athletic • Gymnastics	3/6	3/7	1/5	2/4	2/6	2/4	3	3	2/6	1/5	6	6	3/9
Awareness • Perceptions	3/12	5/14	4/14	4/12	4/12	3/10	4	4	4/12	2/10	6	6	5
Awareness • Searching	1/4	2/6	2/6	2/6	2/6	1/5	2	2	2/6	2/6	3	2/6	3
Awareness • Senses	2/5	3/7	3/7	3/7	3/7	2/6	1/4	1/4	2/6	1/5	3/7	3/7	3/7
Body Development	4/12	4/10	6/14	6/14	6/14	6/14	16	16	4/10	6/14	15	10	12
Combat Maneuvers	5/12	4/10	5/12	6/14	6/14	6/14	18	18	5/12	4/12	18	10	14
Communications	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	1/1/1	2/2/2	2/2/2	3/3/3	3/3/3	2/2/2	2/2/2	2/2/2
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	15	20	9	5	10	10	2/5	3	10	12	3	3	2/7
Influence	2/6	1/5	2/6	2/4	1/4	1/5	2/5	2/5	2/6	2/4	2/6	2/6	2/6
Lore • General	1/3	1/3	1/3	1/3	1/2	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore • Magical	3/6	3/6	3/6	2/6	1/4	3/6	1/4	1/4	2/7	2/4	1/4	2/4	2/4
Lore • Obscure	3/7	3/7	3/7	3/7	2/4	3/7	3/6	3/6	3/7	3/7	3/7	3/7	3/7
Lore • Technical	2/6	2/6	2/6	2/5	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Martial Arts • Striking	4	6	2/5	4	3	3	9	9	5	3	9	6	3
Martial Arts • Sweeps	4	6	2/5	4	3	3	9	9	5	3	9	6	3
Outdoor • Animal	1/5	2/6	2/7	2/6	2/7	2/7	3	3	2/7	2/6	3	3	3
Outdoor • Environmental	1/3	2/6	2/6	2/6	2/6	2/6	3	3	2/6	1/5	3	2/7	3
Power Awareness	5	6	3/7	2/7	3/6	3/7	1/3	1/3	2/4	1/5	1/4	2/5	2/5
Power Manipulation	6/12	6/12	6/12	6/12	6/12	6/12	3/9	3/7	4/10	6/12	4/10	4/10	4/10
Power Point Development	8	8	8	8	8	8	4	4	8	8	4	4	4
Science/Analytic • Basic	2/5	2/5	2/5	2/5	2/5	2/5	1/4	1/4	2/4	2/4	1/3	1/4	1/4
Science/Analytic • Specialized	8	8	8	8	8	8	6/12	6/12	6/14	8	3/7	6/14	6/14
Self Control	2/7	2/7	2/4	2/7	2/7	2/6	5	5	6	2/6	6	5	3/9
Special Attacks	3/9	2/8	5	6	6	4	18	18	8	4/9	15	10	12
Special Defenses	40	40	10	40	20	20	40	40	35	30	40	40	25
Spells • Arcane Base Lists (other)†4040		40	40	40	40	12/12	12/12	25	25	25	25	25	
Arcane Base Lists (own) †	—	—	—	—	—	—	3/3/3	3/3/3	6/6/6	6/6/6	—	—	—
Closed Arcane Lists †	18	18	18	18	18	18	4/4/4	4/4/4	16/16	16/16	10/10	10/10	10/10
Open Arcane Lists	12	12	12	12	12	12	4/4/4	4/4/4	11/11	11/11	6/6	6/6	6/6
Other Realm Base Lists †	80	80	80	80	80	80	10/10	10/10	60	60	50	50	50
Other Realm Closed Lists †	45	45	45	45	45	45	6/6	6/6	25	25	20	20	20
Other Realm Open Lists †	30	30	30	30	30	30	5/5	5/5	12	12	10/10	10/10	10/10
Own Realm Closed Lists †	10/10	10/10	10/10	10/10	10/10	10/10	—	—	—	—	4/4/4	4/4/4	4/4/4
Own Realm Open Lists †	8/8	8/8	8/8	8/8	8/8	8/8	—	—	—	—	4/4/4	4/4/4	4/4/4
Own Realm Other Base Lists †	25	25	25	25	25	25	—	—	—	—	8/8	8/8	8/8
Own Realm Own Base Lists	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	—	—	—	—	3/3/3	3/3/3	3/3/3
Own Realm TP Lists	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	4/4/4	4/4/4	6/6/6	6/6/6	4/4/4	4/4/4	4/4/4
Other Realm TP Lists	12/12	12/12	12/12	12/12	12/12	12/12	8/8	8/8	12/12	12/12	8/8	8/8	8/8
Subterfuge • Attack	6	15	8	6/12	12	5/10	16	16	10	6/14	15	15	15
Subterfuge • Mechanics	4	7	4	2/6	4	2/7	7	7	6	5	5	5	5
Subterfuge • Stealth	1/5	5	2/7	1/5	2/7	1/4	5	5	2/7	2/5	7	7	7
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	3/7	5/12	5/12
Urban	3/6	4	3/7	1/5	2/4	1/4	4	4	3/6	2/6	3	3	3
Weapon • 1-H Concussion *	3/7	2/5	5	3/9	3/9	3/7	9	9	4	3/5	4	6	5
Weapon • 1-H Edged *	4	3/8	8	6	6	4	20	20	6	4/9	9	7	7
Weapon • 2-Handed *	6	4	8	7	7	6	20	20	6	4	12	9	12
Weapon • Missile *	6	4	8	8	7	7	20	20	8	6	20	9	20
Weapon • Missile Artillery *	6	4	15	10	7	8	20	20	10	7	20	9	20
Weapon • Pole Arms *	9	6	15	15	15	9	20	20	12	8	20	20	20
Weapon • Thrown *	9	6	15	15	15	10	20	20	15	9	20	20	20
Firearm • 1-Handed *	9	6	15	15	15	10	20	20	15	9	20	20	20
Firearm • 2-Handed *	9	6	15	15	15	10	20	20	15	9	20	20	20

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package			Book	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent	Arcanist	Wizard	Chaotic	Magehunter	Channeling Alchemist	Essence Alchemist	Mentalist Alchemist
Adventurer (L) Amateur Mage (L) Animal Friend (L) Assassin (V) Berserker (L)	RMSR	24	29	29	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29	40	40	31	27	40	42	39
	RMSR	53	43	37	36	40	32		32	24	24	26	26	26	26	26	26	26	31	32	30	28	28	26	25	25	33	32	27	26	29
	RMSR	102	26	26	24	28	28		28	33	31	31	31	31	33	33	33	30	22	30	28	28	28	30	37	37	33	32	40	38	38
	RMSR	30	25	16	20	25	28		28	40	36	38	34	37	38	38	40	41	37	26	29	27	28	26	53	53	35	28	43	44	45
Burglar (V) City Guard (V) Cloistered Academic (L) Con Man (V) Crafter (V)	RMSR	64	22	26	26	26	28		28	45	45	36	36	36	34	42	44	44	28	26	31	29	29	28	55	55	38	31	38	38	38
	RMSR	33	21	16	19	20	23		23	31	31	30	30	29	29	30	31	30	26	26	28	28	24	32	32	27	24	35	33	33	33
	RMSR	25	15	17	16	23	20		20	23	23	29	29	29	29	29	29	24	20	28	28	25	22	24	32	32	31	31	25	26	25
	RMSR	95	29	29	29	29	29		29	27	25	26	24	24	24	24	24	24	20	20	28	28	25	22	24	31	31	27	27	27	27
Crusading Academic (L) Cut Purse (V) Deceptive (V) Diplomat (V) Doctor (V)	RMSR	32	21	18	18	22	21		21	27	25	26	24	27	28	28	28	19	20	22	22	19	19	14	31	31	22	23	26	27	27
	RMSR	28	24	24	24	24	24		24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	35	35	35	35	27	25	28
	RMSR	110	29	29	29	29	29		29	29	29	29	29	28	28	29	30	26	29	29	28	28	24	32	32	34	33	33	34	33	33
	RMSR	37	24	15	15	25	25		25	32	30	32	30	32	33	34	34	26	24	24	26	20	20	24	32	32	27	32	34	34	32
Explorer (L) Guardian (L) Herbalist (V) Highwayman (V) Hunter (L)	RMSR	48	28	27	27	28	25		25	26	21	25	25	26	26	26	26	19	23	23	23	23	23	18	25	25	29	28	25	25	25
	RMSR	18	23	23	23	23	23		23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	26	26	26	26	23	22	22
	RMSR	33	22	18	18	23	24		24	30	28	28	27	29	29	30	30	22	21	28	26	25	19	18	25	25	29	28	25	25	25
	RMSR	35	19	21	20	22	22		22	30	30	27	24	29	29	30	30	20	25	25	25	25	25	25	32	32	32	19	30	28	28
Knight (L) Loanmaster (V) Marital Artist (L) Mercenary (L) Merchant (V)	RMSR	29	27	27	27	30	30		30	36	34	32	29	35	35	36	36	33	25	31	30	29	30	28	37	37	29	26	44	44	39
	RMSR	69	25	29	28	34	31		31	46	46	40	40	40	38	43	46	43	31	28	28	28	28	32	64	64	41	37	50	48	45
	RMSR	40	29	28	26	29	24		24	19	19	20	20	20	20	20	20	24	24	24	24	24	24	18	18	21	21	25	23	25	25
	RMSR	73	30	30	30	24	30		30	40	40	35	35	30	30	39	40	35	31	35	35	32	31	61	61	38	36	41	41	51	51
Performer (V) Philosopher (L) Sailor (V) Scout (V) Shaman Priest (L)	RMSR	80	28	30	29	33	31		31	44	44	36	35	38	38	40	44	40	31	29	35	32	32	31	10	10	23	24	42	42	27
	RMSR	23	25	25	25	25	25		25	20	18	20	20	20	20	20	20	18	24	24	24	21	21	21	26	26	28	24	21	18	18
	RMSR	40	28	28	28	28	28		28	26	26	26	26	26	26	26	26	18	32	32	32	30	30	26	29	29	34	34	29	29	28
	RMSR	130	32	32	32	32	29		29	29	29	29	29	29	29	29	29	25	32	32	32	30	30	26	29	29	34	34	31	31	31
Soldier (V) Spy (V) Traveler (V) Wanderer (L) Weapon Master (L) Zealot (L)	RMSR	28	20	19	19	19	20		20	23	22	20	20	23	23	23	31	31	16	24	26	25	25	21	30	30	26	22	22	29	29
	RMSR	69	34	33	31	33	30		30	29	28	29	26	29	29	29	29	28	29	29	30	29	28	28	29	33	33	33	29	29	29
	RMSR	26	15	22	19	31	23		23	37	37	29	29	31	30	30	37	34	23	20	32	32	28	25	45	45	29	28	28	28	28
	RMSR	44	28	22	23	28	27		27	33	30	30	33	33	35	35	34	27	25	32	32	30	30	26	26	36	36	29	37	37	37
Conjuror (L) Fannulus (V) Manipulator (L) Necromancer (L) Rune Master (L) Warlock (L)	RMSR	18	13	12	10	13	14		14	20	20	18	13	20	20	20	20	19	10	15	13	14	13	17	17	22	12	12	18	18	18
	RMSR	95	29	28	28	29	28		28	30	29	29	26	30	30	30	30	29	27	29	29	28	26	29	32	32	29	25	32	32	32
	RMSR	95	29	34	32	45	36		36	84	84	51	51	61	61	84	84	39	39	34	49	43	43	30	84	84	49	41	69	80	79
	RMSR	73	25	25	25	25	25		25	28	27	26	26	26	25	25	26	28	26	26	23	25	25	20	30	30	30	29	28	27	27
Advisor (L) Antagonist (L) Apothecary (V) Architect (V) Archaeologist (V) Artificer (L) Astronomer (L) Chaplain (V)	ArCo	84	60	52	49	52	37		37	28	28	28	28	28	28	28	28	28	36	36	36	33	32	36	26	26	29	29	29	28	28
	ArCo	42	38	37	37	40	28		28	16	16	22	22	22	22	22	22	22	28	28	29	26	22	17	26	22	22	20	22	16	16
	ArCo	120	48	41	37	46	33		33	28	27	28	28	28	28	28	28	28	44	44	42	42	41	44	38	38	38	32	30	30	30
	ArCo	106	72	64	57	65	49		49	37	37	38	38	38	38	38	38	38	27	27	27	27	27	44	44	48	48	35	31	31	31
Cloistered Zealot (L) Court Magician (L)	Rune Master (L)	ArCo	120	74	61	53	71		47	28	28	32	32	32	32	32	32	32	42	42	42	42	42	32	32	32	34	33	34	34	34
	Warlock (L)	ArCo	76	60	53	47	53		34	25	25	26	26	23	23	23	25	25	32	34	34	30	28	30	24	24	29	29	26	26	25
	C&R	97	30	29	29	30	29		29	30	28	29	28	30	30	30	26	30	29	29	29	29	25	29	29	30	30	30	29	29	30
	C&R	75	25	24	24	26	25		25	27	27	26	26	25	26	26	25	25	25	26	26	26	21	28	28	26	24	25	25	25	25
Count Magician (L)	C&R	27	26	23	23	24	23		23	25	25	26	24	26	25	26	26	25	25	25	26	26	26	21	28	28	26	24	25	25	25
	C&R	19	26	26	26	26	25		25	25	25	25	25	25	25	25	24	25	25	25	25	25	25	25	25	25	25	25	25	25	25
	C&R	52	34	32	32	34	28		28	28	26	30	30	30	30	30	30	42	44	37	33	33	33	37	26	26	33	30	30	30	30
	C&R	110	57	51	51	57	41		41	26	26</																				

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Book	Months	Fighter	Thief	Rogue	Warrior	Layman	Magician	Illusionist	Cleric	Adept	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Mage	Arcanist	Wizard	Chaoitic	Magehunter	Channelling	Resonance	Alchemist	Mentalist	Alchemist	
Duelist (V)	C&R	32	22	26	25	30	30	72	72	50	50	58	58	63	71	72	90	28	36	34	34	32	75	75	35	30	50	59	31	57		
Engineer (L)	C&R	85	38	38	38	38	38	31	31	31	31	31	31	36	36	38	34	34	34	34	34	31	31	31	34	34	31	31	31	31	31	
Executioner (V)	C&R	28	22	26	23	25	26	36	38	32	30	32	34	36	36	38	26	23	27	26	26	38	38	27	26	28	27	27	27	27	27	
Grave Robber (V)	C&R	45	28	21	22	27	26	33	34	32	31	33	34	34	32	33	27	32	26	24	26	23	31	31	29	27	35	36	33	33	33	
Groom (V)	C&R	44	16	20	16	20	20	23	23	23	16	21	23	23	23	23	16	20	20	20	20	20	23	23	20	20	23	23	23	23	23	
Inventor (V)	C&R	45	29	29	29	29	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28	28
Jester (V)	C&R	52	26	24	24	24	26	29	26	29	29	29	29	29	29	29	29	26	24	26	20	29	29	29	26	24	36	36	36	29	29	
Laborer (V)	C&R	14	12	16	13	14	13	28	28	24	21	24	26	16	16	28	16	16	18	29	19	18	29	29	16	18	22	26	24	24	24	
Magic Crafter (L)	C&R	72	34	33	34	34	32	26	26	27	27	27	27	27	27	27	31	31	30	29	30	26	26	26	29	28	27	34	34	27	27	
Political (L)	C&R	22	32	30	30	34	30	38	30	37	34	37	38	39	26	39	32	37	34	28	24	23	38	38	34	33	37	36	36	36	36	
Prophet (L)	C&R	98	42	37	39	42	34	27	27	28	26	29	29	29	29	27	33	36	31	30	30	27	26	26	29	26	28	27	29	29	29	
Romantic (L)	C&R	74	22	20	20	24	22	24	20	24	25	24	24	24	16	24	24	23	24	20	16	18	25	25	24	22	24	24	24	24	24	
Servitor (V)	C&R	41	25	25	25	25	25	25	23	25	25	25	25	25	22	25	25	23	25	25	22	23	25	25	25	25	25	25	25	25	25	
Siege Engineer (V)	C&R	29	22	24	26	27	25	32	32	29	29	29	29	32	32	32	26	34	28	25	24	24	32	32	27	26	29	26	26	27	27	
Troubadour (L)	C&R	132	33	34	33	34	30	31	31	31	29	31	31	31	24	31	32	32	34	30	22	25	31	31	34	33	31	31	31	31	31	
Vizier (L)	C&R	113	39	34	36	39	33	26	26	26	25	27	27	27	25	27	31	33	30	28	28	27	25	25	28	26	26	26	26	26	27	
Meneuerakinnim (V)	R&C:U	45	29	29	30	34	34	54	54	42	41	48	50	48	48	50	34	42	39	40	38	32	47	47	40	47	43	44	44	44	44	
Bherschekum (L)	R&C:U	116	32	35	33	46	36	81	81	63	62	56	53	60	75	80	38	33	52	48	39	39	80	80	54	42	63	54	54	51	51	
Gharunghir (L)	R&C:U	40	17	24	21	35	25	62	62	38	38	40	38	44	55	61	26	22	40	32	28	27	62	62	38	27	38	37	36	37	36	
Hoythij Rak (L)	R&C:U	84	30	20	24	26	30	46	46	39	67	38	38	33	42	44	27	28	30	29	27	28	41	41	33	27	48	51	44	44	44	
Hephuzad (L)	R&C:U	90	37	37	37	40	37	47	47	42	42	43	43	39	40	40	37	36	39	38	38	38	48	48	37	37	42	40	40	40	40	
Shieldsman (V)	R&C:U	22	20	18	18	19	18	30	30	24	24	28	28	26	26	20	18	22	20	20	20	20	32	32	20	23	30	31	31	31	31	
Bhourdinnim (L)	R&C:U	106	32	25	25	31	30	40	40	33	28	39	39	41	35	41	24	31	31	30	30	26	37	37	31	28	34	38	39	39	39	
Sokhutherrim (L)	R&C:U	54	27	20	20	24	24	26	26	26	26	26	26	26	26	26	26	25	25	25	25	26	26	26	25	25	28	26	26	26	26	
Dmakwmin (L)	R&C:U	71	54	48	45	48	34	26	26	26	26	26	26	27	27	27	31	32	31	29	29	30	26	26	31	30	28	26	28	28	28	
Cloaker of Clans (L)	R&C:U	99	60	51	48	51	36	33	33	32	32	32	28	28	28	30	30	30	32	31	31	30	34	34	31	30	37	37	37	38	38	
Path Finder (L)	R&C:U	111	30	24	24	28	26	42	42	32	30	39	38	39	35	40	19	26	26	26	26	22	36	36	26	25	32	33	33	33	33	
Clerihew (L)	R&C:U	105	63	54	51	54	39	30	30	30	30	30	27	27	28	28	28	30	31	29	29	30	31	31	30	30	31	30	31	30	31	
Collector (L)	R&C:U	114	64	48	55	64	40	22	22	22	30	30	30	30	30	30	44	43	36	30	31	36	29	29	36	35	32	32	32	32	32	
Scholar (V)	R&C:U	39	27	26	24	26	23	21	21	22	22	22	22	22	24	24	25	25	22	22	21	21	22	22	20	20	23	22	22	22	22	
Tabula Rasa (L)	R&C:U	107	38	36	34	36	33	32	32	33	33	33	33	33	34	34	35	35	33	33	32	32	32	32	32	30	35	34	34	34	34	
Inventor (L)	R&C:U	110	42	38	39	43	42	52	54	50	52	50	52	52	51	51	44	49	44	40	44	40	51	51	44	41	50	50	50	51	51	
Miner (V)	R&C:U	43	28	32	37	37	37	55	55	48	54	50	55	53	50	53	37	44	41	35	44	43	52	52	42	44	58	60	60	60	60	
Tusketer (V)	R&C:U	52	23	31	27	34	31	30	30	63	64	58	60	75	82	82	32	30	40	38	38	38	81	81	34	32	54	54	66	61	61	
Skulker (V)	R&C:U	40	23	23	20	26	25	38	36	31	25	35	36	33	33	38	20	26	27	25	26	26	26	26	26	20	23	22	22	22	22	
Croaker (V)	R&C:U	17	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	
Shirriff (V)	R&C:U	25	20	21	19	22	20	33	33	37	28	28	28	29	32	33	20	20	25	20	20	19	32	32	21	19	28	27	28	28	28	
Finder (V)	R&C:U	50	29	18	20	29	29	48	48	45	41	48	52	52	36	50	27	46	31	31	30	30	46	46	29	30	47	49	49	48	48	
Hewer (L)	R&C:U	107	32	40	36	49	40	98	99	72	69	71	70	80	93	98	43	38	36	34	47	46	98	98	54	46	69	74	64	64	64	
Pillager (V)	R&C:U	49	25	16	16	28	23	34	34	37	31	32	34	36	36	36	36	36	36	36	36	36	36	36	24	24	34	34	34	34	34	
Boarsaddler (L)	R&C:U	106	28	36	32	39	36	50	50	59	68	66	64	78	88	88	36	34	44	44	44	88	88	88	39	38	53	53	53	56	56	
Brellisker (L)	R&C:U	94	26	34	31	39	34	88	88	66	66	63	62	77	86	86	34	33	40	40	40	40	86	86	38	38	55	55	70	62	62	
Brelliss Archer (V)	R&C:U	18	22	19	19	20	20	31	31	25	25	29	29	29	27	27	29	29	29	29	29	33	33	33	22	24	32	36	36	36	36	
Sneak-knife (L)	R&C:U	93	34	27	31	38	37	69	63	64	64	63	68	66	68	70	38	37	35	38	46	46	68	68	46	45	57	57	55	55	55	
Shaguk Sh' rmauk-end (L)	R&C:U	75	30	24	27	32	32	48	48	42	40	40	40	36	44	47	32	31	32	32	30	30	44	44	32	26	48	56	49	49	49	
Shaguk Siar-pargun (L)	R&C:U	116	28	39	36	43	40	93	93	72	70	69	68	82	92	92	40	38	48	48	48	94	94	100	43	42	49	55	55	51	51	
Shaguk Spillak (L)	R&C:U	40	69	62	54	63	37	32	32	30	29	30	30	38	40	46	34	40	36	32	36	36	32	32	34	37	30	30	30	29	29	
Shaguk Zhun-Kiefak (L)	R&C:U	73	56	49	46	48	40	24	24	23	23	23	23	26	26	26	34	36	34	32	32	36	32	32	32	32	29	26	26	26	26	
Shaguk Kun-Toramin (L)	R&C:U	69	56	47	46	50	35	25	25	26	26	26	23	23	26	25	32	32	31	29	29	30	25	25	31	30	35	35	32	33	33	
Shaguk Ru' kiefak-sheer (L)	R&C:U	70	44	40	36	42	31	22	22	22	22	22	22	23	23	23	27	27	26	25	25	26	21	21	26	26	32	34	32	34	32	
Blind Fighter (L)	R&C:U	69	27	21	24	26	30	46	46	39	38	39	38	33	42	44	27	28	30	29	27	30	42	42	29	40	62	66	66	64	64	
Prowdark (L)	R&C:U	95	57	51	48	51	40	32	32	32	32	32	32	33	33	33	37	38	37	35	35	36	32	32	37	36	43	46	46	43		

