

ROLEMASTER
THE STANDARD SYSTEM

1997

#5506



Avenger

For the
*Rolemaster
Standard
System...*

- New Master Development Point Table
- New Master Training Package Table
- Character records for the new professions
- Updated Master Spell List pages
- Revised Training Packages
- Master Height and Weight Tables



1997 ROLEMASTER ANNUAL™

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WELCOME

Welcome to the second *Rolemaster Annual*! This section of this book will explain what this book is all about and present a summary of the 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As the *RMSS* expands and evolves, many of the master tables become outdated or incomplete.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 material 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 Tables, Master Training Package Table, Master Racial Listing, and the new Master Height and Weight Tables) that include all of the master from the *RMSR* as well as all of the book published to through the end of 1997. In addition, you will find character record sheets for the new races and professions introduced in the *RMSS* books published in 1997 (see the exceptions below). Also, some of the material published in 1997 was not provided in the perforated and 3-hole drilled pages; that material is repeated here in the more convenient format. This book also contains a list of the major errata and clarifications for the *RMSS* that have been made in 1997. Finally, a complete spell skill listing record sheet has been created for spell list development.

NEW RULES AND OPTIONS

This section contains an overview of the some of the new rules and options that were published in 1997.

BLACK OPS

1997 saw the release of genre books for the *RMSS*. The first of these genre books was *Black Ops*, giving guidelines for playing in the modern era (using Weapon Law: Firearms for firearm rules). This book covers many different aspects of modern espionage and counter-terrorism. However, with only minor adjustments, any modern-day campaign can use the rules presented here. The professions will work with any type of game (though the training packages are mainly presented from an espionage angle). The modern-era professions in *Black Ops* include Academic, Fighter, Layman, Rogue, Scientist, Technician, Thief, and Warrior Monk. The modern-day training packages presented include Agent, Artist, Athlete, Bounty Hunter, Cleaner, Combat Medic, Field Scientist, Hacker, Intelligence Analyst, Journalist, Lawyer, Marine Pilot, Musician, Politician, Pilot, Special Forces Operative, Student, Terrorist, Theologian, and Undercover Agent. There are rules for new skills. Guidelines for handling explosives and other support weapons. Histories of various intelligence agencies and terrorist groups. And a series of adventure suggestions that can be the starting point for any modern-day, espionage-oriented campaign.

Note: *Character Record Sheets* are not included for the *Black Ops* professions. These will be made available for download from our website (for free) in the first part of 1998. You can stop by and visit our website at <http://www.ironcrown.com>.

PULP ADVENTURES

The second genre book published for the *RMSS* was *Pulp Adventures*. This book presents the fascination genre of the pulps to the *RMSS*. This book is careful to explain the difference between the pulp era (a period in time) and the pulp genre (a type of story). It even has an introduction by the Pulp award winning William Murray.

Though much of the book covers adventuring in the pulp era, the aspects of the pulp story are also explored (along with suggestions for GMs who want to try and run a pulp-style story in any setting). The new rules for handling chases (a staple in any pulp-style story) have been highly acclaimed (and can be used in any setting).

A list of pulp-era professions is provided (Academic, Fighter, Layman, Noble Savage, Rogue, Technician, Thief, Warrior Monk, Healer, Mystic, Sorcerer, Bard, Monk, and Ranger). In addition, the pulp-era training packages presented include: Clergy, Cloaked Vigilante, Daredevil, Dilettante, Entertainer, Entrepreneur, Femme Fatale, G-Man, Gadeteer, Gangster, Great White Hunter, Insidious Villian, Journalist, Mechanic, Militaria, Occultist, Pilot, Police Officer, Scientist, and Sportsman.

There are details on the various aspects of life in the early 20th century (including factoids presented throughout the book in the sidebars). A Who's Who of the era; as well as an overview of the known world of the time. Finally, there is a list of suggested reading and viewing for those interested in exploring the exciting world of *Pulp Adventures*.

Note: *Character Record Sheets* are not included for the *Pulp Adventures* professions. These will be made available for download from our website (for free) in the first part of 1998. You can stop by and visit our website at <http://www.ironcrown.com>.

MARTIAL ARTS COMPANION

Next up for the *RMSS* was the long-awaited *Martial Arts Companion*. This book saw the full-blown exploration of the martial arts in the *RMSS*. Inside there are two variant professions of the Monk profession (an Essence-based variant, the Taoist Monk; and a Mentalism-based variant, the Zen Monk; along with their appropriate spell lists), as well as over a dozen new training packages (most focus on an "oriental"-flavored setting). In addition, there are several new attack tables for oriental style weapons and two new critical strike tables. Descriptions of dozens of oriental-style weapons are also included (along with combat statistics for them).

The most important aspect of the *Martial Arts Companion*, however, is the changes it makes to the way martial arts works in the *RMSS*. There are some new definitions for old skills and a whole new category of skill is defined (Martial

Arts • Combat Maneuvers). Most martial arts are now defined by Martial Arts Styles (that define the way in which the user fights; giving him special benefits beyond just Offensive Bonus). However, non-Martial Artists also get a bonus! There are Weapon Styles as well (a new skill in the Combat Maneuvers skill category that defines various methods of using special weapon fighting styles to gain certain advantages in combat). Finally, the mystical abilities of the mysterious Chi Powers are presented (allowing characters to surpass the normal bounds of human physiology to perform incredible feats).

ESSENCE COMPANION

The long anticipated *Essence Companion* fully explores the realm of Essence within the *RMSS*. This book presents the concept of schools of magic (though it only applies to Essence spell users) that allow spell users to specialize in their form of magic. Also presented are expanded rules for magic rituals and systems for learning skills.

Familiars are given a full section (including exploring the new kind of familiar that is available), discussing the concepts and limitations and powers of familiars. Also, some further details on spell research is given. The new professions (Runemage, Mana Molder, and the long-awaited Warrior Mage) are presented along with their appropriate spell lists. Sixteen new training packages (most of which focus on spell users) are also presented. The list of new spell lists is quite extensive (including 14 new training package spell lists, six new Open Essence spell lists, 11 new Closed Essence spell lists and 18 new profession base lists). Master tables for different kinds of magical catalysts are also given (showing just how much magic there is in an "eye of newt"). The Spell Casting Static Maneuver modifications table is expanded to include a few new categories of modifiers (as well as deal with each school of magic).