RMSR = Rolemaster Standard Rules; ArcCo = Arcane Companion; C&R = Castles & Ruins, R&C:U = Races & Cultures; Underbound Races

CLOSED CHANNELING LISTS

BLOOD LAW	CREATIONS	MUSCLE LAW	SYMBOLIC WAYS
☐ 1) Flowstop I ☐ 2) Flowstop III ☐ 3) Clotting I ☐ 4) Flowstop V ☐ 5) Limb Preservation ‡ * ☐ 6) Cut Repair I ☐ 7) Clotting III ☐ 8) Minor Vessel Repair ☐ 9) Cut Repair III ☐ 10) Major Vessel Repair ☐ 11) ☐ 12) Joining ‡ * ☐ 13) Flowstop True ☐ 14) Clotting True ☐ 15) ☐ 16) Unc clotting ☐ 17) ☐ 18) Cut Repair True ☐ 19) ☐ 20) Mass Flowstop ☐ 25) Joining True ‡ * ☐ 30) Mass Clotting ☐ 50) Mass Blood Repair	☐ 1) ☐ 2) Sustain self ☐ 3) Water Production I ☐ 4) Food Production I ☐ 5) Fire Starting ☐ 6) Nutrient Conjures I ☐ 7) Water Production III ☐ 8) Food Production III ☐ 9) Herb Enhancement ☐ 10) Water Production V ☐ 11) Food Production V ☐ 12) Nutrient Conjures III ☐ 13) Herb Mastery ☐ 14) ☐ 15) Lesser Plant Production ☐ 16) Mass Water Production ☐ 17) Food Production True ☐ 18) ☐ 19) ☐ 20) Lesser Animal Prod. ☐ 25) Nutrient Conjures True ☐ 30) Greater Plant Prod. ☐ 50) Greater Animal Prod.	☐ 1) Muscle Lore ☐ 2) Tendon Lore ☐ 3) Sprain Repair I ☐ 4) Muscle Repair I ☐ 5) Limb Preservation ‡ * ☐ 6) Tendon Repair I ☐ 7) ☐ 8) ☐ 9) Muscle Repair III ☐ 10) Tendon Repair III ☐ 11) ☐ 12) Joining ‡ * ☐ 13) Muscle Repair True ☐ 14) ☐ 15) Tendon Repair True ☐ 16) ☐ 17) Mass Muscle Repair ☐ 18) ☐ 19) Mass Tendon Repair ☐ 20) Muscle Regeneration ☐ 25) Joining True ‡ * ☐ 30) Tendon Regeneration ☐ 50) Mass Repair True	☐ 1) Analyze Symbol ☐ 2) Spell Prime ☐ 3) Unsymbol I ☐ 4) ☐ 5) Symbol I ☐ 6) ☐ 7) Symbol II ☐ 8) Unsymbol II ☐ 9) Symbol III ☐ 10) Analyze Symbol True ☐ 11) Symbol V ☐ 12) Unsymbol III ☐ 13) Symbol VI ☐ 14) ☐ 15) Symbol VII ☐ 16) Unsymbol V ☐ 17) Symbol VIII ☐ 18) Unsymbol X ☐ 19) Symbol IX ☐ 20) Symbol X ☐ 25) Lord Research ☐ 30) Lord Symbol ☐ 50) Unsymbol True
BONE LAW	LOCATING WAYS	NERVE LAW	SACRED GROUNDS
☐ 1) Bone Lore ☐ 2) ☐ 3) Minor Fracture Repair ☐ 4) Cartilage Repair ☐ 5) Limb Preservation ‡ * ☐ 6) Major Fracture Repair ☐ 7) ☐ 8) Skull Repair ☐ 9) ☐ 10) Joint Repair ☐ 11) Min. Fracture Rep. Tr. ☐ 12) Joining ‡ * ☐ 13) Cartilage Repair True ☐ 14) Maj. Fracture Rep. Tr. ☐ 15) Skull Repair True ☐ 16) Joint Repair True ☐ 17) Shatter Repair ☐ 18) Mass Min. Fract. Rep. ☐ 19) ☐ 20) Mass Cartilage Repair ☐ 25) Joining True ‡ * ☐ 30) Mass Maj. Fract. Rep. ☐ 50) Mass Shatter Repair	☐ 1) ☐ 2) Guess ☐ 3) Pathfinding I ☐ 4) Guidance ☐ 5) Location I ☐ 6) Pathfinding III ☐ 7) ☐ 8) Location III ☐ 9) Pathfinding V ☐ 10) Location V ☐ 11) Memory's Path ☐ 12) Pathfinding X ☐ 13) Divine Guidance ☐ 14) ☐ 15) Finding I ☐ 16) Location X ☐ 17) Pathfinding True ☐ 18) Finding III ☐ 19) ☐ 20) Lord Location ☐ 25) Paths True ☐ 30) Location True ☐ 50) Finding True	☐ 1) Nerve Lore ☐ 2) ☐ 3) ☐ 4) Minor Nerve Repair ☐ 5) Limb Preservation ‡ * ☐ 6) ☐ 7) ☐ 8) ☐ 9) Major Nerve Repair ☐ 10) Unparalysis ☐ 11) Min. Nerve Repair Tr. ☐ 12) Joining ‡ * ☐ 13) ☐ 14) ☐ 15) Minor Brain Repair ☐ 16) Maj. Nerve Repair Tr. ☐ 17) ☐ 18) Paralysis Cures ☐ 19) Unpsychosis ☐ 20) Mass Nerve Rep. Tr. ☐ 25) Joining True ‡ * ☐ 30) Nerve Regeneration ☐ 50) Brain Regeneration	☐ 1) Cleanse Grounds ☐ 2) Bless Structure I ☐ 3) Align Structure I ☐ 4) Consecrate Grounds I ☐ 5) Dedicate Structure I ☐ 6) Sanctify Structure I ☐ 7) Devote Altar I ☐ 8) Bless Structure II ☐ 9) Holy Icon I ☐ 10) Align Structure II ☐ 11) Consecrate Grounds II ☐ 12) Dedicate Structure II ☐ 13) Sanctify Structure II ☐ 14) Devote Altar II ☐ 15) Sacred Fountain ☐ 16) Bless Structure III ☐ 17) Sacred Bells ☐ 18) Holy Icon II ☐ 19) Align Structure III ☐ 20) Consecrate Grounds III ☐ 25) Dedicate Structure III ☐ 30) Sanctify Structure III ☐ 50) Holy Ground
CALM SPIRITS	LORE	ORGAN LAW	
☐ 1) ☐ 2) Calm I ☐ 3) ☐ 4) Calm II ☐ 5) Hold Kind ☐ 6) Calm III ☐ 7) ☐ 8) Calm IV ☐ 9) Calm V ☐ 10) Mass Animal Calm. I ☐ 11) True Hold ☐ 12) Calm X ☐ 13) ☐ 14) ☐ 15) Shout Of Calming * ☐ 16) ☐ 17) ☐ 18) Mass Animal Calm. II ☐ 19) ☐ 20) Lord Calm ☐ 25) Long Calm ☐ 30) Mass Calm ☐ 50) Calm True	☐ 1) Afterthoughts ☐ 2) Detect Evil ☐ 3) Detect Curse ☐ 4) Detect Hate ☐ 5) Light Lore I ☐ 6) Poison Lore ☐ 7) ☐ 8) Life Lore ☐ 9) ☐ 10) Curse Tales ☐ 11) Dark Lore I ☐ 12) Light Lore II ☐ 13) ☐ 14) ☐ 15) Hate Analysis ☐ 16) ☐ 17) Light Lore III ☐ 18) Dark Lore II ☐ 19) White Lore ☐ 20) Dark Lore III ☐ 25) Life Lore True ☐ 30) Black Lore ☐ 50) White Lore Mastery	☐ 1) Organ Lore ☐ 2) ☐ 3) Nasal Repair ☐ 4) ☐ 5) Minor Ear Repair ☐ 6) Minor Eye Repair ☐ 7) ☐ 8) ☐ 9) Major Ear Repair ☐ 10) ☐ 11) Major Eye Repair ☐ 12) ☐ 13) ☐ 14) Heart Repair ☐ 15) Lung Repair ☐ 16) Organ Repair ☐ 17) Nose Regeneration ☐ 18) Organ Transplant ☐ 19) ☐ 20) Eye & Ear Regen. ☐ 25) Organ Repair True ☐ 30) Heart Regeneration ☐ 50) Organ Regeneration	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

CLOSED ARCANES LISTS

ARCANE HEALING	AURA LORE	LIGHT MANIPULATION	SHIFTING LAW
☐ 1) Healing II ☐ 2) Injury Lore ☐ 3) ☐ 4) Preservation III ☐ 5) Cosmetic Healing ☐ 6) ☐ 7) Lifekeeping III ☐ 8) Clotting V ☐ 9) Surrogate Organ ☐ 10) Surface Relief ☐ 11) Lesser Repair ☐ 12) Lifekeeping IV ☐ 13) Undisease ☐ 14) Greater Repair ☐ 15) Joining ☐ 16) Unpoison ☐ 17) Cut Repairing ☐ 18) Lifekeeping V ☐ 19) Nerve Repair ☐ 20) Unstunning * ☐ 25) Full Healing ☐ 30) Regenerate Organ ☐ 50) Full Regeneration	☐ 1) See Aura ☐ 2) Aura ☐ 3) Analyze Aura ☐ 4) ☐ 5) Aura of Confusion ☐ 6) ☐ 7) Spell Aura I ☐ 8) True Aura ☐ 9) ☐ 10) Hide Aura * ☐ 11) ☐ 12) Aura of Fear ☐ 13) Spell Aura III ☐ 14) Alkar ☐ 15) Alter Aura * ☐ 16) ☐ 17) Aura of Terror ☐ 18) ☐ 19) Spell Aura V ☐ 20) Alter Other's Aura ☐ 25) Aura of Dread ☐ 30) Spell Aura X ☐ 50) Deify	☐ 1) Blur ☐ 2) ☐ 3) Light Mirage I ☐ 4) Unseen I ☐ 5) Flash ☐ 6) Invisibility I ☐ 7) ☐ 8) Light V ☐ 9) Sudden Light V ☐ 10) Dark V ☐ 11) ☐ 12) Light Mirage V ☐ 13) Invisibility Sphere II ☐ 14) ☐ 15) Lightning Bolt I ☐ 16) Utterlight ☐ 17) ☐ 18) Utterdark ☐ 19) Lord Light Mirage ☐ 20) Displacing ☐ 25) Great Light ☐ 30) Great Dark ☐ 50) Invisibility True	☐ 1) ☐ 2) Store Location ☐ 3) Self Leaving ☐ 4) Intangible Object ☐ 5) Leaving I ☐ 6) ☐ 7) Intangible Form ☐ 8) Teleport I ☐ 9) ☐ 10) Displacement I ☐ 11) Returning I * ☐ 12) Leaving V ☐ 13) Teleport V ☐ 14) Returning V * ☐ 15) Displacement II ☐ 16) Returning X * ☐ 17) Mass Leaving ☐ 18) Lord Returning * ☐ 19) Leaving X ☐ 20) Displacement True ☐ 25) Mass Teleport ☐ 30) Rereturning * ☐ 50) Shifting True
ARCANE SUMMONS	BLADERUNES	NATURE MANIPULATION	GARGOYLE MASTERY
☐ 1) Summons I ☐ 2) Summons III ☐ 3) Summons V ☐ 4) Summons VII ☐ 5) Summons Speech ☐ 6) Fantastic Summons III ☐ 7) Summons X ☐ 8) Summons XII ☐ 9) ☐ 10) Summons XV ☐ 11) ☐ 12) Fantastic Summons VI ☐ 13) ☐ 14) Lord Summons ☐ 15) Calling ☐ 16) ☐ 17) ☐ 18) ☐ 19) Summons True ☐ 20) Fantastic Summons X ☐ 25) Great Summons ☐ 30) Gate of Summons ☐ 50) Lord Fantastic Summons	☐ 1) Analyze Bladerune ☐ 2) Weapon I ☐ 3) ☐ 4) Spell I ☐ 5) Weapon II ☐ 6) Rune of Parrying ☐ 7) Spell II ☐ 8) Complex Rune II ☐ 9) ☐ 10) Spell III ☐ 11) Erase Bladerune ☐ 12) Rune of Flight ☐ 13) Spell V ☐ 14) ☐ 15) Weapon III ☐ 16) Rune of Relocation ☐ 17) Spell VII ☐ 18) Elemental Rune ☐ 19) Complex Rune III ☐ 20) Rune of Dancing ☐ 25) Black Rune ☐ 30) Spell Rune X ☐ 50) Bladerune Master	☐ 1) Flora Lore ☐ 2) Fauna Lore ☐ 3) Fog ☐ 4) ☐ 5) Speed Growth I ☐ 6) Plant Alteration ☐ 7) Precipitation ☐ 8) Weather Prediction I ☐ 9) Plant Growth II ☐ 10) Call Wind ☐ 11) ☐ 12) Alter Behavior ☐ 13) Weather Prediction VII ☐ 14) ☐ 15) Call Rain ☐ 16) Speed Growth III ☐ 17) ☐ 18) Cyclone ☐ 19) ☐ 20) Mass Alteration ☐ 25) Nature's Awareness True ☐ 30) Storm Call ☐ 50) Nature's Mastery	☐ 1) Work Stone ☐ 2) Cleanse Stone ☐ 3) Detect Spirits ☐ 4) Instruct ☐ 5) Alarm ☐ 6) Minor Gargoyle ☐ 7) Expel Spirit I ☐ 8) Daily Embed I ☐ 9) Mobility I ☐ 10) Modify Instruction ☐ 11) Lesser Gargoyle ☐ 12) Expel Spirit II ☐ 13) Daily Embed II ☐ 14) Mobility II ☐ 15) Work Magic Stone ☐ 16) Cleanse Magic Stone ☐ 17) Daily Embed V ☐ 18) Major Gargoyle ☐ 19) Expel Spirit III ☐ 20) Purpose ☐ 25) Expel Spirit IV ☐ 30) Greater Gargoyle ☐ 50) Reversion
ARCANE VISIONS	FIRE MANIPULATION	POWER MASTERY	
☐ 1) Retrocognition I ☐ 2) ☐ 3) Origin ☐ 4) ☐ 5) Death's Delving ☐ 6) Long Sense I ☐ 7) Retrocognition II ☐ 8) Location ☐ 9) Long Sense III ☐ 10) Mass Senses ☐ 11) ☐ 12) Dream III ☐ 13) Long Sense V ☐ 14) Transfer Sense ☐ 15) Scrying ☐ 16) ☐ 17) Death's Delving True ☐ 18) ☐ 19) Dream V ☐ 20) Anticipating ☐ 25) Locate True ☐ 30) Great Scrying ☐ 50) Scrying True	☐ 1) Burn I ☐ 2) Set Fire ☐ 3) Extinguish Fire ☐ 4) ☐ 5) Burn II ☐ 6) ☐ 7) Fire Wall ☐ 8) Fire Bolt I ☐ 9) ☐ 10) Burn III ☐ 11) Brushfire ☐ 12) ☐ 13) Fire Ball II ☐ 14) ☐ 15) Circle of Fire ☐ 16) ☐ 17) Rain to Fire ☐ 18) Immolation ☐ 19) ☐ 20) Burn IV ☐ 25) Raze ☐ 30) Burn True ☐ 50) Conflagration	☐ 1) Detect Node ☐ 2) Store Node ☐ 3) ☐ 4) Node Awareness ☐ 5) Node Summons V ☐ 6) ☐ 7) Node Door ☐ 8) ☐ 9) Node Summons X ☐ 10) Node Guide ☐ 11) Node Analysis ☐ 12) Node Ward: Alarm ☐ 13) Node Summons XV ☐ 14) Node Keeping ☐ 15) Node Defender ☐ 16) ☐ 17) Node Ward: Exclusion ☐ 18) Great Node Analysis ☐ 19) Lord Node Summons ☐ 20) Node Gate ☐ 25) Node Anchor ☐ 30) Node Guardian ☐ 50) Node Enchantment	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

RACIAL SPELL LISTS

GLYPHSTONES		SCAR UNBINDING	
☐ 1) Hurlstone I	☐ 1) _____	☐ 1) _____	☐ 1) _____
☐ 2) Smitestone	☐ 2) Old Wound's Ache I	☐ 2) _____	☐ 2) _____
☐ 3) Numbstone	☐ 3) Unbinding I	☐ 3) _____	☐ 3) _____
☐ 4) Stone Ablaze	☐ 4) _____	☐ 4) _____	☐ 4) _____
☐ 5) Breakstone	☐ 5) Rive Scar I	☐ 5) _____	☐ 5) _____
☐ 6) Swoonstone	☐ 6) Old Wound's Ache IV	☐ 6) _____	☐ 6) _____
☐ 7) Sievestone I	☐ 7) Unbinding III	☐ 7) _____	☐ 7) _____
☐ 8) Falterstone	☐ 8) _____	☐ 8) _____	☐ 8) _____
☐ 9) Mawstone	☐ 9) Rive Scar III	☐ 9) _____	☐ 9) _____
☐ 10) Hurlstone II	☐ 10) _____	☐ 10) _____	☐ 10) _____
☐ 11) Hailstone	☐ 11) _____	☐ 11) _____	☐ 11) _____
☐ 12) Tramplestone	☐ 12) Unbinding V	☐ 12) _____	☐ 12) _____
☐ 13) Sievestone II	☐ 13) Old Wound's Ache VIII	☐ 13) _____	☐ 13) _____
☐ 14) Froststone	☐ 14) _____	☐ 14) _____	☐ 14) _____
☐ 15) Drownstone	☐ 15) Rive Scar V	☐ 15) _____	☐ 15) _____
☐ 16) Crushstone	☐ 16) _____	☐ 16) _____	☐ 16) _____
☐ 17) _____	☐ 17) Unbinding VIII	☐ 17) _____	☐ 17) _____
☐ 18) Sievestone III	☐ 18) _____	☐ 18) _____	☐ 18) _____
☐ 19) _____	☐ 19) Rive Scar VIII	☐ 19) _____	☐ 19) _____
☐ 20) Stoning Stone	☐ 20) Old Wound's Ache XV	☐ 20) _____	☐ 20) _____
☐ 25) Slayingstone	☐ 25) Rive Scar X	☐ 25) _____	☐ 25) _____
☐ 30) Cripplestone	☐ 30) Scarring Unbound	☐ 30) _____	☐ 30) _____
☐ 35) Sunderstone	☐ 35) _____	☐ 35) _____	☐ 35) _____
☐ 50) Utterstone	☐ 50) Old Wound's Agony	☐ 50) _____	☐ 50) _____
☐ 1) _____	☐ 1) _____	☐ 1) _____	☐ 1) _____
☐ 2) _____	☐ 2) _____	☐ 2) _____	☐ 2) _____
☐ 3) _____	☐ 3) _____	☐ 3) _____	☐ 3) _____
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☐ 25) _____	☐ 25) _____	☐ 25) _____	☐ 25) _____
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TP SPELL LISTS

PERIMETER WARDINGS	STRUCTURE WARDINGS	ITEM ENHANCEMENTS	METAL CRAFTING
☐ 1) Research Caster ☐ 2) Privacy Screen † ☐ 3) Scrying Ward I † ☐ 4) Inner Wardings ☐ 5) Phase Ward I † ☐ 6) Gating Ward I † ☐ 7) Sentry Ward ☐ 8) Scrying Ward II † ☐ 9) Pass Ward ☐ 10) Phase Ward II † ☐ 11) Gating Ward II † ☐ 12) Field Warding † ☐ 13) Scrying Ward III † ☐ 14) Sentry Stone ☐ 15) Phase Ward III † ☐ 16) Gating Ward III † ☐ 17) Outer Warding † ☐ 18) Forbidding Ward I † ☐ 19) Perimeter Ward I † ☐ 20) Center Stone ☐ 25) Forbidding Ward True † ☐ 30)	☐ 1) Research ☐ 2) Seal ☐ 3) Portal ☐ 4) Preservation Ward I † ☐ 5) Resist Ward I † ☐ 6) Flame Ward I † ☐ 7) Reseal ☐ 8) Sentry Ward ☐ 9) Elemental Ward I † ☐ 10) Strength Ward I † ☐ 11) Resist Ward II † ☐ 12) Preservation Ward II † ☐ 13) Conceal Ward I † ☐ 14) Preservation Ward III † ☐ 15) Resist Ward III † ☐ 16) Sentry Stone ☐ 17) Strength Ward II † ☐ 18) Elemental Ward II † ☐ 19) Conceal Ward II † ☐ 20) Resist Ward Ward † ☐ 25) ☐ 30) ☐ 50)	☐ 1) Enchant I ☐ 2) Power Glow ☐ 3) Extend Duration I ☐ 4) Extend Range I ☐ 5) Extend Area I ☐ 6) Program I ☐ 7) Enchant II ☐ 8) Free Cast I ☐ 9) Extend Duration II ☐ 10) Extend Range II ☐ 11) Extend Area II ☐ 12) Program II ☐ 13) Enchant III ☐ 14) Free Cast II ☐ 15) Enhance I ☐ 16) Extend Duration III ☐ 17) Extend Range III ☐ 18) Extend Area III ☐ 19) Enchant IV ☐ 20) Free Cast III ☐ 25) Enhance II ☐ 30) Free Cast IV ☐ 50) Reverse Effects	☐ 1) Metal Analysis ☐ 2) Work Metal ☐ 3) Make Alloy ☐ 4) Heat Resistance ☐ 5) Polish Metal ☐ 6) Anneal Metal ☐ 7) Temper ☐ 8) Engrave ☐ 9) Cut Metal ☐ 10) Metal Furnace ☐ 11) Refine Ore ☐ 12) Shape Metal ☐ 13) Resist Rust ☐ 14) Weld ☐ 15) Armor/ Weapon I ☐ 16) Repair Metal ☐ 17) Armor/Weapon II ☐ 18) Metal Mastery ☐ 19) ☐ 20) ☐ 25) ☐ 30) ☐ 50)
STONE CRAFTING	GLASS/CERAMIC CRAFTING	WOOD CRAFTING	
☐ 1) Stone Analysis ☐ 2) Work Stone ☐ 3) Evaluation ☐ 4) Grind Stone ☐ 5) Polish Stone ☐ 6) Cut Stone ☐ 7) Set Stone ☐ 8) Color Stone ☐ 9) Gather Stone ☐ 10) Shape Stone ☐ 11) Facet ☐ 12) Mortar ☐ 13) Remove Flaw ☐ 14) Join Stone ☐ 15) Hoist Stone ☐ 16) Repair Stone ☐ 17) Quarry ☐ 18) Stone Mastery ☐ 19) ☐ 20) ☐ 25) ☐ 30) ☐ 50)	☐ 1) Make/Work Ceramic ☐ 2) Make/Work Glass ☐ 3) Heat Resistance ☐ 4) Color Glass ☐ 5) Anneal Glass ☐ 6) Glaze ☐ 7) Grind Glass ☐ 8) Polish Glass ☐ 9) Etch ☐ 10) Gather Glass ☐ 11) Glass Furnace ☐ 12) Plane Glass ☐ 13) Purify Glass ☐ 14) Harden Glass ☐ 15) Fuse ☐ 16) Repair Glass ☐ 17) Mass Production ☐ 18) Glass/Ceramic Mastery ☐ 19) ☐ 20) ☐ 25) ☐ 30) ☐ 50)	☐ 1) Wood Analysis ☐ 2) Work Wood ☐ 3) Stain ☐ 4) Cut Wood ☐ 5) Finish ☐ 6) Figure ☐ 7) Inlay ☐ 8) Bend Wood ☐ 9) Gather Wood ☐ 10) Join Wood ☐ 11) Harden Wood ☐ 12) Waterproofing ☐ 13) Shape Wood ☐ 14) Insect Proofing ☐ 15) Fire Proofing ☐ 16) Repair Wood ☐ 17) Wood Production ☐ 18) Wood Mastery ☐ 19) ☐ 20) ☐ 25) ☐ 30) ☐ 50)	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
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3.1 ADVISOR (L)

Great rulers need great advice. The Advisor is in a position of authority and respect, but he still must please his lord to maintain his position. Advisors are masters of wisdom, influence, and intrigue. Advisors tend to find themselves in many situations of temptation. Some succumb to baser desires, but every so often a man of true virtue is able to maintain his authority and loyalty to his liege.

Time to Acquire: 97 months

Starting money: normal + d10 (open-ended)

Special:

Royal contact	20
Royal patron	30
Noble contact	30
Noble patron	50
Favor from noble	30
Favor from an important person	30
Favor from an important person	30
Augmented heraldic sign	50
Finely crafted object (gift; 5d10sp)	0

Category or Skill	# of ranks
Awareness • Searching skill category	2
Lie Perception	2
Communication skill category	2
Choice of Language Skill (2 total)	2
Signaling	1
Influence skill category	2
Diplomacy	1
Public Speaking	2
Lore • General skill category	4
Culture Lore	1
Heraldry	1
History	1
Region Lore	1
Technical/Trade • Vocational skill category	n/a
Administration	2
Stat Gains: Intuition	

COST BY PROFESSION

Fighter	30	Lay Healer	30
Thief	29	Healer	30
Rogue	29	Mystic	26
Warrior Monk	30	Sorcerer	30
Layman	29	Ranger	29
Magician	30	Paladin	29
Illusionist	28	Monk	30
Cleric	29	Dabbler	29
Animist	28	Bard	26
Mentalist	30	Magent	25
Arcanist	29	Chaotic	30
Wizard	29	Magehunter	30
Channeling Alchemist ..	29	Mentalism Alchemist	30
Essence Alchemist	30		

3.2 ANTAGONIST (L)

Antagonists try to expose flaws in plans, point out the obvious, and generally make a nuisance of themselves. The best Antagonists manage to do this so subtly that other characters don't even realize that their efforts have been sabotaged by their own companion.

Time to Acquire: 75 months

Starting money: normal

Special:

Powerful enemy (of higher status/level)	30
Powerful rival (of higher status/level)	30
Fake identification (+20 Duping)	25
Enemy (equal or higher level)	20
Rival (equal or higher level)	15
Finely crafted item (won in bet; 5d10sp)	15
Favor from an important person	0

Category or Skill	# of ranks
Artistic • Active skill category	2
Acting	1
Mimicry	1
Tale Telling	1
Influence skill category	2
Duping	2
Propaganda	2
Seduction	2
Subterfuge • Stealth skill category	2
Technical/Trade • General skill category	1
Gambling	2
Urban skill category	1
Stat Gains: none	

COST BY PROFESSION

Fighter	25	Lay Healer	28
Thief	24	Healer	28
Rogue	24	Mystic	20
Warrior Monk	26	Sorcerer	28
Layman	25	Ranger	25
Magician	27	Paladin	25
Illusionist	25	Monk	26
Cleric	27	Dabbler	24
Animist	26	Bard	20
Mentalist	27	Magent	21
Arcanist	28	Chaotic	26
Wizard	28	Magehunter	25
Channeling Alchemist ..	27	Mentalism Alchemist	27
Essence Alchemist	27		

Sections
3.1, 3.2
Advisor (L)
Antagonist



3.3

APOTHECARY (V)

Seeing the efficacy of herbal medicines, Apothecaries attempt to distill the essence of the herbs into more potent elixirs and philters. While the success of Apothecaries in the arts of medicine and healing may be at question, their skill with poisons is undisputed

Time to Acquire: 27 months

Starting money: normal

Special:

Book (+15 Poison Lore)	50
Medical Kit (+5 non-magical)	40
d10 Concussion herbs	30
d10 Circulatory herbs	30
d10 Poison herbs	50
d10 Intoxicants	50
d10 General Purpose herbs	0

Category or Skill	# of ranks
Lore • Technical skill category	2
Poison Lore	2
Herb Lore	2
Poisonal/Trade • General skill category	1
Science/Analytic • Specialized skill category	n/a
Alchemy	1
Subterfuge • Mechanics skill category	1
Using/Removing Poison	1
Technical/Trade • Vocational skill category	n/a
Choice of Preparing Herbs or Preparing Poisons ...	1

Stat Gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	26
Thief	23	Healer	26
Rogue	23	Mystic	25
Warrior Monk	24	Sorcerer	25
Layman	23	Ranger	23
Magician	25	Paladin	26
Illusionist	26	Monk	23
Cleric	24	Dabbler	22
Animist	26	Bard	23
Mentalist	25	Magent	22
Arcanist	25	Chaotic	24
Wizard	25	Magehunter	24
Channeling Alchemist ..	25	Mentalism Alchemist	25
Essence Alchemist	24		

3.4

ARCHITECT (V)

The Architect is hired to build sturdy towers, castles, and keeps. Architects design and organize the building of all of their structures, normally without the aid of any drafting. Castles can be built without an architect, but when siege engines begin to close in, it's nice to know that the walls were built by the best.

Time to Acquire: 19 months

Starting Money: normal + d10 (open-ended)

Special:

Wealthy contact	50
Favor from important person	40
Favor from important person	30
Draft of an important structure	50
Draft of an important structure	50
Close friends with work boss	0

Category or Skill	# of ranks
Influence skill category	1
Choice of one skill	1
Lore • Technical skill category	1
Stone Lore	1
Metal Lore	1
Science/Analytic • Basic skill category	1
Technical/Trade • Profession skill category	n/a
Architecture	2
Choice of up to 2 skills from either	
Engineering and/or Labor Organization	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	25
Thief	26	Healer	25
Rogue	26	Mystic	24
Warrior Monk	26	Sorcerer	25
Layman	25	Ranger	25
Magician	25	Paladin	25
Illusionist	25	Monk	25
Cleric	25	Dabbler	25
Animist	25	Bard	25
Mentalist	25	Magent	25
Arcanist	25	Chaotic	25
Wizard	25	Magehunter	25
Channeling Alchemist ..	25	Mentalism Alchemist	25
Essence Alchemist	25		



3.5

ARCHAEOLOGIST (V)

So much of the past has been forgotten that some individuals make it their job to return lost lore and items to civilization. Archaeologists are academic in nature, but adventurous at heart. Clearing monsters from a ruin is only the first step in the Archaeologist's adventure into the past.

Time to Acquire: 52 months

Starting Money: normal

Special:

Wealthy patron	30
Ancient map	30
Map of region (with historic notations)	40
Book (+10 non-magic to a specific lore)	50
Book (+10 non-magic to a specific lore)	50
Riding beast	0

Category or Skill	# of ranks
Awareness • Search skill category	2
Observation	1
Detect Traps	1
Communication skill category	4
choice of written languages	4 (total)
choice of spoken languages	2 (total)
Lore • General skill category	2
Choice of Culture Lores (up to two)	2
History	2
Region Lore	1
Lore • Magical skill category	1
Artifact Lore	1
Science/Analytical • Specialized skill category	n/a
Anthropology	1
Technical/Trade • Vocational skill category	n/a
Appraisal	1

Stat Gains: none

COST BY PROFESSION

Fighter	34	Lay Healer	28
Thief	32	Healer	28
Rogue	32	Mystic	24
Warrior Monk	34	Sorcerer	28
Layman	28	Ranger	30
Magician	28	Paladin	31
Illusionist	25	Monk	31
Cleric	27	Dabbler	28
Animist	26	Bard	24
Mentalist	28	Magent	24
Arcanist	26	Chaotic	30
Wizard	26	Magehunter	31
Channeling Alchemist ..	27	Mentalism Alchemist	28
Essence Alchemist	27		

3.6

ARTIFICER (L)

The Artificer is fascinated by the toys of magic. Whenever possible the Artificer will pick up new magic items for use or even just curiosity. This fascination and greater understanding of magic items provides the Artificer with greater ability to access and use magic items.

Time to Acquire: 110 months

Starting money: normal

Special:

Wand (up to 2nd level spell)	40
Daily III item	30
Book (+15 Item Lore)	30
Daily II item	20
Single use item (up to 5th level)	15
Daily I item	0

Category or Skill	# of ranks
Lore • Magical skill category	3
Artifact Lore	3
Power Awareness skill category	3
Attunement	3
Power Perception	2
Science/Analytic • Basic	2
Research	2
Spells • Own Realm TP skill category *	n/a
Item Enhancements, Vocational	3
Technical/Trade • Vocational skill category	n/a
Appraisal	2
Choice of 1 skill	1

*: This spell list may be classified as *Normal* instead of *Restricted*.

Stat Gains: none

COST BY PROFESSION

Fighter	57	Lay Healer	30
Thief	51	Healer	30
Rogue	51	Mystic	30
Warrior Monk	57	Sorcerer	30
Layman	41	Ranger	42
Magician	26	Paladin	44
Illusionist	26	Monk	37
Cleric	30	Dabbler	33
Animist	30	Bard	33
Mentalist	30	Magent	37
Arcanist	26	Chaotic	33
Wizard	26	Magehunter	30
Channeling Alchemist ..	30	Mentalism Alchemist	30
Essence Alchemist	26		



Sections

3.5, 3.6

Archaeologist
(V)

Artificer (L)

ROLEMASTER
ANNUAL

15

3.7

ASTRONOMER (L)

The Astronomer studies the stellar, lunar, and solar cycles and links their passage to daily occurrences. An Astronomer is not content just to study and predict these cycles. A true Astronomer seeks to know why the cycles work the way they do. They strive to learn the secrets of heaven so that they can understand the earth. The Astronomer's constant study and focus tend to make him self-absorbed or too technical minded for easy conversation with non-Astronomers.

Time to Acquire: 78 months

Starting Money: normal

Special:

Astrolabe (+15 non-magic to Astronomy/Navigation)	50
Star chart (+10 non-magic to Star-gazing)	50
Lodestone (+50 non-magic to Direction Sense) ..	50
Spyglass (+10 non-magic to Observation)	30
Book (+10 non-magic to Astronomy)	40
Book (+10 non-magic to Advanced Math)	40
Book (+5 non-magic to Star-gazing)	0

Category or Skill	# of ranks
Awareness • Senses skill category	2
Direction Sense	1
Time Sense	2
Outdoor • Environmental skill category	2
Star-gazing	2
Weather Watching	2
Science/Analytic • Basic	2
Basic Math	2
Science/Analytic • Specialized skill category	n/a
Advanced Math	1
Astronomy	2

Stat Gains: none

COST BY PROFESSION

Fighter	33	Lay Healer	28
Thief	33	Healer	28
Rogue	33	Mystic	27
Warrior Monk	33	Sorcerer	28
Layman	28	Ranger	26
Magician	28	Paladin	30
Illusionist	27	Monk	30
Cleric	27	Dabbler	30
Animist	25	Bard	30
Mentalist	28	Magent	28
Arcanist	26	Chaotic	26
Wizard	26	Magehunter	25
Channeling Alchemist ..	27	Mentalism Alchemist	28
Essence Alchemist	26		

3.8

CHAPLAIN (V)

A lord generally selects a clergy member to preside over the lord's religious services. A Chaplain is the lord's spiritual advisor and thereby a spiritual leader of the lord's land. Chaplains often head up the education of the lord's children as the clergy is often the only literate class. A GM may decide that all clergy members who preside over a church may also choose this training package.