SHADES OF DARKNESS

Shades of Darkness is a genre book that explores the post-apocalyptic Earth when magic has returned. The setting is basically fantasy, but with a familiar feel. The United States is now run by dark overlords who have saved the human race from extinction, but at a price that some feel is too high to pay.

CHANNELING COMPANION

Though this book will not actually be released in 1997, it is close enough to completion that we felt the appropriate contents should be presented in this book. There are four new professions presented in the *Channeling Companion*: the Summoner (an Essence/Channeling hybrid user), the Warlock (a Mentalism/Channeling hybrid user), the Mythic (a Channeling semi-spell user), and the Priest (a pure Channeling user). There are training packages, rules for dealing with spirits, rules for divine intervention, and guidelines on divine status.

The most important aspect of the *Channeling Companion* is the system for Priest creation. Though there is a new profession for Priests, each GM must customize the priests that he will use in his world (using the rules presented in this book).

ERRATA AND CLARIFICATIONS

Over the year of 1997, several clarifications were made to the rules presented in previously published books. A summary of the major errata and clarifications is presented below.

- When using *Arms Law* weapons against modern/pulp body armors, treat Body Armor Type I at AT 5, Body Armor Type II as AT 6, Body Armor Type III as AT 7, and Body Armor Type IV as AT 8. In all cases, change all Puncture criticals to Krush criticals (other types of criticals remain unaffected).
- With the Nomenist caster, to determine the number of ranks of Primal Tongue that he knows, you must divide the sum of all his languages by 10 (the divisor was left off of the formula in *Essence Companion*). Also, the language tracking sheet mentioned in the text is not presented at all (it was cut due to space constraints in the book).
- The range of *Identify Vessel* spell (on the Ocean Law spell list) should be 10 yds/level.
- The eight level spell on the Magic Staff spell list should be titled *Attune Staff*. Also, the description for *Greater Recall Staff* was left out. It should read "As *Recall Staff*, except for range."

SPECIAL THANKS

I wanted to take this opportunity to give a special thanks to those folks on the Rolemaster Internet Mailing List who have been constructive in their comments about the *RMSS* and who have continued to put up with my sarcastic and humorous remarks.

—John W. Curtis III,
Rolemaster Series Editor

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Essence Alchemist	Mana Molder	Cleric	Animist	Channeling Alchemist	Priest	Mentalist	Lay Healer	Mentalism Alchemist
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	11	11	11	11	7/7/7	5/5/5	5/5/5
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	9	9	2/2/2	2/2/2	2/2/2	3/3/3	4/4/4	2/2/2	2/2/2
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	10	10	10	10	6/6/6	4/4/4	4/4/4
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	2/5	2/5	2/5	2/5
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/5	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	3	7	5	4	3	5	5	6	3
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3	3	3
Athletic • Gymnastic	2/5	1/3	1/5	1/3	2/6	3	3	6	3	3	3	6	3	3/9	3/9	3/9
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	5	6	6	6	6	5	5	5
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	3	3/7	2/6	1/5	2/6	2/7	3	3	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	3/7	3/7	3/7	3/7
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	15	15	10	8	10	12	12	12	12
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	18	18	10	10	10	12	14	14	14
Communications	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	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	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3/7	3	3	3	3	2/6	2/7	2/7
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/6	2/6	2/4	2/6	2/6	2/4	2/6	2/6	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	1/3	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	1/4	1/4	2/4	2/5	2/4	2/4	2/4	2/5	2/4
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/5	3/7	3/7	3/7	2/5	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	2/6	2/6
MA • Combat Maneuvers*	5/12	5	5	3/8	6	18	18	18	18	12	12	12	18	6	6	6
MA • Striking	3/5	3/7	3/7	1/3	3	6	6	9	9	6	6	6	9	3	3	3
MA • Sweeps	3/5	3/7	3/7	1/3	3	6	6	9	9	6	6	6	9	3	3	3
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	3	3	1/2	3	3/6	3	3	3
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	3	3	2/7	1/2	2/7	3/6	3	3	3
Power Awareness	8	6	7	8	4/7	1/4	1/4	1/4	1/4	2/5	2/6	2/5	2/5	2/5	2/6	2/5
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	3/9	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	4	4	4	4	4
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/3	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
Science/Analytic • Sp	12	12	12	12	8	6/14	6/14	3/7	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	6	6	5	5	5	5	3	3	3/9
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	15	15	10	10	10	11	12	12	12
Special Defenses	35[25]	35[25]	35[25]	6/12[4/9]	30[20]	40[30]	40[30]	40[30]	40[30]	40[30]	40[30]	40[30]	40[30]	25[18]	25[18]	25[18]
Spells • Arcane Base (other)	60	65	80	75	75	25	25	25	25	25	25	25	25	25	25	25
Spells • Arcane Base (own)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Spells • Arcane Closed	45	45	50	50	55	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10
Spells • Arcane Open	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	6/6	6/6	6/6	6/6	6/6
Spells • Other Realm Base	120	120	120	120	100	50	50	50	50	50	50	50	50	50	50	50
Spells • Other Realm Closed	105	100	90	95	80	20	20	20	20	20	20	20	20	20	20	20
Spells • Other Realm Open	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10
Spells • Other Realm TP	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	8/8	8/8
Spells • Own Realm Closed	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	4/4/4	4/4/4
Spells • Own Realm Open	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	4/4/4	4/4/4
Spells • Own Rlm Other Base	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8
Spells • Own Rlm Own Base	—	—	—	—	—	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	3/3/3	3/3/3
Spells • Own Realm TP	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	4/4/4	4/4/4
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	12	15	10	15	15	15	15	15
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	5	6	7	8	5	7	7	8	5
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	7	4	5	3	7	5	5	6	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	3/7	3/7	3/7
Tech/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Tech/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	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	3	3	4	3	3	3	3	3
Weapon • 1-H Concussion	1/5	2/7	2/5	4	3/6	9	9	9	9	6	6	6	7	6	6	6
Weapon • 1-H Edged	2/5	3/8	3/8	6	3/6	20	20	20	20	7	7	7	10	8	8	8
Weapon • 1-H Firearm	2/7	4	3/9	8	4	20	20	20	20	9	9	9	12	15	15	15
Weapon • 2-Handed	2/7	4	3/9	8	5	20	20	20	20	9	9	9	12	20	20	20
Weapon • 2-H Firearm	2/7	4	3/9	8	6	20	20	20	20	9	9	9	12	20	20	20
Weapon • Missile	5	6	6	15	7	20	20	20	20	20	20	20	20	20	20	20
Weapon • Missile Artillery	5	6	6	15	7	20	20	20	20	20	20	20	20	20	20	20
Weapon • Polearms	5	6	6	15	7	20	20	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	20	20

*: This category is only used if you are using the *Martial Arts Companion*.
Use the skill in brackets ([]) if you are using the *Martial Arts Companion*.