Time to Acquire: 43 months

Starting Money: normal + d10 (open ended)

Special:

Noble patron	50
Favor from a noble	50
Holy symbol (+10 magic to Channeling)	30
Spell adder (+1)	30
Augmented heraldic sign	20
Special religious token/sigil	0

Category or Skill	# of ranks
Artistic • Active skill category	1
Choice of Singing or Tale Telling	1
Influence skill category	3
Propaganda	1
Public Speaking	3
Lore • General skill category	3
Religion	3
History	2
Power Awareness skill category	2
Technical/Trade • Vocational	n/a
Administration	2

Stat Gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	23
Thief	25	Healer	23
Rogue	25	Mystic	19
Warrior Monk	25	Sorcerer	23
Layman	24	Ranger	24
Magician	23	Paladin	22
Illusionist	22	Monk	23
Cleric	23	Dabbler	23
Animist	23	Bard	20
Mentalist	23	Magent	20
Arcanist	23	Chaotic	23
Wizard	23	Magehunter	23
Channeling Alchemist ..	23	Mentalism Alchemist	23
Essence Alchemist	23		



3.9 CLOISTERED ZEALOT (L)

The Cloistered Zealot lives a life of purity and scholarship in the name of his deity. Cloistered Zealots find a solid balance between preaching their religion and addressing the realities of life. Cloistered Zealots are well respected for their insights, wisdom, and intelligence.

Time to Acquire: 128 months

Starting Money: normal

Special:

Book (+15 non-magic to a specific lore)	30
Book (+15 non-magic to a specific lore)	20
Special religious token/sigil	0

Category or Skill	# of ranks
Communications skill category	3
choice of up to two skills	3 (total)
Crafts skill category	n/a
choice of one skill	3
Influence skill category	2
Public Speaking or Seduction	2
Lore • General	4
choice of up to two skills	4 (total)
Science/Analytical • Basic skill category	1
Basic Math	1
Self Control skill category	2
choice of one skill	2

Stat Gains: none

COST BY PROFESSION

Fighter	28	Lay Healer	26
Thief	28	Healer	25
Rogue	28	Mystic	26
Warrior Monk	28	Sorcerer	28
Layman	25	Ranger	27
Magician	29	Paladin	27
Illusionist	28	Monk	27
Cleric	28	Dabbler	25
Animist	28	Bard	23
Mentalist	26	Magent	23
Arcanist	28	Chaotic	32
Wizard	28	Magehunter	27
Channeling Alchemist ..	28	Mentalism Alchemist	26
Essence Alchemist	29		

3.10 COURT MAGICIAN (L)

Lords can be quite demanding when seeking to satisfy their entertainment needs. Sometimes a lord will keep a magician on staff for the sole purpose of entertaining and impressing him and his guests. A Court Magician learns to couple his magic talents with showmanship for a grand display of magic power. Court Magicians may also serve in advisory positions, but they are generally considered to be flamboyant performers and not well learned sages.

Time to Acquire: 97 months

Starting Money: normal

Special:

Noble patron	30
Favor from a noble	30
Staff (+10 magic to Spell Mastery)	30
Spell adder (+1)	30
Exceptionally well-made craft (gift)	20
Outlandish clothing and ornamentation	0

Category or Skill	# of ranks
Artistic • Active skill category	4
choice of up to two skills	4 (total)
Influence skill category	2
Public Speaking	2
Power Manipulation skill category	2
Spell Mastery skill	2
Spells • Own Realm TP skill category *	n/a
Choice of Lesser Illusions or	3 (total)
Illusions	

*: The spell list chosen may be developed as a Training Package spell list.

Stat Gains: none

COST BY PROFESSION

Fighter	48	Lay Healer	28
Thief	48	Healer	28
Rogue	41	Mystic	24
Warrior Monk	43	Sorcerer	28
Layman	36	Ranger	32
Magician	28	Paladin	31
Illusionist	25	Monk	32
Cleric	28	Dabbler	32
Animist	28	Bard	28
Mentalist	28	Magent	31
Arcanist	26	Chaotic	30
Wizard	26	Magehunter	32
Channeling Alchemist ..	28	Mentalism Alchemist	28
Essence Alchemist	28		

Sections
3.9, 3.10

Cloistered
Zealot (L)

Court
Magician (L)

ROLEMASTER
ANNUAL

3.11 DUELIST (V)

Where words leave off, swords pick up. Often disputes are settled in duels of honor. A duelist is a professional settler of such disputes. They can be hired to fight for lords, so the lord need not worry about his own safety. A duelist is adept at single combat, but not necessarily honorable combat. A duelist fights with honor only so long as he is sure he can win.

Time to Acquire: 32 months

Starting money: normal

Special:

Weapon (+10 non-magic)	30
Armor (+10 non-magic)	40
Shield (+10 non-magic)	30
Rival (equal or better skill)	40
Weapon (+5 non-magic)	30
Favor from an important person	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Quickdraw	2
Swashbuckling	2
Lore • General skill category	1
Heraldry	1
Special Attacks skill category	n/a
Disarm Foe (Armed)	2
Weapon skill category (choice of melee category)	2
choice of one skill	2
Urban skill category	1
Contacts	1

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	58
Thief	26	Healer	63
Rogue	25	Mystic	71
Warrior Monk	30	Sorcerer	72
Layman	30	Ranger	30
Magician	72	Paladin	28
Illusionist	72	Monk	36
Cleric	50	Dabbler	34
Animist	50	Bard	34
Mentalist	58	Magent	32
Arcanist	75	Chaotic	35
Wizard	75	Magehunter	30
Channeling Alchemist ..	50	Mentalism Alchemist	57
Essence Alchemist	65		



3.12 ENGINEER (L)

Great castles require great architects, while enchanted castles require enchanted architects. The Engineer not only knows how to design, build, and organize a construction project, but also how to enchant it. In worlds where the magic flies fast and furious, no home is truly sound unless it is built by an experienced Engineer.

Time to Acquire: 85 months

Starting money: normal + d10 (open-ended)

Special:

Favor from a noble	30
Drafting Tools (+15 to Engineering non-magic) ..	25
Book (+15 to Architecture)	20
Favor from a wealthy person	15
Wealthy contact	15
Heraldic sign	10
Draft of an important structure	0

Category or Skill	# of ranks
Lore • Technical skill category	1
Stone Lore	1
Metal Lore	1
Technical/Trade • Profession skill category	n/a
Architecture	2
Engineering	2
Labor Organization	2
Spell • Own Realm TP skill category	n/a
Structure Warding *	3
Perimeter Warding *	3

*: These spell lists may be classified as *Normal* instead of *Restricted*.

Stat Gains: none

COST BY PROFESSION

Fighter	38	Lay Healer	31
Thief	38	Healer	31
Rogue	38	Mystic	31
Warrior Monk	38	Sorcerer	31
Layman	38	Ranger	34
Magician	31	Paladin	34
Illusionist	31	Monk	34
Cleric	31	Dabbler	34
Animist	31	Bard	34
Mentalist	31	Magent	34
Arcanist	31	Chaotic	34
Wizard	31	Magehunter	34
Channeling Alchemist ..	31	Mentalism Alchemist	31
Essence Alchemist	31		

3.13 EXECUTIONER (V)

Even the most benevolent of rulers find that they must sometimes punish criminals, spies, or enemies with painful death. The Executioner is trained to do so with great efficiency. Executioners are trained in the art of torture and interrogation as well. In lands with public beheadings or hangings, the Executioner is often expected to make a grand display of torturing the prisoner for as long as possible. An Executioner with a brutal reputation can be a deterrent to criminals and spies by mere rumor alone.

Time to Acquire: 28 months

Starting money: normal

Special:

Battle axe (+10 non-magic)	30
Two-handed sword (+10 non-magic)	30
Torturing tools (+10 non-magic)	30
Favor from Local Ruler	0

Category or Skill	# of ranks
Athletic • Brawn skill category	3
Power-striking	3
Crafts skill category	n/a
Rope Mastery	2
Influence skill category	3
Interrogation	3
Weapon • 2-Handed skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	34
Thief	26	Healer	36
Rogue	23	Mystic	36
Warrior Monk	25	Sorcerer	38
Layman	26	Ranger	26
Magician	36	Paladin	23
Illusionist	38	Monk	27
Cleric	32	Dabbler	26
Animist	30	Bard	26
Mentalist	32	Magent	24
Arcanist	38	Chaotic	27
Wizard	38	Magehunter	26
Channeling Alchemist ..	28	Mentalism Alchemist ..	27
Essence Alchemist	27		



3.14 GRAVE ROBBER (V)

Not everyone seeking the lost are as altruistic, or informed, as the Archaeologist. Many people are aware of jewelry being buried with a loved one, but the Grave Robber capitalizes on this information. A Grave Robber may seek out ancient grave sites, or even ruins, for their chance at quick and easy money. Of course, most people frown on such activities, and sometimes the dead themselves will rise up to protect their treasure, so though the money maybe quick, it isn't always easy.

Time to Acquire: 45 months

Starting Money: normal

Special:

Stolen jewelry (worth 10d10 sp)	30
Stolen jewelry (worth 8d10 sp)	40
Map of region (with notes on ancient battles and tombs)	50
Disarm Trap kit (+10 non-magic)	30
Reliable fencing contacts	40
Lockpick kit (+5 non-magic)	30
Disarm Trap kit (+5 non-magic)	0

Category or Skill	# of ranks
Athletic • Gymnastic skill category	2
choice of up to two skills	2 (total)
Awareness • Searching skill category	2
Locate Hidden	2
Detect Trap	2
Lore • General skill category	1
Culture Lore	1
History	1
Lore • Magical skill category	1
Artifact Lore	1
Subterfuge • Mechanics skill category	2
choice of up to two skills	2 (total)
Technical/Trade • General skill category	1
Mapping	1

Stat Gains: none

COST BY PROFESSION

Fighter	28	Lay Healer	34
Thief	21	Healer	34
Rogue	22	Mystic	32
Warrior Monk	27	Sorcerer	33
Layman	26	Ranger	27
Magician	33	Paladin	32
Illusionist	34	Monk	26
Cleric	32	Dabbler	24
Animist	31	Bard	26
Mentalist	33	Magent	23
Arcanist	31	Chaotic	29
Wizard	31	Magehunter	27
Channeling Alchemist ..	35	Mentalism Alchemist	33
Essence Alchemist	36		

Sections 3.
3.14

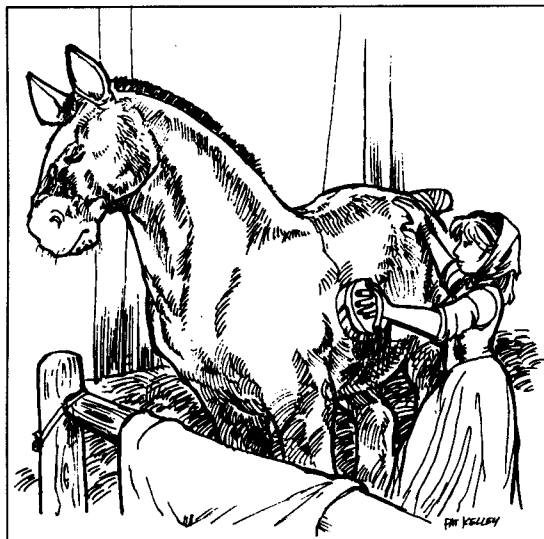
Executioner
(V)

Grave Rob
(V)

ROLEMASTER
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Sections
3.15, 3.16
Groom (V)
Inventor (V)



3.15 GROOM (V)

A Groom maintains and oversees a stable. A Groom may care solely for the lord's horses or he may watch over any manner of creature for his lord, including pigeons, falcons, bees, and fantasy creatures. Grooms may garner friendship and respect from knights and nobility, as they maintain the horses that makes knights so devastating.

Time to Acquire: 44 months

Starting money: normal

Special:

Horse, Heavy (+5 to Riding, and Mounted Combat maneuvers)	20
Saddle (+10 non-magic)	30
Favor from a noble	30
Horse, medium	30
Falcon	20
Horse, light	0

Category or Skill	# of ranks
Crafts skill category	n/a
Rope Mastery	2
Lore • General skill category	2
Fauna Lore	2
Region Lore	2
Outdoor • Animal skill category	2
Animal Handling (choice of animal)	2
Animal Training (choice of animal)	2
Riding	2

Stat Gains: none

COST BY PROFESSION

Fighter	16	Lay Healer	23
Thief	20	Healer	23
Rogue	16	Mystic	23
Warrior Monk	20	Sorcerer	23
Layman	20	Ranger	16
Magician	23	Paladin	20
Illusionist	23	Monk	20
Cleric	23	Dabbler	20
Animist	16	Bard	20
Mentalist	23	Magent	20
Arcanist	23	Chaotic	20
Wizard	23	Magehunter	20
Channeling Alchemist	23	Mentalism Alchemist	23
Essence Alchemist	23		

3.16 INVENTOR (V)

New machines, siege engines, and mills do not just evolve, they are created. Inventors are considered unusual because they concentrate on mechanical and scientific problems to the exclusion of everyday affairs. Inventors are generally gifted in several crafts and arts.

Time to Acquire: 45 months

Starting Money: normal

Special:

Mechanical item (+10 non-magic bonus)	50
Mechanical item (+5 non-magic bonus)	50
Draft for a new invention	40
Patron	20
Fine crafting tools (+15 to specific craft)	40
Good crafting tools (+10 to specific craft)	30
Crafting tools (+5 to specific craft)	0

Category or Skill	# of ranks
Artistic • Passive skill category	2
choice of up to two skills	2 (total)
Craft skill category	n/a
choice of up to two skills	3 (total)
Lore • Technical skill category	2
choice of up to two skills	2 (total)
Science/Analytic • Basic skill category	2
choice of up to two skills	2
Technical/Trade • General skill category	2
choice of up to two skills	2
Technical/Trade • Vocational skill category	n/a
Gimmickry	2

Stat Gains: none

COST BY PROFESSION

Fighter	29	Lay Healer	28
Thief	29	Healer	28
Rogue	29	Mystic	28
Warrior Monk	29	Sorcerer	28
Layman	28	Ranger	28
Magician	28	Paladin	28
Illusionist	28	Monk	28
Cleric	28	Dabbler	28
Animist	28	Bard	28
Mentalist	28	Magent	28
Arcanist	28	Chaotic	28
Wizard	28	Magehunter	28
Channeling Alchemist	28	Mentalism Alchemist	28
Essence Alchemist	28		

3.17 JESTER (V)

Great rulers need great advice, but they also need to laugh. A Jester is a source of entertainment, advice, and diplomatic face-saving. The fool is sometimes abused, but most often they are well rewarded in food, clothing, and position. Even so, a lord or lady can always vent their ire or frustration on the affable fool instead of lashing out at powerful vassals.

Time to Acquire: 52 months

Starting money: normal

Special:

Noble contact	30
Favor from a noble	30
Musical instrument (+10 non-magic)	30
Juggling balls (+10 non-magic)	30
Stilts (+10 non-magic)	30
Fine clothing, outrageous in design	0

Category or Skill # of ranks

Artistic • Active skill category	3
Acting	2
choice of up to three skills	3
Athletic • Gymnastics skill category	2
Juggling	2
Stilt-walking	2
Tumbling	2
Influence skill category	3
Diplomacy	1
Duping	3
Public Speaking	1

Stat Gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	29
Thief	24	Healer	29
Rogue	24	Mystic	24
Warrior Monk	24	Sorcerer	29
Layman	26	Ranger	29
Magician	29	Paladin	26
Illusionist	26	Monk	24
Cleric	29	Dabbler	26
Animist	29	Bard	20
Mentalist	29	Magent	29
Arcanist	29	Chaotic	26
Wizard	29	Magehunter	24
Channeling Alchemist ..	36	Mentalism Alchemist	29
Essence Alchemist	36		

3.18 LABORER (V)

Whenever raw manual labor is done, the people in charge rarely do it themselves. The nearby villages and towns were full of folks willing to work hard for a relatively small amount of money. Unskilled labor is often needed in and or around a castle (especially during construction of the structure).

Time to Acquire: 14 months

Starting money: normal

Special:

Tools (+5 non-magic to crafts skill)	30
Tools (appropriate to a crafts skill)	50
Friends with local bartender	40
Owed a favor from local noble	20
Enemies with local noble	20
Part of a work gang (3d10 workers)	0

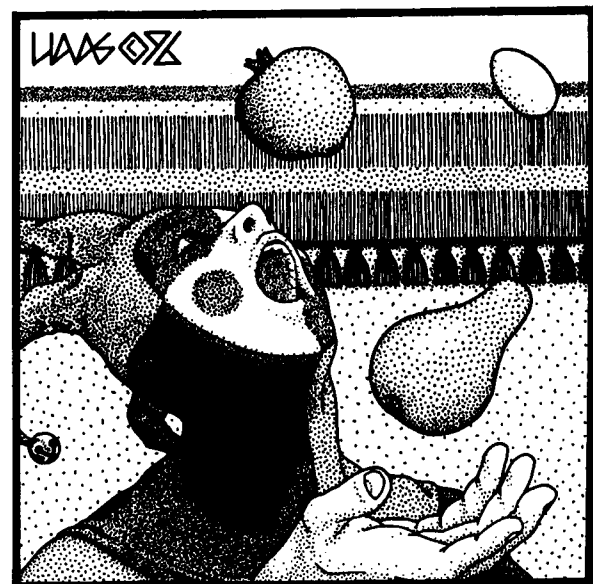
Category or Skill # of ranks

Athletic • Brawn skill category	2
Body Development skill category	n/a
Body Development	2
Crafts skill category	n/a
choice of one skill	1
Technical/Trade • General skill category	1

Stat Gains: none

COST BY PROFESSION

Fighter	12	Lay Healer	26
Thief	16	Healer	16
Rogue	13	Mystic	28
Warrior Monk	14	Sorcerer	28
Layman	16	Ranger	16
Magician	28	Paladin	16
Illusionist	28	Monk	18
Cleric	24	Dabbler	26
Animist	21	Bard	19
Mentalist	24	Magent	18
Arcanist	29	Chaotic	16
Wizard	29	Magehunter	18
Channeling Alchemist ..	22	Mentalism Alchemist	24
Essence Alchemist	26		



Sections

3.17, 3.18

Jester (V)

Laborer (V)

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ANNUAL

21

3.19 MAGIC CRAFTER (L)

Some simple craftsmen are not as simple as they seem. Some of the most impressive and sturdy crafts are made with a little magical assistance. Magic Crafters can be of any realm, and they gain access to the training package spell lists to help in their trade.

Time to Acquire: 72 months

Starting Money: normal + d10 (open-ended)

Special:

Spell adder (+1)	30
Daily I Item	30
Exceptional crafted work (10d10 sp)	50
Exceptional crafted work (8d10 sp)	50
Exceptional crafted work (6d10 sp)	50
Exceptional crafted work (4d10 sp)	50
Fine crafting tools (+15 to specific craft)	40
Good crafting tools (+10 to specific craft)	50
Crafting tools (+5 to specific craft)	0

Category or Skill	# of ranks
Craft skill category	n/a
choice of up to three crafts	3 (total)
Power Awareness skill category	1
Attunement	1
Spells • Own Realm, Open List skill category	n/a
choice of training package list	3 (total)
Technical/Trade • General skill category	2
choice of up to two skills	2 (total)
Technical/Trade • Vocational skill category	n/a
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	34	Lay Healer	27
Thief	33	Healer	27
Rogue	34	Mystic	27
Warrior Monk	34	Sorcerer	27
Layman	32	Ranger	31
Magician	26	Paladin	31
Illusionist	26	Monk	30
Cleric	27	Dabbler	29
Animist	27	Bard	30
Mentalist	27	Magent	26
Arcanist	26	Chaotic	29
Wizard	26	Magehunter	28
Channeling Alchemist ..	27	Mentalism Alchemist ..	27
Essence Alchemist	34		



3.20 POLITICAL (L)

A pure social climber, the Political is totally amoral in his pursuit of power and prestige. The Political is kind only when it suits his needs. The Political's theory is: "It is better to be feared than to be loved." To this end he is ruthless and conniving, but he always tries to maintain a calculated dignified appearance.

Time to Acquire: 22 months

Starting money: normal

Special:

Know a secret about local noble	50
Know a secret about local noble	40
Noble contact	30
Underworld contacts	25
Assassin contacts	20
Favor from a noble	15
Know a secret about local lord	15
Rival (equal or higher level)	0

Category or Skill	# of ranks
Artistic • Active skill category	2
Acting	2
Communication skill category	4
Choice of up to 3 skills	4 (total)
Influence skill category	2
Interogation	2
Propoganda	2
Lore • General skill category	2
Heraldry	2
Subterfuge • Stealth skill category	2
Choice of Stalking or Hiding	2 (total)
Trickery	1
Urban skill category	2
Weapon skill category (choice)	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	32	Lay Healer	38
Thief	30	Healer	39
Rogue	30	Mystic	26
Warrior Monk	34	Sorcerer	39
Layman	30	Ranger	32
Magician	38	Paladin	37
Illusionist	30	Monk	34
Cleric	37	Dabbler	28
Animist	34	Bard	24
Mentalist	37	Magent	23
Arcanist	38	Chaotic	34
Wizard	38	Magehunter	33
Channeling Alchemist ..	37	Mentalism Alchemist ..	36
Essence Alchemist	36		

3.21 PROPHET (L)

A deity does not always go through standard channels in order to make his will known. When a deity chooses a spokesman from outside of the church it is generally because the church no longer listens to their deity as they should. People tend to scoff at prophets, thinking them mad. Clergy tend to frown on such unorthodox approaches to religion and may even persecute a prophet for heresy. A prophet finds little relief until his message gains acceptance or is proven true. For this reason, a deity only chooses followers of great faith and virtue for such a calling.

Time to Acquire: 98 months

Starting money: normal

Special:

Animal friend appropriate to deity	40
Relic of the faith (+20 to Influence skills, believers of the religion only)	30
Low level clergy contacts	30
Religious rival (higher level)	20
Significant mark (odd coloration of eyes, or hair, birth mark, etc)	10
Holy symbol (+5 influence to believers)	0

Category or Skill	# of ranks
Awareness • Searching skill category	1
Lie Perception	1
Awareness • Senses skill category	1
Reality Awareness	1
Influence skill category	2
Public Speaking	2
Lore • General skill category	2
Religion	2
Outdoor • Environment skill category	1
Foraging	1
Survival	1
Power Awareness skill category	3
Divination	3
Spells Own Realm • TP skill category	n/a
Detection Mastery (Open Channeling)	3

Stat Gains: none

COST BY PROFESSION

Fighter	42	Lay Healer	29
Thief	37	Healer	29
Rogue	39	Mystic	27
Warrior Monk	42	Sorcerer	29
Layman	34	Ranger	33
Magician	27	Paladin	36
Illusionist	27	Monk	31
Cleric	28	Dabbler	30
Animist	26	Bard	30
Mentalist	29	Magent	29
Arcanist	26	Chaotic	29
Wizard	26	Magehunter	26
Channeling Alchemist ..	28	Mentalism Alchemist	29
Essence Alchemist	27		



3.22 ROMANTIC (L)

The art of seduction is a way of life to some individuals. A sweet phrase here, a gallant flourish there, the Romantic always makes the most of every situation. A Romantic may be overly competitive, overly optimistic, or just overly happy. In any event, the Romantic seeks to be the center of attention, especially with the opposite sex.

Time to Acquire: 74 months

Starting Money: normal

Special:

Exceptional quality clothing	50
Jewelry (gift, worth 10d10 sp)	50
Rival (equal or higher level)	30
Hunted by jilted lover	30
Special token from lost/past love	0

Category or Skill	# of ranks
Artistic • Active skill category	4
choice of up to three skills	4 (total)
Influence skill category	3
Seduction	3
Urban skill category	2
Contacting	2

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	24
Thief	20	Healer	24
Rogue	20	Mystic	16
Warrior Monk	24	Sorcerer	24
Layman	22	Ranger	24
Magician	24	Paladin	23
Illusionist	20	Monk	24
Cleric	24	Dabbler	20
Animist	25	Bard	16
Mentalist	24	Magent	18
Arcanist	25	Chaotic	24
Wizard	25	Magehunter	22
Channeling Alchemist ..	24	Mentalism Alchemist	24
Essence Alchemist	24		

Sections
3.21, 3.22
Prophet (L)
Romantic (L)

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3.23 SERVITOR (V)

Servitors are lower class nobles or higher class commoners who serve in a lord's castle. A servitor could be anything from a page to a lady-in-waiting. Servitors receive very little compensation for their duties, but they gain great respect out of their close familiarity with the ruling class. In many ways the job of the Servitor can be boiled down to being paid to provide companionship. For this reason they are especially adept at being sociable and agreeable, because they have few other skills.

Time to Acquire: 41 months

Starting Money: normal

Special:

Exceptional set of clothes	40
Favor from an important person	40
Favor from an important person	30
Knows secret about a noble	20
Noble contact	0

Category or Skill # of ranks

Artistic • Active skill category	2
choice of one skill	2
Crafts skill category	n/a
Scribing	1
Service	2
choice of up to two other skills	2 (total)
Influence skill category	2
choice of one skill	2
Lore • General skill category	3
choice of up to two skills	3 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	25
Thief	25	Healer	25
Rogue	25	Mystic	22
Warrior Monk	25	Sorcerer	25
Layman	25	Ranger	25
Magician	25	Paladin	23
Illusionist	23	Monk	25
Cleric	25	Dabbler	25
Animist	25	Bard	22
Mentalist	25	Magent	23
Arcanist	25	Chaotic	25
Wizard	25	Magehunter	25
Channeling Alchemist ..	25	Mentalism Alchemist	25
Essence Alchemist	25		

3.24 SIEGE ENGINEER (V)

The Siege Engineer specializes in the destruction and reduction of castle defenses. Siege Engineers can organize military operations relating to sapping castle walls, building siege engines, and employing siege engines.

Time to Acquire: 29 months

Starting Money: normal

Special:

Book (+10 to Siege Engineering)	50
Book (+10 to Mechanition)	40
Draft of superior siege engine	40
Mercenary contacts	20
Tool kit (+10 non-magic)	0

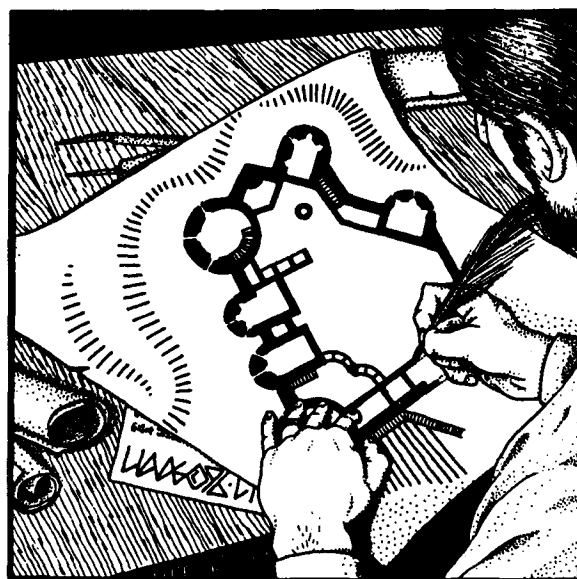
Category or Skill # of ranks

Communication skill category	1
Signaling	1
Technical/Trade • Professional skill category	n/a
Mechanition	1
Military Organization	1
Mining	1
Technical/Trade • Vocational skill category	n/a
Siege Engineering	3
Weapon • Missile Artillery skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	29
Thief	24	Healer	32
Rogue	26	Mystic	32
Warrior Monk	27	Sorcerer	32
Layman	25	Ranger	26
Magician	32	Paladin	24
Illusionist	32	Monk	28
Cleric	29	Dabbler	25
Animist	29	Bard	24
Mentalist	29	Magent	24
Arcanist	32	Chaotic	27
Wizard	32	Magehunter	26
Channeling Alchemist ..	29	Mentalism Alchemist	27
Essence Alchemist	26		





3.25 TROUBADOUR (L)

The Troubadour is a wandering minstrel who brings tales of wonder, gossip, and news to otherwise isolated towns, farmsteads, and castles. The Troubadour can expect good food and shelter if he tells a good tale even in the humblest of homes. A Troubadour is more than just a performer. The Troubadour is a professional traveller, entertainer, and gossip. The Troubadour lives his life in search of excitement, adventure, and a warm crowd to whom he can relate his tales.

Time to Acquire: 132 months

Starting Money: normal

Special:

Musical instrument (+10 non-magic)	50
Weather-resistant clothing	50
Noble contact	40
Riding beast	0

Category or Skill	# of ranks
Artistic • Active skill category	3
Play Instrument	2
choice of up to two skills	3 (total)
Communications skill category	6
choice of up to three skills	6 (total)
Influence skill category	2
choice of up to two skills	2 (total)
Lore • General skill category	2
Region Lore	2
Outdoor • Animal skill category	1
Riding	1
Outdoor • Environmental skill category	1
Weather Watching	1

Stat Gains: none

COST BY PROFESSION

Fighter	33	Lay Healer	31
Thief	34	Healer	31
Rogue	33	Mystic	24
Warrior Monk	34	Sorcerer	31
Layman	30	Ranger	32
Magician	31	Paladin	32
Illusionist	25	Monk	34
Cleric	31	Dabbler	30
Animist	29	Bard	22
Mentalist	31	Magent	25
Arcanist	31	Chaotic	34
Wizard	31	Magehunter	33
Channeling Alchemist ..	31	Mentalism Alchemist	31
Essence Alchemist	31		

3.26 VIZIER (L)

Viziers serve royal patrons as advisors on affairs of state and magic. A Vizier divines the future, investigates magical affairs, and generally advises his lord in affairs of state. In return, a Vizier expects good pay, status, and the luxury of private research. Viziers often find it difficult not to abuse their dual status as magician and advisor. Of course, as long as the lord is satisfied, who will speak against them?

Time to Acquire: 113 months

Starting money: normal + d10 (open-ended)

Special:

Noble patron	30
Royal patron	20
Favor from royalty	30
Favor from a noble	30
Augmented heraldic sign	20
Favor from an important person	30
Favor from an important person	30
Finely crafted object (gift)	0

Category or Skill	# of ranks
Awareness • Searching skill category	2
Lie Perception	2
Influence skill category	2
Diplomacy	2
Lore • General skill category	2
History	2
Power Awareness skill category	2
Attunement	1
Divination	2
Spell • Own Realm TP skill category	n/a
Delving spell list*	3
Technical/Trade • Vocational skill category	n/a
Administration	1

* May be developed as a Training Package spell list.

Stat Gains: none

COST BY PROFESSION

Fighter	39	Lay Healer	27
Thief	34	Healer	27
Rogue	36	Mystic	25
Warrior Monk	39	Sorcerer	27
Layman	33	Ranger	31
Magician	26	Paladin	33
Illusionist	26	Monk	30
Cleric	26	Dabbler	28
Animist	25	Bard	28
Mentalist	27	Magent	27
Arcanist	25	Chaotic	28
Wizard	25	Magehunter	26
Channeling Alchemist ..	26	Mentalism Alchemist	27
Essence Alchemist	26		

Sections

3.25, 3.26

Troubadour (L)

Vizier (L)

ROLEMASTER
ANNUAL

25

[illegible]

Character Record Sheet T-6.1

Character Name:

ELF, HIGH

Experience Points

Level:

Player:

Campaign (GM):

Race: **HIGH ELF**

Profession:

Realm:

Armor Type:

MMP:

Weight Penalty:

Missile Penalty:

Quickness Penalty:

Quickness Bonus:

Adrenal Defense:

Shield Bonus:

Magic (Spells, Items, etc.):

Total DB:

STAT

Temp

Pot

Basic
Bonus

Racial
Bonus

Special
Bonus

Stat
Bonus

Agility

Constitution

Memory

Reasoning

Self Discipline

Empathy

Intuition

Presence

Quickness

Strength

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RESISTANCE ROLLS:

Base

Channeling (3 x In): -5

Essence (3 x Em): -5

Mentalism (3 x Pr): -5

Chan/Ess (In + Em): -10

Chan/Ment (In + Pr): -10

Ess/Ment (Em + Pr): -10

Arcane (Em + In + Pr): -15

Poison/Disease (3 x Co): +10/+100

Fear (3 x SD): +0

RACE/STAT FIXED INFO:

Soul Departure: 1 rounds

Recovery Multiplier: x 3

Body Development Progression:

0 • 7 • 3 • 2 • 1

PP Development Progression:

Recover: ___ hits/hour resting

___ hits/sleep cycle

___ PPs/hour resting

___ PPs/sleep cycle

ROLE TRAITS:

Appearance: ___

Sex: ___ Skin: ___

Apparent Age: ___ Actual Age: ___

Height: ___ Weight: ___

Hair: ___ Eyes: ___

Personality: ___

Motivations: ___</

[illegible]

[illegible]

Character Record Sheet T-6.1

Character Name:

HALF-ELF

Experience Points

Level:

Player: _____

Campaign (GM): _____

Race: <u>HALF-ELF</u> Profession: _____ Realm: _____ Armor Type: _____ MMP: _____ Weight Penalty: _____ Missile Penalty: _____ Quickness Penalty: _____ Quickness Bonus: _____ Adrenal Defense: _____ Shield Bonus: _____ Magic (Spells, Items, etc.): _____ Total DB: _____ RESISTANCE ROLLS: Base Channeling (3 x In): <u>-5</u> Essence (3 x Em): <u>-5</u> Mentalism (3 x Pr): <u>-5</u> Chan/Ess (In + Em): <u>-10</u> Chan/Ment (In + Pr): <u>-10</u> Ess/Ment (Em + Pr): <u>-10</u> Arcane (Em + In + Pr): <u>-15</u> Poison/Disease (3 x Co): <u>+0/+50</u> Fear (3 x SD): <u>+0</u> RACE/STAT FIXED INFO: Soul Departure: <u>6</u> rounds Recovery Multiplier: x <u>1.5</u> Body Development Progression: <u>0 • 7 • 5 • 3 • 1</u> PP Development Progression: _____ Recover: ____ hits/hour resting ____ hits/sleep cycle ____ PPs/hour resting ____ PPs/sleep cycle ROLE TRAITS: Appearance: ____ Sex: ____ Skin: ____ Apparent Age: ____ Actual Age: ____ Height: ____ Weight: ____ Hair: ____ Eyes: ____ Personality: _____ _____ Motivations: _____ _____ Alignment: _____ TRAINING PACKAGES: <table style="width: 100%;"> <tr> <th>Cost</th> <th>Package</th> <th>Time</th> </tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </table>	Cost	Package	Time																															<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%;">STAT</th> <th style="width: 10%;">Temp</th> <th style="width: 10%;">Pot</th> <th style="width: 10%;">Basic Bonus</th> <th style="width: 10%;">Racial Bonus</th> <th style="width: 10%;">Special Bonus</th> <th style="width: 10%;">Stat Bonus</th> <th style="width: 15%;"></th> </tr> <tr> <td>Agility</td> <td>_____</td> <td>_____</td> <td>_____</td> <td><u>+2</u></td> <td>_____</td> <td> </td> <td rowspan="5" style="border: 2px solid black; width: 50px; height: 50px;"></td> </tr> <tr> <td>Constitution</td> <td>_____</td> <td>_____</td> <td>_____</td> <td><u>+2</u></td> <td>_____</td> <td> </td> </tr> <tr> <td>Memory</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td> </td> </tr> <tr> <td>Reasoning</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td> </td> </tr> <tr> <td>Self Discipline</td> <td>_____</td> <td>_____</td> <td>_____</td> <td><u>-3</u></td> <td>_____</td> <td> </td> </tr> <tr> <td>Empathy</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td> </td> <td rowspan="5" style="border: 2px solid black; width: 50px; height: 50px; background: repeating-linear-gradient(45deg, transparent, transparent 2px, black 2px, black 4px);"></td> </tr> <tr> <td>Intuition</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td> </td> </tr> <tr> <td>Presence</td> <td>_____</td> <td>_____</td> <td>_____</td> <td><u>+4</u></td> <td>_____</td> <td> </td> </tr> <tr> <td>Quickness</td> <td>_____</td> <td>_____</td> <td>_____</td> <td><u>+4</u></td> <td>_____</td> <td> </td> </tr> <tr> <td>Strength</td> <td>_____</td> <td>_____</td> <td>_____</td> <td><u>+2</u></td> <td>_____</td> <td> </td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="6">COMMONLY USED SKILLS</th> </tr> <tr> <th style="width: 20%;">Skill</th> <th style="width: 10%;">Ranks</th> <th style="width: 10%;">Bonus</th> <th style="width: 20%;">Skill</th> <th style="width: 10%;">Ranks</th> <th style="width: 10%;">Bonus</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="8">COMMONLY USED ATTACKS</th> </tr> <tr> <th style="width: 20%;">Attack/Weapon</th> <th style="width: 10%;">Ranks</th> <th style="width: 10%;">Bonus</th> <th style="width: 10%;">F</th> <th style="width: 10%;">Str</th> <th style="width: 10%;">B#</th> <th colspan="2" style="width: 20%;">Ranges</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="4">COMMONLY USED EQUIPMENT</th> </tr> <tr> <th style="width: 20%;">Item</th> <th style="width: 10%;">Location</th> <th style="width: 10%;">Weight</th> <th style="width: 60%;">Description</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr></table>	STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus		Agility	_____	_____	_____	<u>+2</u>	_____			Constitution	_____	_____	_____	<u>+2</u>	_____		Memory	_____	_____	_____	_____	_____		Reasoning	_____	_____	_____	_____	_____		Self Discipline	_____	_____	_____	<u>-3</u>	_____		Empathy	_____	_____	_____	_____	_____			Intuition	_____	_____	_____	_____	_____		Presence	_____	_____	_____	<u>+4</u>	_____		Quickness	_____	_____	_____	<u>+4</u>	_____		Strength	_____	_____	_____	<u>+2</u>	_____		COMMONLY USED SKILLS						Skill	Ranks	Bonus	Skill	Ranks	Bonus																																																																																																																									COMMONLY USED ATTACKS								Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges																																																																																																																																																		COMMONLY USED EQUIPMENT				Item	Location	Weight	Description															
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Armor Type: _____ MMP: _____ Weight Penalty: _____ Missile Penalty: _____		Empathy _____ _____ _____ -2 _____ _____ Intuition _____ _____ _____ _____ _____ _____ Presence _____ _____ _____ -6 _____ _____ Quickness _____ _____ _____ +4 _____ _____ Strength _____ _____ _____ -8 _____ _____																																																																																																																																																													
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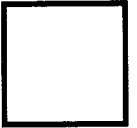
Player: _____