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Healer	Mystic	Warlord	Sorcerer	Runmage	Summoner	Ranger	Paladin	Mythic	Monk	Taoist Monk	Zen Monk	Dabbler	Warrior Mage	Bard	Magent	Arcanist	Wizard	Chaotic	Maghunter
Armor • Heavy	7/7/7	7/7/7	7/7/7	11	11	11	5/5/5	3/3/3	7/7/7	11	11	11	11	10	5/5/5	6/6/6	11	11	8/8/8	7/7/7
Armor • Light	4/4/4	4/4/4	4/4/4	9	9	9	2/2/2	1/1/1	3/3/3	9	9	9	5/5/5	8	2/2/2	2/2/2	9	9	6/6/6	5/5/5
Armor • Medium	6/6/6	6/6/6	6/6/6	10	10	10	4/4/4	2/2/2	5/5/5	10	10	10	10	9	3/3/3	4/4/4	10	10	7/7/7	6/6/6
Artistic • Active	2/5	1/4	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/4	2/5	2/4	2/5	1/2	2/4	2/5	2/5	2/5	2/5
Artistic • Passive	2/5	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	2/5	2/4	2/5	2/5	1/3	2/5	2/5	2/5	2/5	2/5
Athletic • Brawn	6	7	7	7	6	7	3/7	3/7	3/7	3/7	3/7	3/7	3/9	3/7	4/9	3/9	7	7	3/6	3/6
Athletic • Endurance	3	3	3	3	3	3	1/5	2/7	2/7	2/7	2/7	2/7	2/7	2/7	2/7	2/7	3	3	2/6	2/6
Athletic • Gymnastic	3	3	3	3	3	3	3/6	3/7	2/5	1/5	1/5	1/5	2/4	3/7	2/6	2/4	3	3	2/6	1/5
Awareness • Perceptions	6	3	4	6	4	6	3/12	5/14	3/10	4/14	4/14	4/12	4/14	4/12	4/12	3/10	4	4	4/12	2/10
Awareness • Searching	3	2/4	3	3	3/7	3	1/4	2/6	1/4	2/6	2/6	2/6	2/6	2/6	2/6	1/5	2	2	2/6	2/6
Awareness • Senses	3/7	2/6	3/7	3/7	3/7	3/7	2/5	3/7	2/5	3/7	3/7	2/6	3/7	3/7	3/7	2/6	1/4	1/4	2/6	1/5
Body Development	2/6	15	15	15	15	15	4/12	4/10	4/12	6/14	4/14	4/14	6/14	6/14	6/14	6/14	16	16	4/10	6/14
Combat Maneuvers	18	18	18	18	18	18	5/12	4/10	5/12	5/12	5/12	5/12	6/14	5/12	6/14	6/14	18	18	5/12	4/12
Communications	2/2/2	1/1/1	2/2/2	2/2/2	1/1/1	2/2/2	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	3/3/3	1/1/1	1/1/1	2/2/2	2/2/2	3/3/3	3/3/3
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	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	3	2/6	3	2/5	3/7	3	15	20	20	9	9	10	5	4	10	10	2/5	3	10	12
Influence	2/6	1/4	1/4	2/6	2/6	2/6	2/6	1/5	1/4	2/6	2/6	2/7	2/4	2/6	1/4	1/5	2/5	2/5	2/6	2/4
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	1/2	1/3	1/3	1/3	1/3	1/3
Lore • Magical	2/5	2/5	2/5	2/5	1/3	2/4	3/6	3/6	3/6	3/6	3/6	3/6	3/6	2/6	1/4	3/6	1/4	1/4	2/7	2/4
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/5	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	3/7	3/6	3/6	3/7	3/7
Lore • Technical	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/4	2/5	2/6	2/6	2/6	2/6
MA • Combat Maneuvers*	12	12	18	18	18	18	8	12	6	4/9	4/9	4/9	8	8	6	6	18	18	9	6
Martial Arts • Striking	6	6	6	9	9	9	4	6	5	2/5	2/5	2/5	4	4	3	3	9	9	5	3
Martial Arts • Sweeps	6	6	6	9	9	9	4	6	5	2/5	2/5	2/5	4	4	3	3	9	9	5	3
Outdoor • Animal	3	3	3	3	3	2/5	1/5	2/6	2/6	2/7	2/7	2/7	2/6	2/7	2/7	2/7	3	3	2/7	2/6
Outdoor • Environmental	3	3	3	3	3	3	1/3	2/6	2/6	2/6	2/5	2/7	2/6	2/7	2/6	2/6	3	3	2/6	1/5
Power Awareness	2/6	2/5	2/5	2/5	1/4	2/4	5	6	5	3/7	3/7	3/7	2/7	2/7	3/6	3/7	1/3	1/3	2/4	1/5
Power Manipulation	4/10	4/10	4/10	4/10	4/10	4/10	6/12	6/12	6/12	6/12	6/12	6/12	6/12	6/12	6/12	6/12	3/9	3/7	4/10	6/12
Power Point Development	6	6	6	6	6	6	8	8	8	8	8	8	8	8	8	8	4	4	8	8