Campaign (GM): _____

Level:

Total DB: _____

STAT	Temp	Pot	Bonus	Bonus	Bonus	Bonus
Agility	_____	_____	_____	+6	_____	
Constitution	_____	_____	_____	+5	_____	
Memory	_____	_____	_____	_____	_____	
Reasoning	_____	_____	_____	_____	_____	
Self Discipline	_____	_____	_____	-4	_____	
Empathy	_____	_____	_____	+1	_____	
Intuition	_____	_____	_____	_____	_____	
Presence	_____	_____	_____	-6	_____	
Quickness	_____	_____	_____	+4	_____	
Strength	_____	_____	_____	-8	_____	



RESISTANCE ROLLS:	Base
Channeling (3 x In): _____	+0
Essence (3 x Em): _____	+50
Mentalism (3 x Pr): _____	+40
Chan/Ess (In + Em): _____	+50
Chan/Ment (In + Pr): _____	+40
Ess/Ment (Em + Pr): _____	+90
Arcane (Em + In + Pr): _____	+90
Poison/Disease (3 x Co): _____	+30/+15
Fear (3 x SD): _____	+0

— PPs/sleep cycle

Alignment: _____

[illegible][illegible][illegible][illegible]

Power Points:

Character Record Sheet T-6.1

HOBGOBLIN

Experience Points

Level:

Character Name:

Player:

Campaign (GM):

Race: HOBGOBLIN

Profession:

Realm:

Armor Type:

MMP:

Weight Penalty:

Missile Penalty:

Quickness Penalty:

Quickness Bonus:

Adrenal Defense:

Shield Bonus:

Magic (Spells, Items, etc.):

Total DB:

STAT

Temp

Pot

Basic Bonus

Racial Bonus

Special Bonus

Stat Bonus

Agility

Constitution

Memory

Reasoning

Self Discipline

Empathy

Intuition

Presence

Quickness

Strength

-2

+6

-2

-2

-2

-2

-2

-2

-2

+4

RESISTANCE ROLLS:

Base

Channeling (3 x In): +0

Essence (3 x Em): +0

Mentalism (3 x Pr): +0

Chan/Ess (In + Em): +0

Chan/Ment (In + Pr): +0

Ess/Ment (Em + Pr): +0

Arcane (Em + In + Pr): +0

Poison/Disease (3 x Co): +5

Fear (3 x SD): +0

RACE/STAT FIXED INFO:

Soul Departure: 6 rounds

Recovery Multiplier: x 0.5

Body Development Progression:

0.7.3.2.1

PP Development Progression:

Recover: hits/hour resting

hits/sleep cycle

PPs/hour resting

PPs/sleep cycle

ROLE TRAITS:

Appearance:

Sex: Skin:

Apparent Age: Actual Age:

Height: Weight:

Hair: Eyes:

Personality:

Motivations:

Alignment:

COMMONLY USED SKILLS

Skill

Ranks

Bonus

Skill

Ranks

Bonus

COMMONLY USED ATTACKS

Attack/Weapon

Ranks

Bonus

F

Str

B#

Ranges

COMMONLY USED EQUIPMENT

Item

Location

Weight

Description

TRAINING PACKAGES:

Cost

Package

Time

Hits:

Exhaustion Points:

Power Points:

Character Record Sheet T-6.1

ORC, COMMON

Character Name: _____

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____ COMMON ORC

Profession: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

STAT

Temp

Pot

Basic

Racial

Special

Stat

Agility

Constitution

Memory

Reasoning

Self Discipline

Empathy

Intuition

Presence

Quickness

Strength

+2

-4

-2

-4

-2

+2



RESISTANCE ROLLS:

Base

Channeling (3 x In): _____ +0

Essence (3 x Em): _____ +0

Mentalism (3 x Pr): _____ +0

Chan/Ess (In + Em): _____ +0

Chan/Ment (In + Pr): _____ +0

Ess/Ment (Em + Pr): _____ +0

Arcane (Em + In + Pr): _____ +0

Poison/Disease (3 x Co): _____ +0/+5

Fear (3 x SD): _____ +0

RACE/STAT FIXED INFO:

Soul Departure: 1 roundsRecovery Multiplier: x 0.5

Body Development Progression:

0 • 6 • 3 • 2 • 1

PP Development Progression:

Recover: _____ hits/hour resting

_____ hits/sleep cycle

_____ PPs/hour resting

_____ PPs/sleep cycle

ROLE TRAITS:

Appearance: _____

Sex: _____

Skin: _____

Apparent Age: _____

Actual Age: _____

Height: _____

Weight: _____

Hair: _____

Eyes: _____

Personality: _____

Motivations: _____

Alignment: _____

TRAINING PACKAGES:

Cost

Package

Time

COMMONLY USED SKILLS

Skill

Ranks Bonus

Skill

Ranks Bonus

COMMONLY USED ATTACKS

Attack/Weapon

Ranks Bonus

F

Str

B#

Ranges

COMMONLY USED EQUIPMENT

Item

Location

Weight

Description

Exhaustion Points:

Power Points:

Hits:

Character Record Sheet T-6.1				Character Name: _____																																																																																																				
ORC, GREATER / VARD																																																																																																								
Experience Points: _____		Level: _____		Player: _____																																																																																																				
				Campaign (GM): _____																																																																																																				
Race: <u>GREATER ORC</u> Profession: _____ Realm: _____		STAT Temp Pot Basic Bonus Racial Bonus Special Bonus Stat Bonus Agility _____ _____ _____ _____ _____ _____ Constitution _____ _____ _____ +4 _____ _____ Memory _____ _____ _____ -2 _____ _____ Reasoning _____ _____ _____ -2 _____ _____ Self Discipline _____ _____ _____ -2 _____ _____		 																																																																																																				
Armor Type: _____ MMP: _____ Weight Penalty: _____ Missile Penalty: _____		Empathy _____ _____ _____ -2 _____ _____ Intuition _____ _____ _____ -2 _____ _____ Presence _____ _____ _____ -2 _____ _____ Quickness _____ _____ _____ _____ _____ _____ Strength _____ _____ _____ +4 _____ _____																																																																																																						
Quickness Penalty: _____ Quickness Bonus: _____ Adrenal Defense: _____ Shield Bonus: _____ Magic (Spells, Items, etc.): _____ Total DB: _____		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: left;">RESISTANCE ROLLS:</th> <th style="text-align: right;">Base</th> <th colspan="4" style="text-align: center;">COMMONLY USED SKILLS</th> </tr> <tr> <th></th> <th></th> <th></th> <th>Skill</th> <th>Ranks</th> <th>Bonus</th> <th>Skill</th> <th>Ranks</th> <th>Bonus</th> </tr> </thead> <tbody> <tr><td>Channeling (3 x In):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Essence (3 x Em):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Mentalism (3 x Pr):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Chan/Ess (In + Em):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Chan/Ment (In + Pr):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Ess/Ment (Em + Pr):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Arcane (Em + In + Pr):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Poison/Disease (3 x Co):</td><td></td><td style="text-align: right;">+5/+10</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Fear (3 x SD):</td><td></td><td style="text-align: right;">+0</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </tbody> </table>						RESISTANCE ROLLS:		Base	COMMONLY USED SKILLS							Skill	Ranks	Bonus	Skill	Ranks	Bonus	Channeling (3 x In):		+0							Essence (3 x Em):		+0							Mentalism (3 x Pr):		+0							Chan/Ess (In + Em):		+0							Chan/Ment (In + Pr):		+0							Ess/Ment (Em + Pr):		+0							Arcane (Em + In + Pr):		+0							Poison/Disease (3 x Co):		+5/+10							Fear (3 x SD):		+0						
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RACE/STAT FIXED INFO: Soul Departure: <u>1</u> rounds Recovery Multiplier: x <u>0.5</u> Body Development Progression: <u>0 • 7 • 3 • 2 • 1</u> PP Development Progression: _____ Recover: ___ hits/hour resting ___ hits/sleep cycle ___ PPs/hour resting ___ PPs/sleep cycle		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: left;">COMMONLY USED ATTACKS</th> <th colspan="4"></th> </tr> <tr> <th>Attack/Weapon</th> <th>Ranks</th> <th>Bonus</th> <th>F</th> <th>Str</th> <th>B#</th> <th>Ranges</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> </tbody> </table>						COMMONLY USED ATTACKS						Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____																												
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ROLE TRAITS: Appearance: _____ Sex: _____ Skin: _____ Apparent Age: _____ Actual Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____ Personality: _____ Motivations: _____ Alignment: _____		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="4" style="text-align: center;">COMMONLY USED EQUIPMENT</th> </tr> <tr> <th>Item</th> <th>Location</th> <th>Weight</th> <th>Description</th> </tr> </thead> <tbody> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td><td>_____</td><td>_____</td></tr> </tbody> </table>						COMMONLY USED EQUIPMENT				Item	Location	Weight	Description	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____																																																									
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Cost	Package	Time																																																																																																						
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Character Record Sheet T-6.1

Character Name: _____

ORC, GREY

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: **GREY ORC**
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	
Constitution	_____	_____	_____	+4	_____	
Memory	_____	_____	_____	+2	_____	
Reasoning	_____	_____	_____	_____	_____	
Self Discipline	_____	_____	_____	-1	_____	
Empathy	_____	_____	_____	+2	_____	
Intuition	_____	_____	_____	+2	_____	
Presence	_____	_____	_____	_____	_____	
Quickness	_____	_____	_____	_____	_____	
Strength	_____	_____	_____	+1	_____	

RESISTANCE ROLLS: Base
 Channeling (3 x In): +0
 Essence (3 x Em): +40
 Mentalism (3 x Pr): +40
 Chan/Ess (In + Em): +40
 Chan/Ment (In + Pr): +40
 Ess/Ment (Em + Pr): +80
 Arcane (Em + In + Pr): +80
 Poison/Disease (3 x Co): +20/+15
 Fear (3 x SD): +0

RACE/STAT FIXED INFO:
 Soul Departure: 1 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 3 • 2 • 1

PP Development Progression:

Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

ROLE TRAITS:

Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

Motivations: _____

Alignment: _____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

[illegible]

Cha. Alchemist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 11

Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

Rank Cost: 2/2/2

Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: 10

Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Rank Cost: 2/5

Category Progression: Standard
Skill Progression: Standard

Pr+Em+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Rank Cost: 2/5

Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

St+Co+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

Co+Ag+St
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Rank Cost: 6

Category Progression: Standard
Skill Progression: Standard

Ag+Qu+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Rank Cost: 6

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING

Rank Cost: 2/5

Category Progression: Standard
Skill Progression: Standard

In+Re+SD
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

Rank Cost: 3/7

Category Progression: Standard
Skill Progression: Standard

In+SD+In
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 10

Category Progression: na
Skill Progression: see Table T-1.1

Co+SD+Co
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Cha. Alchemist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Qu+SD
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 2/2/2
Category Progression: Standard
Skill Progression: Standard

Re+Me+Em
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Me+SD
Ranks: na

Profession Bonus: +15
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Ag+SD+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Pr+Em+In
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/4
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 6
Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Cha. Alchemist Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 6
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Em+Ag+Em
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 2/7
Category Progression: Standard
Skill Progression: Standard

SD+In+Me
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 4/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Em+In+Pr
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	E	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 4
Category Progression: na
Skill Progression: see Table T-1.1

Ranks: na

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Rank Cost: 1/4
Category Progression: Standard
Skill Progression: Standard

Re+Me+Re
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 6/14
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Re+Me+Re
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 5
Category Progression: Standard
Skill Progression: Standard

SD+Pr+SD
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	E	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

St+Ag+SD
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 40
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

none
Ranks: na

Profession Bonus: _____
Stat Bonus: na
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 15
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Cha. Alchemist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 3/7

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
In+Ag+Re Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage			Bonuses:				
Disarm Traps			Bonuses:				
Disguise			Bonuses:				
Counterfeiting			Bonuses:				
Forgery			Bonuses:				
Hiding Items			Bonuses:				
Picking Locks			Bonuses:				
Setting Traps			Bonuses:				
Trap Building			Bonuses:				
Use/Rem. Poison			Bonuses:				

SUBTERFUGE • STEALTH

Rank Cost: 7

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Ag+SD+In Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding			Bonuses:				
Picking Pockets			Bonuses:				
Stalking			Bonuses:				
Trickery			Bonuses:				

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Re+Me+SD Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging			Bonuses:				
First Aid			Bonuses:				
Gambling			Bonuses:				
Operating Equip.			Bonuses:				
Mapping			Bonuses:				
Orienteering			Bonuses:				
Sailing			Bonuses:				
Tactical Games			Bonuses:				
Use Prepared Herb			Bonuses:				

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Re+Me+In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Me+In+Re Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

URBAN

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
In+Pr+Re Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting			Bonuses:				
Mingling			Bonuses:				
Scrounging			Bonuses:				
Streetwise			Bonuses:				

OPEN CHANNELING LISTS

Rank Cost: 4/4/4

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Barrier Law			Bonuses:				
Concussion's Ways			Bonuses:				
Detection Mastery			Bonuses:				
Light's Way			Bonuses:				
Lofty Movements			Bonuses:				
Nature's Law			Bonuses:				
Purifications			Bonuses:				
Sound's Way			Bonuses:				
Spell Defense			Bonuses:				
Weather Ways			Bonuses:				

CLOSED CHANNELING LISTS

Rank Cost: 4/4/4

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blood Law			Bonuses:				
Bone Law			Bonuses:				
Calm Spirits			Bonuses:				
Creations			Bonuses:				
Locating Ways			Bonuses:				
Lore			Bonuses:				
Muscle Law			Bonuses:				
Nerve Law			Bonuses:				
Organ Law			Bonuses:				
Symbolic Ways			Bonuses:				

BASE LISTS

Rank Cost: 3/3/3

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

OTHER CHANNELING BASE LISTS

Rank Cost: 8/8

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

OTHER REALM OPEN LISTS

Rank Cost: 10/10

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

WEAPON CATEGORY 1

Rank Cost: 6

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
In Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				

Ess. Alchemist Category/Skill Record Sheet (part I)

ARMOR • HEAVY

Rank Cost: 5/5/5
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

Ag+St+Ag
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: 4/4/4
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Pr+Em+Ag
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Em+In+Pr
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

St+Co+Ag
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Co+Ag+St
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character:

Level:

ATHLETIC • GYMNASTICS

Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Ag+Qu+Ag
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Rank Cost: 6
 Category Progression: 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In
 # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

In+Re+SD
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

In+SD+In
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 15
 Category Progression: na
 Skill Progression: see Table T-1.1

Co+SD+Co
 # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ess. Alchemist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 18
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Qu+SD
 # Ranks: na

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+Em
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Me+SD
 # Ranks: na

Profession Bonus: +15
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+Ag
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Pr+Em+In
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 1/4
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	+5	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 9
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ess. Alchemist Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 9

Category Progression: Standard

Skill Progression: Standard

Ag+St+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

Em+Ag+Em
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

SD+In+Me
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 1/4

Category Progression: Standard

Skill Progression: Standard

Em+In+Pr
Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 4/10

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Em+In+Pr
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	R	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 4

Category Progression: na

Skill Progression: see Table T-1.1

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Rank Cost: 1/3

Category Progression: Standard

Skill Progression: Standard

Re+Me+Re
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 3/7

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Re+Me+Re
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 6

Category Progression: Standard

Skill Progression: Standard

SD+Pr+SD
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	E	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 15

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

St+Ag+SD
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 40

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

none
Ranks: na

Profession Bonus: _____

Stat Bonus: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 15

Category Progression: Standard

Skill Progression: Standard

Ag+SD+In
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ess. Alchemist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 7

In+Ag+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: _____

Rank Cost: 3/7

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Rank Cost: 3/7

Re+Me+SD

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Rank Cost: 8

Re+Me+In

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: +5

Rank Cost: 3/7

Me+In+Re

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Profession Bonus: _____

Rank Cost: 3

In+Pr+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ESSENCE LISTS

Profession Bonus: +5

Rank Cost: 4/4/4

Em

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Delving Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detecting Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Elemental Shields	_____	_____	Bonuses: _____	_____	_____	_____	_____
Essence Hand	_____	_____	Bonuses: _____	_____	_____	_____	_____
Essence's Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lesser Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rune Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Wall	_____	_____	Bonuses: _____	_____	_____	_____	_____
Unbarring Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ESSENCE LISTS

Profession Bonus: +5

Rank Cost: 4/4/4

Em

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Dispelling Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gate Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Invisible Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Living Change	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lofty Bridge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapid Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shield Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Reins	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spirit Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Profession Bonus: +5

Rank Cost: 3/3/3

Em

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER ESSENCE BASE LISTS

Profession Bonus: +5

Rank Cost: 8/8

Em

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Profession Bonus: +5

Rank Cost: 10/10

Em

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Profession Bonus: _____

Rank Cost: 4

Ranks: _____

Stat Bonus: _____

Category Progression: Standard

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 5/5/5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
St+Ag+St Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate							
Bonuses:							

ARMOR • LIGHT

Rank Cost: 2/2/2
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Ag+St+Ag Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather							
Soft Leather							
Bonuses:							

ARMOR • MEDIUM

Rank Cost: 4/4/4
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
St+Ag+St Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain							
Bonuses:							

ARTISTIC • ACTIVE

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Pr+Em+Ag Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting							
Dancing							
Mimery							
Mimicry							
Play							
Poetic Improv.							
Singing							
Tale Telling							
Ventriloquism							
Bonuses:							

ARTISTIC • PASSIVE

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Em+In+Pr Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music							
Painting							
Poetry							
Sculpting							
Bonuses:							

ATHLETIC • BRAWN

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
St+Co+Ag Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games							
Jumping							
Power-striking							
Power-throwing							
Weight-lifting							
Bonuses:							

ATHLETIC • ENDURANCE

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Co+Ag+St Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games							
Distance Running							
Rowing							
Scaling							
Sprinting							
Swimming							
Bonuses:							

ATHLETIC • GYMNASTICS

Rank Cost: 3/9
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Ag+Qu+Ag Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics							
Athletic Games							
Climbing							
Contortions							
Diving							
Flying/Gliding							
Juggling							
Pole-vaulting							
Rappelling							
Skating							
Skiing							
Stilt-walking							
Surfing							
Tightrope-walking							
Tumbling							
Bonuses:							

AWARENESS • PERCEPTIONS

Rank Cost: 5
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: _____
In+SD+In Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness							
Sense Ambush							
Bonuses:							

AWARENESS • SEARCHING

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
In+Re+SD Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps							
Lie Perception		E					
Locate Hidden							
Observation							
Poison Perception							
Reading Tracks							
Surveillance							
Tracking							
Bonuses:							

AWARENESS • SENSES

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
In+SD+In Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense							
Reality Awareness		R					
Sense (Hearing)							
Sense (Sight)							
Sense (Smell)							
Sense (Taste)							
Sense (Touch)							
Situational Aware.							
Sit. Aware: Combat							
Spatial Loc. Aware.		R					
Time Sense		E					
Bonuses:							

BODY DEVELOPMENT

Rank Cost: 12
Category Progression: na
Skill Progression: see Table T-1.1

Profession Bonus: +5
Co+SD+Co Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development							
Bonuses:							

Men. Alchemist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 14
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Qu+SD
 # Ranks: na

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+Em
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Me+SD
 # Ranks: na

Profession Bonus: +15
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 2/7
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+Ag
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Pr+Em+In
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Em+Ag+Em
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

SD+In+Me
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 4/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Em+In+Pr
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Magic Ritual	_____	E	Bonuses: _____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 4
Category Progression: na
Skill Progression: see Table T-1.1

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Rank Cost: 1/4
Category Progression: Standard
Skill Progression: Standard

Re+Me+Re
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 6/14
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Re+Me+Re
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 3/9
Category Progression: Standard
Skill Progression: Standard

SD+Pr+SD
Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Meditation	_____	E	Bonuses: _____	_____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

St+Ag+SD
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 25
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

none
Ranks: na

Profession Bonus: _____

Stat Bonus: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 15
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: _____

In+Ag+Re

Stat Bonus: _____

Rank Cost: 7

Ranks: _____

Rank Bonus: _____

Category Progression: Standard

Special Bonus: _____

Skill Progression: Standard

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: _____

Ag+SD+In

Stat Bonus: _____

Rank Cost: 5

Ranks: _____

Rank Bonus: _____

Category Progression: Standard

Special Bonus: _____

Skill Progression: Standard

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Re+Me+SD

Stat Bonus: _____

Rank Cost: 3/7

Ranks: _____

Rank Bonus: _____

Category Progression: Standard

Special Bonus: _____

Skill Progression: Standard

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Re+Me+In

Stat Bonus: _____

Rank Cost: 8

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: Combined

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

Me+In+Re

Stat Bonus: _____

Rank Cost: 5/12

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: Combined

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Profession Bonus: _____

In+Pr+Re

Stat Bonus: _____

Rank Cost: 3

Ranks: _____

Rank Bonus: _____

Category Progression: Standard

Special Bonus: _____

Skill Progression: Standard

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN MENTALISM LISTS

Profession Bonus: +5

Pr

Stat Bonus: _____

Rank Cost: 4/4/4

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Anticipations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Attack Avoidance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Brilliance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cloaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Damage Resistance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Delving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Self Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Resistance	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED MENTALISM LISTS

Profession Bonus: +5

Pr

Stat Bonus: _____

Rank Cost: 4/4/4

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Gas Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind's Door	_____	_____	Bonuses: _____	_____	_____	_____	_____
Movement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Telekinesis	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Profession Bonus: +5

Pr

Stat Bonus: _____

Rank Cost: 3/3/3

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER MENTALISM BASE LISTS

Profession Bonus: +5

Pr

Stat Bonus: _____

Rank Cost: 8/8

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Profession Bonus: +5

Pr

Stat Bonus: _____

Rank Cost: 10/10

Ranks: na

Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0

Special Bonus: _____

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Profession Bonus: _____

Ranks: _____

Stat Bonus: _____

Rank Cost: 5

Ranks: _____

Rank Bonus: _____

Category Progression: Standard

Special Bonus: _____

Skill Progression: Standard

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 11
Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	_____	_____	_____	_____	_____

ARMOR • LIGHT

Rank Cost: 9
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	_____	_____	_____	_____	_____
Soft Leather	_____	_____	_____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: 10
Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	_____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Pr+Em+Ag
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	_____	_____	_____	_____	_____
Dancing	_____	_____	_____	_____	_____	_____	_____
Mimery	_____	_____	_____	_____	_____	_____	_____
Mimicry	_____	_____	_____	_____	_____	_____	_____
Play	_____	_____	_____	_____	_____	_____	_____
Poetic Improv.	_____	_____	_____	_____	_____	_____	_____
Singing	_____	_____	_____	_____	_____	_____	_____
Tale Telling	_____	_____	_____	_____	_____	_____	_____
Ventriloquism	_____	_____	_____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	_____	_____	_____	_____	_____
Painting	_____	_____	_____	_____	_____	_____	_____
Poetry	_____	_____	_____	_____	_____	_____	_____
Sculpting	_____	_____	_____	_____	_____	_____	_____

ATHLETIC • BRAWN

Rank Cost: 7
Category Progression: Standard
Skill Progression: Standard

St+Co+Ag
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	_____	_____	_____	_____	_____
Jumping	_____	_____	_____	_____	_____	_____	_____
Power-striking	_____	_____	_____	_____	_____	_____	_____
Power-throwing	_____	_____	_____	_____	_____	_____	_____
Weight-lifting	_____	_____	_____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Co+Ag+St
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	_____	_____	_____	_____	_____
Distance Running	_____	_____	_____	_____	_____	_____	_____
Rowing	_____	_____	_____	_____	_____	_____	_____
Scaling	_____	_____	_____	_____	_____	_____	_____
Sprinting	_____	_____	_____	_____	_____	_____	_____
Swimming	_____	_____	_____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Ag+Qu+Ag
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	_____	_____	_____	_____	_____
Athletic Games	_____	_____	_____	_____	_____	_____	_____
Climbing	_____	_____	_____	_____	_____	_____	_____
Contortions	_____	_____	_____	_____	_____	_____	_____
Diving	_____	_____	_____	_____	_____	_____	_____
Flying/Gliding	_____	_____	_____	_____	_____	_____	_____
Juggling	_____	_____	_____	_____	_____	_____	_____
Pole-vaulting	_____	_____	_____	_____	_____	_____	_____
Rappelling	_____	_____	_____	_____	_____	_____	_____
Skating	_____	_____	_____	_____	_____	_____	_____
Skiing	_____	_____	_____	_____	_____	_____	_____
Stilt-walking	_____	_____	_____	_____	_____	_____	_____
Surfing	_____	_____	_____	_____	_____	_____	_____
Tightrope-walking	_____	_____	_____	_____	_____	_____	_____
Tumbling	_____	_____	_____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Rank Cost: 4
Category Progression: 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In
Ranks: na
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	_____	_____	_____	_____	_____
Sense Ambush	_____	_____	_____	_____	_____	_____	_____

AWARENESS • SEARCHING

Rank Cost: 2
Category Progression: Standard
Skill Progression: Standard

In+Re+SD
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	_____	_____	_____	_____	_____
Lie Perception	_____	_____	_____	_____	_____	_____	_____
Locate Hidden	_____	_____	_____	_____	_____	_____	_____
Observation	_____	_____	_____	_____	_____	_____	_____
Poison Perception	_____	_____	_____	_____	_____	_____	_____
Reading Tracks	_____	_____	_____	_____	_____	_____	_____
Surveillance	_____	_____	_____	_____	_____	_____	_____
Tracking	_____	_____	_____	_____	_____	_____	_____

AWARENESS • SENSES

Rank Cost: 1/4
Category Progression: Standard
Skill Progression: Standard

In+SD+In
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	_____	_____	_____	_____	_____
Reality Awareness	_____	E	_____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	_____	_____	_____	_____	_____
Sense (Sight)	_____	_____	_____	_____	_____	_____	_____
Sense (Smell)	_____	_____	_____	_____	_____	_____	_____
Sense (Taste)	_____	_____	_____	_____	_____	_____	_____
Sense (Touch)	_____	_____	_____	_____	_____	_____	_____
Situational Aware.	_____	_____	_____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	_____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	_____	_____	_____	_____	_____	_____
Time Sense	_____	_____	_____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 16
Category Progression: na
Skill Progression: see Table T-1.1

Co+SD+Co
Ranks: na
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	_____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part II)

COMBAT MANEUVERS

Rank Cost: 18
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____

Ag+Qu+SD Stat Bonus: _____

Ranks: na Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 2/2/2
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Re+Me+Em Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____

Ag+Me+SD Stat Bonus: _____

Ranks: na Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Ag+SD+Ag Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Pr+Em+In Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character:

Level:

LORE • GENERAL

Rank Cost: 1/3
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Me+Re+Me Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 1/4
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +10

Me+Re+Me Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Me+Re+Me Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Me+Re+Me Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 9
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

St+Ag+St Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 9
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Em+Ag+Em Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

SD+In+Me Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 1/3
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr Stat Bonus: +15
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 3/9
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Em+In+Pr Stat Bonus: +10
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 4
Category Progression: na
Skill Progression: see Table T-1.1

Profession Bonus: +5
Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 1/4
Category Progression: Standard
Skill Progression: Standard

Re+Me+Re Stat Bonus: +5
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 6/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Re+Me+Re Stat Bonus: +5
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 5
Category Progression: Standard
Skill Progression: Standard

SD+Pr+SD Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	E	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 18
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

St+Ag+SD Stat Bonus: _____
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 40
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

none Stat Bonus: na
Ranks: na Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 16
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In Stat Bonus: _____
Ranks: _____ Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 7

In+Ag+Re

Stat Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses:	_____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: _____

Rank Cost: 5

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses:	_____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Rank Cost: 3/7

Re+Me+SD

Stat Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses:	_____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses:	_____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Rank Cost: 8

Re+Me+In

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

Rank Cost: 5/12

Me+In+Re

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

URBAN

Profession Bonus: _____

Rank Cost: 4

In+Pr+Re

Stat Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses:	_____	_____	_____	_____	_____

OPEN ARCANE LISTS

Profession Bonus: +5

Rank Cost: 4/4/4

Em/In/Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses:	_____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Profession Bonus: +5

Rank Cost: 4/4/4

Em/In/Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____

BASE LISTS

Profession Bonus: +5

Rank Cost: 3/3/3

Em/In/Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Mana Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Power Focus	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Power's Master	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Spell Shaping	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Void Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Wards	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

OTHER ARCANE BASE LISTS

Profession Bonus: +5

Rank Cost: 8/8

Em/In/Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Profession Bonus: +5

Rank Cost: 5/5

Em/In/Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

WEAPON CATEGORY 1

Profession Bonus: _____

Rank Cost: 9

Ranks: _____

Stat Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

Wizard Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 11

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

Rank Cost: 9

Category Progression: Standard

Skill Progression: Standard

Ag+St+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: 10

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Rank Cost: 2/5

Category Progression: Standard

Skill Progression: Standard

Pr+Em+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Rank Cost: 2/5

Category Progression: Standard

Skill Progression: Standard

Em+In+Pr

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN

Rank Cost: 7

Category Progression: Standard

Skill Progression: Standard

St+Co+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

Co+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

Ag+Qu+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Rank Cost: 4

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING

Rank Cost: 2

Category Progression: Standard

Skill Progression: Standard

In+Re+SD

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

Rank Cost: 1/4

Category Progression: Standard

Skill Progression: Standard

In+SD+In

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 16

Category Progression: na

Skill Progression: see Table T-1.1

Co+SD+Co

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Wizard Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 18

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 2/2/2

Category Progression: Standard

Skill Progression: Standard

Re+Me+Em

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ag+Me+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

Ag+SD+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/5

Category Progression: Standard

Skill Progression: Standard

Pr+Em+In

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 1/4

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: +10

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/6

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 9

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Level:

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Total Category Bonus: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Total Category Bonus: _____

Profession Bonus:

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____
Total Category Bonus: _____

Profession Bonus:

Stat Bonus: na

Rank Bonus: na

Total Category Bonus: _____

Profession Bonus:

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot
-------	---------	--------	------	------	------	-------	-----

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot
-------	---------	--------	------	------	------	-------	-----

Wizard Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 7

Category Progression: Standard

Skill Progression: Standard

In+Ag+Re

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 5

Category Progression: Standard

Skill Progression: Standard

Ag+SD+In

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7

Category Progression: Standard

Skill Progression: Standard

Re+Me+SD

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Re+Me+In

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Me+In+Re

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 4

Category Progression: Standard

Skill Progression: Standard

In+Pr+Re

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ARCANE LISTS

Rank Cost: 4/4/4

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Rank Cost: 4/4/4

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Rank Cost: 3/3/3

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Faith Breaker	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Breaker	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Bane	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Coordination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Hand	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER ARCANE BASE LISTS

Rank Cost: 8/8

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Rank Cost: 5/5

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 9

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Chaotic Category/Skill Record Sheet (part I)											Character:		Level:				
ARMOR • HEAVY				Profession Bonus: _____				ATHLETIC • GYMNASTICS				Profession Bonus: _____					
Rank Cost: 8/8/8				St+Ag+St		Stat Bonus: _____		Rank Cost: 2/6				Ag+Qu+Ag		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Category Progression: Standard				# Ranks: _____		Rank Bonus: _____			
Skill Progression: Standard						Special Bonus: _____		Skill Progression: Standard						Special Bonus: _____			
				Total Category Bonus: _____								Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Plate			Bonuses:						Acrobatics			Bonuses:					
ARMOR • LIGHT				Profession Bonus: _____				Athletic Games				Profession Bonus: _____					
Rank Cost: 6/6/6				Ag+St+Ag		Stat Bonus: _____		Climbing				Ag+Qu+Ag		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Contortions				# Ranks: _____		Rank Bonus: _____			
Skill Progression: Standard						Special Bonus: _____		Diving						Special Bonus: _____			
				Total Category Bonus: _____				Flying/Gliding				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Rigid Leather			Bonuses:						Juggling			Bonuses:					
Soft Leather			Bonuses:						Pole-vaulting			Bonuses:					
ARMOR • MEDIUM				Profession Bonus: _____				Rappelling				Profession Bonus: _____					
Rank Cost: 7/7/7				St+Ag+St		Stat Bonus: _____		Skating				Ag+Qu+Ag		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Skiing				# Ranks: _____		Rank Bonus: _____			
Skill Progression: Standard						Special Bonus: _____		Stilt-walking						Special Bonus: _____			
				Total Category Bonus: _____				Surfing				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Chain			Bonuses:						Tightrope-walking			Bonuses:					
			Bonuses:						Tumbling			Bonuses:					
ARTISTIC • ACTIVE				Profession Bonus: _____				Awareness • PERCEPTIONS				Profession Bonus: _____					
Rank Cost: 2/5				Pr+Em+Ag		Stat Bonus: _____		Rank Cost: 4/12				In+SD+In		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Category Progression: 0 • 0 • 0 • 0 • 0				# Ranks: na		Rank Bonus: na			
Skill Progression: Standard						Special Bonus: _____		Skill Progression: 0 • 1 • 1 • 0.5 • 0						Special Bonus: _____			
				Total Category Bonus: _____								Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Acting			Bonuses:						Alertness			Bonuses:					
Dancing			Bonuses:						Sense Ambush			Bonuses:					
ARTISTIC • PASSIVE				Profession Bonus: _____				Awareness • SEARCHING				Profession Bonus: _____					
Rank Cost: 2/5				Em+In+Pr		Stat Bonus: _____		Rank Cost: 2/6				In+Re+SD		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Category Progression: Standard				# Ranks: _____		Rank Bonus: _____			
Skill Progression: Standard						Special Bonus: _____		Skill Progression: Standard						Special Bonus: _____			
				Total Category Bonus: _____								Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Music			Bonuses:						Detect Traps			Bonuses:					
Painting			Bonuses:						Lie Perception			Bonuses:					
Poetry			Bonuses:						Locate Hidden			Bonuses:					
Sculpting			Bonuses:						Observation			Bonuses:					
			Bonuses:						Poison Perception			Bonuses:					
			Bonuses:						Reading Tracks			Bonuses:					
			Bonuses:						Surveillance			Bonuses:					
			Bonuses:						Tracking			Bonuses:					
ATHLETIC • BRAWN				Profession Bonus: _____				Awareness • SENSES				Profession Bonus: _____					
Rank Cost: 3/6				St+Co+Ag		Stat Bonus: _____		Rank Cost: 2/6				In+SD+In		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Category Progression: Standard				# Ranks: _____		Rank Bonus: _____			
Skill Progression: Standard						Special Bonus: _____		Skill Progression: Standard						Special Bonus: _____			
				Total Category Bonus: _____								Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Athletic Games			Bonuses:						Direction Sense			Bonuses:					
Jumping			Bonuses:						Reality Awareness		R	Bonuses:					
Power-striking			Bonuses:						Sense (Hearing)			Bonuses:					
Power-throwing			Bonuses:						Sense (Sight)			Bonuses:					
Weight-lifting			Bonuses:						Sense (Smell)			Bonuses:					
			Bonuses:						Sense (Taste)			Bonuses:					
			Bonuses:						Sense (Touch)			Bonuses:					
			Bonuses:						Situational Aware.			Bonuses:					
			Bonuses:						Sit. Aware: Combat			Bonuses:					
			Bonuses:						Spatial Loc. Aware.		R	Bonuses:					
			Bonuses:						Time Sense			Bonuses:					
			Bonuses:									Bonuses:					
			Bonuses:									Bonuses:					
			Bonuses:									Bonuses:					
			Bonuses:									Bonuses:					
ATHLETIC • ENDURANCE				Profession Bonus: _____				BODY DEVELOPMENT				Profession Bonus: _____		+5			
Rank Cost: 2/6				Co+Ag+St		Stat Bonus: _____		Rank Cost: 4/10				Co+SD+Co		Stat Bonus: _____			
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		Category Progression: na				# Ranks: na		Rank Bonus: na			
Skill Progression: Standard						Special Bonus: _____		Skill Progression: see Table T-1.1						Special Bonus: _____			
				Total Category Bonus: _____								Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Athletic Games			Bonuses:						Body Development			Bonuses:					
Distance Running			Bonuses:									Bonuses:					
Rowing			Bonuses:									Bonuses:					
Scaling			Bonuses:									Bonuses:					
Sprinting			Bonuses:									Bonuses:					
Swimming			Bonuses:									Bonuses:					
			Bonuses:									Bonuses:					

Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 5/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Qu+SD
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 3/3/3
Category Progression: Standard
Skill Progression: Standard

Re+Me+Em
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Me+SD
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 10
Category Progression: Standard
Skill Progression: Standard

Ag+SD+Ag
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Pr+Em+In
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/7
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 5
Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Chaotic Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS
 Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking			Bonuses:				
Sweeps Degree 1			Bonuses:				
Sweeps Degree 2			Bonuses:				
Sweeps Degree 3			Bonuses:				
Sweeps Degree 4			Bonuses:				
Wrestling			Bonuses:				

OUTDOOR • ANIMAL
 Rank Cost: 2/7
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling			Bonuses:				
Animal Healing			Bonuses:				
Animal Mastery		R	Bonuses:				
Animal Training			Bonuses:				
Herdng			Bonuses:				
Riding			Bonuses:				
Driving			Bonuses:				

OUTDOOR • ENVIRONMENTAL
 Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving			Bonuses:				
Foraging			Bonuses:				
Hunting			Bonuses:				
Star-gazing			Bonuses:				
Survival			Bonuses:				
Weather Watching			Bonuses:				

POWER AWARENESS
 Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +10
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement			Bonuses:				
Divination			Bonuses:				
Power Perception		R	Bonuses:				
Read Runes			Bonuses:				

POWER MANIPULATION
 Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: +10
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling			Bonuses:				
Magic Ritual			Bonuses:				
Sp. Mastery			Bonuses:				
Sp. Mastery			Bonuses:				
Sp. Mastery			Bonuses:				
Sp. Mastery			Bonuses:				
Sp. Mastery			Bonuses:				
Transcend Armor		R	Bonuses:				

The Channeling skill should be classified as Restricted unless the character's chosen realm is Channeling.