Science/Analytic • Basic	1/4	1/4	1/4	1/4	1/4	1/4	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/4	1/4	2/4	2/4
Science/Analytic • Sp	6/14	6/14	6/14	6/14	6/14	6/14	8	8	8	8	8	8	8	8	8	8	6/12	6/12	6/14	8
Self Control	2/7	5	5	5	6	6	2/7	2/7	2/6	2/4	2/4	2/4	2/7	2/7	2/7	2/6	5	5	6	2/6
Special Attacks	15	15	14	15	15	15	3/9	2/8	2/8	5	5	5	6	6	6	4	18	18	8	4/9
Special Defenses	25[18]	25[18]	35[25]	40[30]	40[30]	40[30]	40[30]	40[30]	40[30]	10[6]	10[6]	10[6]	40[30]	40[30]	20[15]	20[15]	40[30]	40[30]	35[25]	30[20]
Spells • Arcane Base (other)	12	12	12	12	12	12	40	40	40	40	40	40	40	40	40	40	12/12	12/12	25	25
Spells • Arcane Base (own)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3/3/3	3/3/3	6/6/6/6/6	—
Spells • Arcane Closed	8/8	8/8	8/8	8/8	8/8	8/8	18	18	18	18	18	18	18	18	18	18	4/4/4	4/4/4	16/16	16/16
Spells • Arcane Open	5/5	5/5	5/5	5/5	5/5	5/5	12	12	12	12	12	12	12	12	12	12	4/4/4	4/4/4	11/11	11/11
Spells • Other Realm Base	60	60	60	60	60	60	80	80	80	80	80	80	80	80	80	80	10/10	10/10	60	60
Spells • Other Realm Closed	25	25	25	25	25	25	45	45	45	45	45	45	45	45	45	45	6/6	6/6	25	25
Spells • Other Realm Open	12	12	12	12	12	12	30	30	30	30	30	30	30	30	30	30	5/5	5/5	12	12
Spells • Other Realm TP	8/8	8/8	8/8	8/8	8/8	8/8	12/12	12/12	12/12	12/12	12/12	12/12	12/12	12/12	12/12	12/12	8/8	8/8	12/12	12/12
Spells • Own Rlm Closed	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	10/10	—	—	—	—
Spells • Own Rlm Open	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	—	—	—	—
Spells • Own Rlm Oth Bse	10/10	10/10	10/10	10/10	10/10	10/10	25	25	25	25	25	25	25	25	25	25	—	—	—	—
Spells • Own Rlm Own Bse	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	—	—	—	—
Spells • Own Realm TP	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	6/6/6	6/6/6	6/6/6	6/6/6	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
Subterfuge • Attack	15	15	15	15	12	15	6	15	6/12	8	8	8	6/12	8	12	5/10	16	16	10	6/14
Subterfuge • Mechanics	8	7	5	7	6	6	4	7	3/8	4	4	4	2/6	4	4	2/7	7	7	6	5
Subterfuge • Stealth	6	2/7	7	6	4	7	1/5	5	2/4	2/7	2/7	2/7	1/5	2/7	2/7	1/4	5	5	2/7	2/5
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	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Prof.	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Voc.	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	5/12	5/12	5/12	5/12	5/12	5/12
Urban	3	2/5	3	3	3	3	3/6	4	2/4	3/7	4	3/7	1/5	3/7	2/4	1/4	4	4	3/6	2/6
Weapon • 1-H Concussion	9	9	9	9	9	9	3/7	2/5	3/9	5	5	6	3/9	3/9	3/9	3/7	9	9	4	3/5
Weapon • 1-H Edged	20	20	20	20	20	20	4	3/8	4	8	8	8	6	6	6	4	20	20	6	4/9
Weapon • 1-H Firearm	20	20	20	20	20	20	6	4	6	8	8	8	7	7	7	6	20	20	6	4
Weapon • 2-Handed	20	20	20	20	20	20	6	4	6	8	8	8	8	8	7	7	20	20	8	6
Weapon • 2-H Firearm	20	20	20	20	20	20	6	4	6	15	15	15	10	10	7	8	20	20	10	7
Weapon • Missile	20	20	20	20	20	20	9	6	9	15	15	15	15	15	15	9	20	20	12	8
Weapon • Missile Artillery	20	20	20	20	20	20	9	6	9	15	15	15	15	15	15	10	20	20	15	9
Weapon • Polearms	20	20	20	20	20	20	9	6	9	15	15	15	15	15	15	10	20	20	15	9
Weapon • Thrown	20	20	20	20	20	20	9	6	9	15	15	15	15	15	15	10	20	20	15	9