POWER POINT DEVELOPMENT
 Rank Cost: 8
 Category Progression: na
 Skill Progression: see Table T-1.1

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development			Bonuses:				

Character:

Level:

SCIENCE/ANALYTIC • BASIC
 Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math			Bonuses:				
Research			Bonuses:				

SCIENCE/ANALYTIC • SPECIALIZED
 Rank Cost: 6/14
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

SELF CONTROL
 Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance			Bonuses:				
Adr. Concentration		E	Bonuses:				
Adr. Landing			Bonuses:				
Adr. Leaping			Bonuses:				
Adr. Quickdraw			Bonuses:				
Adr. Speed			Bonuses:				
Adr. Stabilization		R	Bonuses:				
Adr. Strength			Bonuses:				
Cleansing Trance		R	Bonuses:				
Control Lycanth.		R	Bonuses:				
Death Trance		R	Bonuses:				
Frenzy			Bonuses:				
Healing Trance			Bonuses:				
Meditation			Bonuses:				
Mnemonics			Bonuses:				
Sleep Trance			Bonuses:				
Stun. Maneuvering			Bonuses:				

SPECIAL ATTACKS
 Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling			Bonuses:				
Dis. Foe (Armed)			Bonuses:				
Dis. Foe (Unarmed)			Bonuses:				
Jousting			Bonuses:				
			Bonuses:				
			Bonuses:				
			Bonuses:				

SPECIAL DEFENSES
 Rank Cost: 35
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: na
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense			Bonuses:				
Adrenal Toughness			Bonuses:				

SUBTERFUGE • ATTACK
 Rank Cost: 10
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush			Bonuses:				
Silent Attack			Bonuses:				

Chaotic Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 7
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 4
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ARCANE LISTS

Rank Cost: 8/8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Rank Cost: 10/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Rank Cost: 6/6/6
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Motions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Changes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hand of Chaos	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 4
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 2

Rank Cost: 6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Rank Cost: 6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Magehunter Category/Skill Record Sheet (part I)											Character:		Level:								
ARMOR • HEAVY				Profession Bonus: +5							ATHLETIC • GYMNASTICS				Profession Bonus: _____						
Rank Cost: 7/7/7				St+Ag+St		Stat Bonus: _____							Rank Cost: 1/5				Ag+Qu+Ag		Stat Bonus: _____		
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____							Category Progression: Standard				# Ranks: _____		Rank Bonus: _____		
Skill Progression: Standard				Total Category Bonus: _____							Skill Progression: Standard				Total Category Bonus: _____						
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Plate				Bonuses: _____																	
ARMOR • LIGHT				Profession Bonus: +5																	
Rank Cost: 5/5/5				Ag+St+Ag		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Rigid Leather				Bonuses: _____																	
Soft Leather				Bonuses: _____																	
ARMOR • MEDIUM				Profession Bonus: +5																	
Rank Cost: 6/6/6				St+Ag+St		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Chain				Bonuses: _____																	
ARTISTIC • ACTIVE				Profession Bonus: _____																	
Rank Cost: 2/5				Pr+Em+Ag		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Acting				Bonuses: _____																	
Dancing				Bonuses: _____																	
Mimery				Bonuses: _____																	
Mimicry				Bonuses: _____																	
Play				Bonuses: _____																	
Poetic Improv.				Bonuses: _____																	
Singing				Bonuses: _____																	
Tale Telling				Bonuses: _____																	
Ventriloquism				Bonuses: _____																	
ARTISTIC • PASSIVE				Profession Bonus: _____																	
Rank Cost: 2/5				Em+In+Pr		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Music				Bonuses: _____																	
Painting				Bonuses: _____																	
Poetry				Bonuses: _____																	
Sculpting				Bonuses: _____																	
ATHLETIC • BRAWN				Profession Bonus: _____																	
Rank Cost: 3/6				St+Co+Ag		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Athletic Games				Bonuses: _____																	
Jumping				Bonuses: _____																	
Power-striking				Bonuses: _____																	
Power-throwing				Bonuses: _____																	
Weight-lifting				Bonuses: _____																	
ATHLETIC • ENDURANCE				Profession Bonus: _____																	
Rank Cost: 2/6				Co+Ag+St		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Athletic Games				Bonuses: _____																	
Distance Running				Bonuses: _____																	
Rowing				Bonuses: _____																	
Scaling				Bonuses: _____																	
Sprinting				Bonuses: _____																	
Swimming				Bonuses: _____																	
AWARENESS • PERCEPTIONS				Profession Bonus: +5																	
Rank Cost: 2/10				In+SD+In		Stat Bonus: _____															
Category Progression: 0 • 0 • 0 • 0 • 0				# Ranks: na		Rank Bonus: _____															
Skill Progression: 0 • 1 • 1 • 0.5 • 0				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Alertness				Bonuses: _____																	
Sense Ambush				Bonuses: _____																	
AWARENESS • SEARCHING				Profession Bonus: +5																	
Rank Cost: 2/6				In+Re+SD		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Detect Traps				Bonuses: _____																	
Lie Perception				Bonuses: _____																	
Locate Hidden				Bonuses: _____																	
Observation				Bonuses: _____																	
Poison Perception				Bonuses: _____																	
Reading Tracks				Bonuses: _____																	
Surveillance				Bonuses: _____																	
Tracking				Bonuses: _____																	
AWARENESS • SENSES				Profession Bonus: +5																	
Rank Cost: 1/5				In+SD+In		Stat Bonus: _____															
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____															
Skill Progression: Standard				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Direction Sense				Bonuses: _____																	
Reality Awareness		R		Bonuses: _____																	
Sense (Hearing)				Bonuses: _____																	
Sense (Sight)				Bonuses: _____																	
Sense (Smell)				Bonuses: _____																	
Sense (Taste)				Bonuses: _____																	
Sense (Touch)				Bonuses: _____																	
Situational Aware.				Bonuses: _____																	
Sit. Aware: Combat				Bonuses: _____																	
Spatial Loc. Aware.		R		Bonuses: _____																	
Time Sense				Bonuses: _____																	
BODY DEVELOPMENT				Profession Bonus: +5																	
Rank Cost: 6/14				Co+SD+Co		Stat Bonus: _____															
Category Progression: na				# Ranks: na		Rank Bonus: _____															
Skill Progression: see Table T-1.1				Total Category Bonus: _____																	
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.													
Body Development				Bonuses: _____																	

Magehunter Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 4/12

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 3/3/3

Category Progression: Standard

Skill Progression: Standard

Re+Me+Em

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ag+Me+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 12

Category Progression: Standard

Skill Progression: Standard

Ag+SD+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/4

Category Progression: Standard

Skill Progression: Standard

Pr+Em+In

Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/4

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Magehunter Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Em+Ag+Em
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herdng	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 1/5
Category Progression: Standard
Skill Progression: Standard

SD+In+Me
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 1/5
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____
Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	E	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 6/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Em+In+Pr
Ranks: na
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 8
Category Progression: na
Skill Progression: see Table T-1.1

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 2/4
Category Progression: Standard
Skill Progression: Standard

Re+Me+Re
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Re+Me+Re
Ranks: na
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

SD+Pr+SD
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 4/9
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

St+Ag+SD
Ranks: na
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 3/0
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

none
Ranks: na
Profession Bonus: _____
Stat Bonus: na
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 6/14
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____
Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Magehunter Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 5
Category Progression: Standard
Skill Progression: Standard

In+Ag+Re
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 2/5
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Re+Me+SD
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Re+Me+In
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Me+In+Re
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

In+Pr+Re
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ARCANE LISTS

Rank Cost: 8/8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Rank Cost: 10/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Rank Cost: 6/6/6
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Amplifications	_____	_____	Bonuses: _____	_____	_____	_____	_____
Containing Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunter's Call	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Protection	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Tracker	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 3/5
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 2

Rank Cost: 4/9
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Rank Cost: 4
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

GNOLL RACIAL SUMMARY

While Gnolls generally inhabit the upper highlands, they seldom seek homes far from the surface. They are not an unfriendly folk, but it does take time before they warm to strangers. Most Gnolls pursue magical studies and arts, but every tribe has its warriors. It is curious to note that both the males and females have the same basic physical builds.

PHYSICAL CHARACTER

Build: Short and very quick. The average weight is 75 pounds.

Coloring: Sparse hair, relatively dark in hue. Skin coloration is usually light (though they will darken with prolonged exposure to sunlight). Eyes tend to be dark with only slight variations in color.

Height: Average height of 3'2".

Lifespan: 110 years.

Special Abilities: Gnolls see well at night. In the dimmest light, they can see 100' as if it were daytime. In addition, Gnolls have an unusual ability to sense shifts in the weather (reflected by a special bonus of +25 to Weather Watching skill).

CULTURE

Clothing & Decoration: Gnollish clothing tends to be rather mundane and practical (though they do wear brighter garb when secluded from watchful eyes).

Fears & Inabilities: Gnolls tend to be very timid around strangers.

Lifestyle: Gnolls are not generally a violent race; nor do they tend to seek material gain. They seek little except to remain at one with the earth and world around them.

Marriage Pattern: No formal marriages, though long-lasting relationships are common. Families are rarely large.

Religion: Gnolls have no formal religion; though they do worship the power of the earth and the might of nature.

OTHER FACTORS

Demeanor: Sometimes deemed overly defensive, Gnolls are remarkably even-tempered. They are often very timid around strangers, but in the company of close friends have been known to be quite sociable.

Language: *Starting Languages:* Gnolls speak their own musical language (S8/W6). They also speak Common-speech (S7/W5) and Plains-speech (S7/W5). *Allowed Adolescence Development:* Gnoll (S10/W10), Gnome (S5/W4), Dwarfish (S5/W4), Elvish (S6/W5), Black-speech (S6/W4), Common-speech (S10/W10), Plains-speech (Rank S8/W6), and Hill-speech (S6/W6).

Prejudices: Gnolls have the same hatred for violent folk that many races have, and so despise Orcs, Goblins, and others of their ilk. They are suspicious of all strangers, however, and may treat even an Elf with the same disdain as an Orc.

Professions: Gnolls may freely select any profession in the realm of Arms or Essence (including hybrids and semi-spell users with Essence as a realm). They do not, as a rule, practice Mentalism or Channeling (though exceptions have been noted in their societies).

Training Packages: Gnolls may normally choose from any of the Training Packages in the *RMSS* as well as the special Gnoll Training Packages.

Special Skills: *Everyman:* any skill in the Subterfuge • Stealth skill category; *Restricted:* any skill in the Urban skill category.

Standard Hobby Skills: Acrobatics, Appraisal, Attunement, Caving, Climbing, Cooking, Camouflage, Disarming raps, Hiding Items, Leather-crafts, any skills in the Weapon • Missile skill category, Observation, Setting Traps, Stalking, Tracking, Trap Building, Weather Watching, any skill in the Power Awareness skill category, and any Open Essence spell list.

OUTFITTING OPTIONS

Weapons: Their preferred weapon is the sling, though they have been known to use the short sword, handaxe, dagger, main gauche, warhammer (though rare), club, mace, spear, javelin, short bow, any crossbow (usually light), or bola. Their racial-specific weapons include a tunch and/or a hup.

Armor: Any. Gnolls favor lighter armors (particularly leathers).

Money: 1-2 gold pieces.

BACKGROUND OPTIONS

Gnolls get five background options.

Extra Languages: In addition to the tongues listed above: Elvish (S6/W6), Wood-speech (S6/W6), North-speech (S5/W4), and Orcish (S5/W4).

Extra Money: Gold pieces (of various mints) or small gemstones of comparable value.

Special Items: Most special items that Gnolls acquire will be utilitarian or stealthy in nature (though they have been known to employ all types of items).

Talents: See Section 6.6.4 for Gnoll-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Gnoll characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	2
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	4
Awareness • Searching skill category	2
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	5
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	2
Outdoor • Environmental skill category	3
Power Awareness skill category	2
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	2
Stalking	2
Hiding	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	2
one weapon, based upon culture	2
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 99)	50

Part II

Section 6.6

Background Options

Gnoll Racial Summary



Stat Bonus

Ag: +4
Co: +0
Me: +0
Re: +1
SD: +2
Em: +4
In: +2
Pr: -2
Qu: +2
St: +0

RR Mod:

Ess.: +10
Chan.: +0
Ment.: +0
Poison: +5
Disease: +5
Fear: +0

Body Dev.

Progressio
0•6•2•1

Channeling

PP Dev.
Progressio
0•3•2•1•1

Essence

PP Dev.
Progressio
0•7•6•5•4

Mentalism

PP Dev.
Progressio
0•4•3•1•1

Arcane

PP Dev.
Progressio
0•5•3•1•1

Soul

Departure
16 rounds

Recovery

Modifier:
0.5 times

Race Type

1

Part II

Section 11.6

Background
OptionsKobold Racial
Summary

Stat Bonuses:

Ag: +2
Co: +4
Me:
+0
Re: +0
SD: +0
Em: -2
In: +2
Pr: -4
Qu: +6
St: -5

RR Mod:

Ess.: +10
Chan.: +10
Ment.: -10
Poison: +5
Disease: +5
Fear: +0

Body

Dev. Progression:
0•5•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•3•2•1•1

Mentalism

PP Dev.
Progression:
0•3•2•2•1

Arcane

PP Dev.
Progression:
0•3•2•1•1

Soul

Departure:
6 rounds

Recovery

Modifier:
1.5 times

Race Type:

2

KOBOLD RACIAL SUMMARY

Kobolds are the smallest of the small races. They are viewed with disdain by all races; good and evil alike. However, they have a penchant for flattery and clever speech (and knives in the shadows). Kobolds have made it their life to survive in a world that views them as useless and worthless.

PHYSICAL CHARACTER

Build: Kobolds are rarely taller than 3' and while similar to Goblins in general, they have less round faces and tend to be much leaner (and of course have no problems with their feet). Both males and females have such similar builds as to be often confused.

Coloring: Their ruddy skin is often dirty. Their hair is bristly and always dark in hue. Their short horns are lighter in color (but rarely grow long enough to use as an attack form).

Endurance: Kobolds have an inner resolve that is rarely displayed. They can go for up to a day and a half without sleep (and then only need half as much rest as a man).

Height: Average 2'10".

Lifespan: 75 years.

Resistance: The hardy system of the Kobold is slightly more resistant to poisons and disease (a special bonus of +5 to RRs versus poison and disease).

Special Abilities: Like all Goblin breeds, Kobolds have the ability to see in dim light (up to 100'). In addition, they receive a special bonus of +10 to the Influence skill category (representing their ability to lie, whine, and bemoan their way out of situations).

CULTURE

Clothing & Decoration: Though the skills of tailoring and weaving are not unknown to the Kobolds, they can rarely make anything that is better than serviceable (they will, however, steal clothes of bright colors from other diminutive races).

Fears & Inabilities: Kobolds fear anyone bigger than themselves (with is practically everyone). The sun is particularly loathed (-75 to all actions while in the sunlight).

Lifestyle: Survival. The Kobolds have become great at it by becoming great at whining, lying, flattering, etc. Rarely will a Kobold be truly alone (there are usually others waiting in hiding). They will often maneuver themselves into a position as a follower (where they will be quite loyal).

Marriage Pattern: Marriages are tenuous in Kobold society. Mates are often taken at a whim.

Religion: Kobolds have no organized religion, except to fear greater powers (to whom tributes are often paid).

OTHER FACTORS

Demeanor: Almost as a whole, Kobolds are cunning almost beyond compare. They prefer to keep the element of surprise when forced to combat (performing maneuvers that seem unreasonable, just to keep their foes off guard).

Language: *Starting Languages:* Goblin (S7/W7) and Black-speech (S6/W6). *Allowed Adolescence Development:* Black-speech (S8/W8), Common-speech (S7/W6), Hobgoblin (S6/W6), and Hill-speech (S6/W4).

Prejudices: Kobolds dislike everyone equally (though fear works wonder on their loyalty).

Professions: Spell using Kobolds would be quite a rare sight indeed. Channeling users have been reported (though highly rare) and no reports of any Essence or Mentalism users have ever been made.

Training Packages: Kobolds could conceivably learn any Training Package in the RMSS. In addition, they may select the Kobold Training Packages.

Special Skills: *Everyman:* Duping; *Restricted:* none.

Standard Hobby Skills: Alertness, Ambush, Body Development, Caving, Climbing, Detect Ambush, Detect Traps, Hiding, Leather-crafts, Lock Lore, Metal-crafts, Metal Lore, Mining, Prepare Poisons, Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Use/Remove Poison, Wood-crafts, any skill in the Weapon group.

OUTFITTING OPTIONS

Armor: Kobolds are rarely seen in armor (though they have been reported to wear leathers upon occasion).

Money: 1-10 silver coins of various mints.

Weapons: Any small, light weapon will be gladly used. Kobolds also have a like of piercing weapons (spears, spiked clubs, etc.).

BACKGROUND OPTIONS

Kobolds have six background options.

Extra Languages: In addition to the tongues listed above: Small-speech (S6/W4), Black-speech (S10/W10), and Hill-speech (S8/W8).

Extra Money: Rarely would a Kobold have more than a couple of gold coins worth of extra money (and this is usually in an accumulation of lesser valued coins).

Special Items: Kobolds would only seek out items that enhance their abilities as sneaking liars (though weapons would gladly be taken).

Talents: Kobolds should re-roll any "spell-user" results. See Section 11.6.4 for Hobgoblin-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Kobold characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	2
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	5
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	4
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	3
Stalking	3
Hiding	3
Technical/Trade • General skill category	1
Urban skill category	1
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	2
one weapon, based upon culture	2
Weapon • Thrown skill category	2
one weapon, based upon culture	2
Hobby Ranks	12
Background Options	6
Talent Points (cost: 49)	55

Section 16.0

Castle Record
—The Land

CASTLE RECORD—THE LAND

Population:	Economy:			
Standard of Living:				
Tax Average:	Society:	Mod.	Public Opinion	Foreign Relations
Taxes/month:	Religion:	-75	1 Total War	1 Rebellion
Other Income:		-50	2 War	2 Factional Rebellion
Total Income:		-25	3 Hostile	3 Angry
		-10	4 Wary	4 Disgruntled
Monthly Expenses:		0	5 Neutral	5 Neutral
Staff:		0	6 Guarded	6 Quiet
Servants:		+10	7 Cautious	7 Hopeful
Maintenance:	(1% of castle cost)	+20	8 Friendly	8 Happy
Other:		+35	9 Defensive Alliance	9 Patriotic
Total Expenses:		+50	10 True Alliance	10 Worshipful
Net Income:	(Taxes-Total Expenses)			
Castle Stores:	Castle Vault/Property:			

Towns/Points of Interest

Neighboring Lands/status

n
b
3
th
•
bo
we
mo
typ
ton
all
rifl
Fire
S
ego
amp
wou
hand