* This category is only used if you are using the *Martial Arts Companion*.Use the skill in brackets ([]) if you are using the *Martial Arts Companion*.

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Book	Time	Fighter	Thief	Rogue	Warrior Monk	Layman	Healer	Mystic	Warlock	Sorcerer	Runemage	Summoner
Adventurer (L)	RMSR	24	29	29	29	29	29	31	32	47	34	35	49
Amateur Mage (L)	RMSR	53	43	37	36	40	32	26	26	28	26	25	28
Animal Friend (L)	RMSR	102	26	26	24	28	28	33	30	40	33	37	38
Assassin (V)	RMSR	30	25	16	20	25	28	40	37	66	41	59	68
Berserker (L)	RMSR	64	22	26	26	28	28	42	44	76	44	79	79
Burglar (V)	RMSR	33	21	16	19	20	23	30	30	33	31	34	34
City Guard (V)	RMSR	25	15	17	16	23	20	29	30	40	31	40	40
Cloistered Academic (L)	RMSR	95	29	29	29	29	29	24	20	23	24	20	23
Con Man (V)	RMSR	32	21	18	18	22	21	28	19	28	28	26	30
Crafter (V)	RMSR	28	24	24	24	24	24	24	24	24	24	24	24
Crusading Academic (L)	RMSR	110	29	29	29	29	28	29	26	31	30	29	32
Cut Purse (V)	RMSR	37	24	15	15	25	25	34	26	40	34	33	42
Detective (V)	RMSR	33	22	18	18	23	24	30	22	28	30	29	31
Diplomat (V)	RMSR	48	28	27	27	28	25	26	19	25	26	22	26
Doctor (V)	RMSR	18	23	23	23	23	23	23	23	26	23	26	26
Explorer (L)	RMSR	66	27	27	27	26	28	30	30	38	31	38	38
Guardian (L)	RMSR	116	27	28	27	32	29	35	34	62	40	70	70
Herbalist (V)	RMSR	33	23	23	23	23	23	23	23	26	23	26	26
Highwayman (V)	RMSR	35	19	21	20	22	22	28	30	36	30	36	37
Hunter (L)	RMSR	18	29	27	27	30	30	36	33	51	36	47	51
Knight (L)	RMSR	69	25	29	28	34	31	43	43	75	46	82	82
Loremaster (V)	RMSR	40	29	28	26	29	24	20	20	22	20	19	22
Martial Artist (L)	RMSR	73	30	30	30	24	30	35	35	52	40	66	66
Mercenary (L)	RMSR	80	28	30	29	33	31	39	40	73	44	76	78
Merchant (V)	RMSR	23	25	25	25	25	21	20	18	20	20	18	20
Performer (V)	RMSR	40	28	28	28	28	25	26	18	25	26	22	26
Philosopher (L)	RMSR	130	32	32	32	32	29	29	25	31	29	26	31
Sailor (V)	RMSR	28	20	19	19	19	20	23	23	22	23	22	22
Scout (V)	RMSR	33	21	20	19	25	25	31	30	36	31	36	35
Shaman Priest (L)	RMSR	69	34	33	31	33	30	29	28	30	29	30	29
Soldier (V)	RMSR	26	15	22	19	31	23	30	34	49	37	57	57
Spy (V)	RMSR	44	28	22	23	28	27	35	27	40	34	34	43
Traveller (V)	RMSR	18	13	12	10	13	14	20	19	27	20	27	26
Wanderer (L)	RMSR	95	29	28	28	29	28	30	29	33	30	31	32
Weapon Master (L)	RMSR	95	29	34	32	45	36	84	84	192	84	192	192
Zealot (L)	RMSR	73	25	25	25	25	25	26	23	29	28	30	31
Conjurer (L)	ArcCo	84	60/46	52/44	49/40	52/43	37/36	28/29	28/29	29	28/29	28	29
Famulus (V)	ArcCo	42	38	37	37	40	28	22	22	22	22	16	22
Manipulator (L)	ArcCo	120	48/37	41/37	37	46/37	33/34	28/30	28/26	27	24/30	30	30
Necromancer (L)	ArcCo	106	72/57	64/57	57/51	65/55	49/44	38/35	38/35	35	38/35	34	35
Runemaster (L)	ArcCo	120	74/60	61/60	53/52	71/60	47/44	32/34	32/34	34	32/34	29	34
Warlock (L)	ArcCo	76	60/45	53/45	47/41	53/42	34/32	23/24	25/26	26	25/26	26	27
Advisor (L)	C&R	97	30	29	29	30	29	30	30	28	26	28	30
Antagonist (L)	C&R	75	25	24	24	26	25	28	28	25	20	26	28
Apothecary (V)	C&R	27	26	23	23	24	23	26	25	22	25	23	23
Architect (V)	C&R	19	26	26	26	26	25	25	25	24	24	25	25
Archaeologist (V)	C&R	52	34	32	32	34	28	28	28	28	24	25	28
Artificer (L)	C&R	110	57	51	51	57	41	30	30	30	30	26	30
Astronomer (L)	C&R	78	33	33	33	33	28	28	28	28	27	28	28
Chaplain (V)	C&R	43	25	25	25	25	24	23	23	21	19	23	24
Cloistered Zealot (L)	C&R	128	28	28	28	28	25	25	28	30	26	30	32
Court Magician (L)	C&R	97	48	48	41	43	36	28	28	26	24	28	28
Duelist (V)	C&R	32	22	26	25	30	30	63	72	82	71	82	82
Engineer (L)	C&R	85	38	38	38	38	38	31	31	38	31	38	38
Executioner (V)	C&R	28	22	26	23	25	26	36	38	37	36	37	39
Grave Robber (V)	C&R	45	28	21	22	27	26	34	33	31	32	32	32
Groom (V)	C&R	44	16	20	16	20	20	23	23	23	23	23	20
Inventor (V)	C&R	45	29	29	29	29	28	28	28	28	28	27	28
Jester (V)	C&R	52	26	24	24	24	26	29	29	26	24	29	29
Laborer (V)	C&R	14	12	16	13	14	13	16	28	29	28	29	29
Magic Crafter (L)	C&R	72	34	33	34	34	32	27	27	27	27	26	27
Political (L)	C&R	22	32	30	30	34	30	39	39	44	26	38	46
Prophet (L)	C&R	98	42	37	39	42	34	29	29	28	27	27	29
Romantic (L)	C&R	74	22	20	20	24	22	24	24	22	16	24	24
Servitor (V)	C&R	41	25	25	25	25	25	25	25	23	22	25	25
Siege Engineer (V)	C&R	29	22	24	26	27	25	32	32	42	32	41	42
Troubadour (L)	C&R	132	33	34	33	34	30	31	31	30	24	28	31
Vizier (L)	C&R	113	39	34	36	39	33	27	27	26	25	26	27

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

MarCo = Martial Arts Companion; EssCo = Essence Companion

Note: When two numbers appear, use the second number only if you are using the "revised" version of the training package.

TRAINING PACKAGE DPCOST TABLE 2.7

Training Package	Book	Time	Fighter	Thief	Rogue	Warrior Monk	Layman	Healer	Mystic	Warlock	Sorcerer	Runemage	Summoner
Meneumerakkinim (V)	R&C:U	45	29	29	30	34	34	54	42	55	54	58	58
Bherschekurkum (L)	R&C:U	116	32	35	33	46	36	81	63	96	81	105	105
Gharnurghir (L)	R&C:U	40	17	24	21	35	25	62	38	70	62	79	79
Hoythij Rak (L)	R&C:U	84	30	20	24	26	30	46	39	61	46	62	64
Hephuzad (L)	R&C:U	90	37	37	37	40	37	47	42	56	47	56	56
Shieldsman (V)	R&C:U	22	20	18	18	19	18	30	24	43	30	43	43
Bhourdirm (L)	R&C:U	106	32	25	25	31	30	40	33	47	40	44	47
Sokhudnerrim (L)	R&C:U	54	27	20	20	24	24	26	26	26	26	26	26
Dernakwmun (L)	R&C:U	71	54	48	45	48	34	26	26	33	26	31	33
Cloaker of Clans (L)	R&C:U	99	60	51	48	51	36	33	32	41	33	37	42
Path Finder (L)	R&C:U	111	30	24	24	28	26	42	32	78	42	72	80
Clerihew (L)	R&C:U	105	63	54	51	54	39	30	30	31	30	31	32
Collector (L)	R&C:U	114	64	48	55	64	40	22	30	32	22	26	32
Scholar (V)	R&C:U	39	27	26	24	26	23	21	22	22	21	22	24
Tabula Rasa (L)	R&C:U	107	38	36	34	36	33	32	33	34	32	32	37
Inventor (L)	R&C:U	110	42	38	39	43	42	52	50	28	54	53	28
Miner (V)	R&C:U	43	37	28	32	37	37	55	54	67	48	65	70
Tuskerer (V)	R&C:U	52	23	31	27	34	31	82	65	106	82	106	106
Skulker (V)	R&C:U	40	23	23	20	26	25	38	31	44	36	42	26
Croaker (V)	R&C:U	17	26	26	26	26	26	26	26	26	26	26	26
Shirriff (V)	R&C:U	25	20	21	19	22	20	33	27	40	33	40	40
Finder (V)	R&C:U	50	29	18	20	29	29	48	45	50	42	43	52
Hewer (L)	R&C:U	107	32	40	36	49	40	98	72	120	99	128	128
Pillager (V)	R&C:U	49	25	16	16	28	23	34	27	48	34	46	48
Boarsaddler (L)	R&C:U	106	28	36	32	39	36	90	69	102	90	102	101
Brelissker (L)	R&C:U	94	26	34	31	39	34	88	66	97	88	97	94
Breliss Archer (V)	R&C:U	18	22	19	19	20	20	31	25	51	31	51	50
Sneak-knife (L)	R&C:U	93	34	27	31	38	37	69	64	84	63	80	87
Shaguk Sh'mauk-ënd (L)	R&C:U	75	30	24	27	28	32	48	42	94	48	103	103
Shaguk Staz-pargun (L)	R&C:U	116	28	39	36	43	40	93	72	78	93	86	82
Shaguk Spillak (L)	R&C:U	40	69	62	54	63	37	32	30	38	32	38	38
Shaguk Zhun-Kleftak (L)	R&C:U	73	56	49	46	48	40	24	23	34	24	33	34
Shaguk Kun-Torämim (L)	R&C:U	69	56	47	46	50	35	25	26	40	25	39	40
Shaguk Ru'kleftak-sheer (L)	R&C:U	70	44	40	36	42	31	22	22	48	22	54	55
Blind Fighter (L)	R&C:U	69	27	21	24	26	30	46	39	89	46	94	94
Prowldark (L)	R&C:U	95	57	51	48	51	40	32	32	62	32	62	62
Arms Instructor (L)	MarCo	106	26	31	29	43	35	93	58	87	93	93	93
Bodyguard (V)	MarCo	30	20	23	20	32	26	40	49	43	39	47	49
Caravan Guard (V)	MarCo	46	27	30	28	38	30	39	39	43	47	44	46
Chi Master	MarCo	81	70	70	70	30	63	70	74	106	103	121	121
Martial Artist (L)	MarCo	143	49	51	50	38	51	69	84	89	103	103	105
MA Challenger (L)	MarCo	110	42	45	43	34	47	79	94	98	109	110	110
MA Champion (V)	MarCo	31	25	29	27	33	30	54	58	60	70	70	70
MA Opera Performer	MarCo	187	41	39	39	33	41	48	49	53	59	62	62
Ninja (L)	MarCo	170	54	48	48	49	60	113	106	131	132	126	138
School Master (V)	MarCo	39	31	33	32	25	36	58	68	72	82	84	84
Secret Society Member (V)	MarCo	22	17	13	13	16	17	28	19	28	30	27	31
MA Street Performer (V)	MarCo	37	25	19	19	26	25	32	22	32	32	30	33
Temple Monk (L)	MarCo	169	68	69	68	39	68	88	103	126	132	143	143
Wandering Monk (V)	MarCo	78	55	56	55	40	51	59	68	83	86	80	92
Warrior-Priest (L)	MarCo	107	32	34	33	26	35	54	61	66	76	76	76
Weapon Master (L)	MarCo	116	44	51	50	50	58	120	130	139	145	145	145
Amatuer Mage (L)	EssCo	70	56	52	50	55	44	32	32	32	32	30	32
Animal Handler (V)	EssCo	37	11	18	11	18	18	23	23	23	23	23	18
Arachnamancer (L)	EssCo	164	34	33	33	36	36	40	39	37	39	38	36
Catalyst Collector (V)	EssCo	37	20	20	20	23	22	28	28	28	28	28	28
Corpist Caster (L)	EssCo	40	22	22	22	22	22	17	17	17	17	17	17
Crystalist Caster (L)	EssCo	46	28	28	28	28	28	24	24	24	24	24	24
Demonologist (L)	EssCo	132	68	67	58	64	50	42	37	40	42	38	42
Guild Apprentice (L)	EssCo	86	51	46	46	52	41	33	32	33	33	30	33
Hedge Wizard (L)	EssCo	30	71	69	59	63	48	40	38	42	43	43	44
Herbalist Caster (L)	EssCo	56	23	23	23	23	23	18	18	18	18	18	18
Journeying Apprentice (L)	EssCo	104	37	35	35	37	32	28	28	28	28	27	28
Librarian (V)	EssCo	57	28	28	28	28	25	24	21	23	24	22	24
Nomenist Caster (L)	EssCo	42	28	28	28	20	26	20	20	20	20	20	20
Potioner (L)	EssCo	39	30	30	30	30	27	22	22	22	22	20	22
Spell Researcher (V)	EssCo	114	45	41	40	45	32	26	25	26	26	23	26
Spell Student (V)	EssCo	105	52	45	45	54	38	28	27	28	28	24	28

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

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Note: When two numbers appear, use the second number only if you are using the "revised" version of the training package.

TRAINING PACKAGE DPCOST TABLE 2.7

Training Package	Book	Time	Magician	Illusionist	Essence Alchemist	Mana Molder	Cleric	Animist	Channeling Alchemist	Priest	Mentalist	Lay Healer	Mentalism Alchemist	Arcanist	Wizard
Adventurer (L)	RMSR	24	34	33	42	35	32	31	40	44	31	31	39	40	40
Amateur Mage (L)	RMSR	53	24	24	26	25	26	26	27	23	26	26	29	25	25
Animal Friend (L)	RMSR	102	33	31	38	37	31	22	40	37	33	33	38	37	37
Assassin (V)	RMSR	30	40	36	44	59	38	34	43	60	37	38	45	53	53
Berserker (L)	RMSR	64	45	45	38	79	36	36	38	60	34	34	38	55	55
Burglar (V)	RMSR	33	31	31	33	34	30	30	35	34	29	29	33	32	32
City Guard (V)	RMSR	25	31	31	24	40	28	27	25	34	29	28	25	32	32
Cloistered Academic (L)	RMSR	95	23	20	26	23	24	24	27	24	24	24	27	23	23
Con Man (V)	RMSR	32	27	25	27	26	26	24	26	26	27	28	27	31	31
Crafter (V)	RMSR	28	24	24	25	24	24	24	27	24	24	24	28	35	35
Crusading Academic (L)	RMSR	110	30	29	33	32	29	29	33	31	28	28	33	32	32
Cut Purse (V)	RMSR	37	32	29	34	34	32	30	34	36	32	33	32	36	36
Detective (V)	RMSR	33	30	28	28	30	28	27	28	29	29	29	27	26	26
Diplomat (V)	RMSR	48	26	21	25	26	25	25	25	25	26	26	25	25	25
Doctor (V)	RMSR	18	23	23	22	26	23	23	23	26	23	23	23	26	26
Explorer (L)	RMSR	66	31	31	34	38	30	30	34	36	29	29	33	32	32
Guardian (L)	RMSR	116	40	40	40	70	33	31	47	57	35	32	40	53	53
Herbalist (V)	RMSR	33	26	26	26	26	23	20	30	26	23	23	28	26	26
Highwayman (V)	RMSR	35	30	30	28	36	27	24	30	33	29	29	28	32	32
Hunter (L)	RMSR	18	36	34	38	47	32	29	44	44	35	35	39	37	37
Knight (L)	RMSR	69	46	46	48	82	40	40	50	71	40	38	45	64	64
Loiemaster (V)	RMSR	40	19	19	23	19	20	20	25	22	20	20	25	18	18
Martial Artist (L)	RMSR	73	40	40	51	66	35	35	41	66	30	30	32	53	53
Mercenary (L)	RMSR	80	44	44	42	78	36	35	39	58	38	38	42	61	61
Merchant (V)	RMSR	23	20	18	18	20	20	20	21	20	20	20	27	10	10
Performer (V)	RMSR	40	26	20	29	26	26	26	29	26	26	26	28	26	26
Philosopher (L)	RMSR	130	29	26	31	30	29	29	29	31	29	29	31	29	29
Sailor (V)	RMSR	28	23	23	23	22	22	20	23	22	23	23	23	23	23
Scout (V)	RMSR	33	31	31	28	36	28	20	32	32	30	30	28	30	30
Shaman Priest (L)	RMSR	69	29	28	29	31	29	26	29	31	29	29	29	29	29
Soldier (V)	RMSR	26	37	37	24	57	29	29	25	38	31	30	24	45	45
Spy (V)	RMSR	44	33	30	37	35	33	30	38	37	33	35	37	36	36
Traveller (V)	RMSR	18	20	20	20	27	18	13	18	26	20	20	18	17	17
Wanderer (L)	RMSR	95	30	29	32	33	29	26	32	32	30	30	31	32	32
Weapon Master (L)	RMSR	95	84	84	80	192	51	51	69	123	61	61	79	84	84
Zealot (L)	RMSR	73	28	27	27	31	26	26	28	30	25	25	28	30	30
Conjuror (L)	ArcCo	84	28	28	28	27	28/29	28/29	29	29	28/29	28	29	26/27	26/27
Famulus (V)	ArcCo	42	16	16	16	16	22	22	22	22	22	22	22	22	22
Manipulator (L)	ArcCo	120	28/30	27/28	28	30	28/30	28/30	30	30	28/30	28	30	28/30	28/30
Necromancer (L)	ArcCo	106	37/34	37/34	31	33	38/35	38/35	35	35	38/35	38	35	38/33	38/33
Runemaster (L)	ArcCo	120	28/29	28/29	29	29	32/34	32/34	34	34	32/34	32	34	32/29	32/29
Warlock (L)	ArcCo	76	25/26	25/26	26	26	26	26	26	26	23/25	23	25	24/25	24/25
Advisor (L)	C&R	97	30	28	30	30	29	28	29	29	30	30	30	29	29
Antagonist (L)	C&R	75	27	25	27	26	27	26	27	26	27	28	27	28	28
Apothecary (V)	C&R	27	25	26	24	23	24	26	25	24	25	26	25	25	25
Architect (V)	C&R	19	25	25	25	25	25	25	25	25	25	25	25	25	25
Archaeologist (V)	C&R	52	28	25	27	28	27	26	27	27	28	28	28	26	26
Artificer (L)	C&R	110	26	26	26	26	30	30	30	30	30	30	30	26	26
Astronomer (L)	C&R	78	28	27	26	28	27	25	27	28	28	28	28	26	26
Chaplain (V)	C&R	43	23	22	23	23	23	23	23	24	23	23	23	23	23
Cloistered Zealot (L)	C&R	128	29	28	29	32	28	28	28	31	26	26	26	28	28
Court Magician (L)	C&R	97	28	25	28	26	28	28	28	28	28	28	28	26	26
Duelist (V)	C&R	32	72	72	65	82	50	50	50	61	58	58	57	75	75
Engineer (L)	C&R	85	31	31	31	38	31	31	31	38	31	31	31	31	31
Executioner (V)	C&R	28	36	38	27	39	32	30	28	34	32	34	27	38	38
Grave Robber (V)	C&R	45	33	34	36	32	32	31	35	32	33	34	33	31	31
Groom (V)	C&R	44	23	23	23	23	23	16	23	23	23	23	23	23	23
Inventor (V)	C&R	45	28	28	28	53	28	28	28	28	28	28	28	28	28
Jester (V)	C&R	52	29	26	36	27	29	29	36	29	29	29	29	29	29
Laborer (V)	C&R	14	28	28	26	29	24	21	22	23	24	26	24	29	29
Magic Crafter (L)	C&R	72	26	26	34	26	27	27	27	27	27	27	27	26	26
Political (L)	C&R	22	38	30	36	40	37	34	37	41	37	38	36	38	38
Prophet (L)	C&R	98	27	27	27	27	28	26	28	28	29	29	29	26	26
Romantic (L)	C&R	74	24	20	24	24	24	25	24	24	24	24	24	25	25
Servitor (V)	C&R	41	25	23	25	25	25	25	25	25	25	25	25	25	25
Siege Engineer (V)	C&R	29	32	32	26	42	29	29	29	39	29	29	27	32	32
Troubadour (L)	C&R	132	31	25	31	31	31	29	31	31	31	31	31	31	31
Vizier (L)	C&R	113	26	26	26	26	26	25	26	26	27	27	27	25	25

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Note: When two numbers appear, use the second number only if you are using the "revised" version of the training package.

TRAINING PACKAGE DPCOST TABLE T-2.7

Training Package	Book	Time	Magician	Illusionist	Essence Alchemist	Mana Molder	Cleric	Animist	Channeling Alchemist	Priest	Mentalist	Lay Healer	Mentalist Alchemist	Arcanist	Wizard
Meneumerakkinim (V)	R&C:U	45	54	54	44	58	42	41	43	54	48	50	44	47	47
Bherschekurkum (L)	R&C:U	116	81	81	54	105	63	62	63	84	56	53	51	80	80
Gharnurghir (L)	R&C:U	40	62	62	37	79	38	38	38	51	40	38	36	62	62
Hoythij Räk (L)	R&C:U	84	46	46	51	63	39	67	48	54	38	38	44	41	41
Hephuzad (L)	R&C:U	90	47	47	40	56	42	42	42	49	43	43	43	48	48
Shieldsman (V)	R&C:U	22	30	30	31	43	24	24	30	37	28	28	32	32	32
Bhourdirm (L)	R&C:U	106	40	40	38	45	33	28	34	40	39	39	39	37	37
Sokhudnerrim (L)	R&C:U	54	26	26	26	26	26	26	28	26	26	26	26	26	26
Dernakwmün (L)	R&C:U	71	26	26	26	31	26	26	28	31	26	26	28	26	26
Cloaker of Clans (L)	R&C:U	99	33	33	37	36	32	32	37	40	32	28	38	34	34
Path Finder (L)	R&C:U	111	42	42	53	72	32	30	52	70	39	38	55	36	36
Clerihew (L)	R&C:U	105	30	30	30	30	30	30	31	32	30	27	31	31	31
Collector (L)	R&C:U	114	22	22	26	26	30	30	32	32	30	30	32	29	29
Scholar (V)	R&C:U	39	21	21	22	22	22	22	23	23	22	22	22	22	22
Tabula Rasa (L)	R&C:U	107	32	32	34	36	33	33	35	36	33	33	34	32	32
Inventor (L)	R&C:U	110	52	54	50	53	50	52	50	28	50	52	51	51	51
Miner (V)	R&C:U	43	55	48	60	65	54	50	58	72	55	53	60	52	51
Tuskercer (V)	R&C:U	52	82	82	66	106	65	64	54	75	58	60	61	81	81
Skulker (V)	R&C:U	40	38	36	34	42	31	25	31	36	35	36	34	37	37
Croaker (V)	R&C:U	17	26	26	26	26	26	26	26	26	26	26	26	26	26
Shirriff (V)	R&C:U	25	33	33	27	40	27	26	28	34	28	28	28	32	32
Finder (V)	R&C:U	50	48	42	49	43	45	41	47	45	48	52	48	46	46
Hewer (L)	R&C:U	107	98	99	74	128	72	69	69	97	71	70	64	98	98
Pillager (V)	R&C:U	49	34	34	38	46	27	21	34	40	32	34	38	30	30
Boarsaddler (L)	R&C:U	106	90	90	65	102	69	68	53	74	66	64	56	88	88
Brelissker (L)	R&C:U	94	88	88	70	97	66	66	55	74	65	62	62	86	86
Breliss Archer (V)	R&C:U	18	31	31	36	51	25	25	32	40	29	29	33	33	33
Sneak-knife (L)	R&C:U	93	69	63	57	80	64	54	57	82	65	68	55	68	68
Shaguk Sh'mauk-ënd (L)	R&C:U	75	48	48	56	103	42	40	48	67	40	40	49	44	44
Shaguk Staz-pargun (L)	R&C:U	116	93	93	55	86	72	70	49	60	69	68	51	94	100
Shaguk Spillak (L)	R&C:U	40	32	32	30	38	30	29	30	34	30	30	29	32	32
Shaguk Zhun-Klefiäk (L)	R&C:U	73	24	24	26	32	23	23	29	33	23	23	26	23	23
Shaguk Kun-Torämim (L)	R&C:U	69	25	25	32	38	26	26	35	39	26	23	33	25	25
Shaguk Ru'kleftäk-sheer (L)	R&C:U	70	22	22	34	54	22	22	32	39	22	22	32	21	21
Blind Fighter (L)	R&C:U	69	46	46	66	94	39	38	62	82	39	38	54	42	42
Prowldark (L)	R&C:U	95	32	32	46	62	32	32	43	52	32	33	43	32	32
Arms Instructor (L)	MarCo	106	93	93	70	93	58	57	58	63	66	65	62	97	97
Bodyguard (V)	MarCo	30	49	47	49	48	36	35	36	37	39	38	38	48	48
Caravan Guard (V)	MarCo	46	47	44	47	46	37	34	37	39	40	38	38	47	47
Chi Master	MarCo	81	105	105	121	121	94	94	94	119	62	62	73	103	103
Martial Artist (L)	MarCo	143	105	105	105	103	80	78	80	98	59	59	59	104	104
MA Challenger (L)	MarCo	110	110	110	110	110	80	78	80	95	69	69	69	112	112
MA Champion (V)	MarCo	31	70	70	70	70	47	46	47	57	44	42	42	70	70
MA Opera Performer	MarCo	187	62	58	68	62	54	54	62	59	46	46	46	59	59
Ninja (L)	MarCo	170	130	122	140	126	104	96	114	116	97	101	97	132	132
School Master (V)	MarCo	39	84	84	84	84	62	61	62	76	46	46	46	84	84
Secret Society Member (V)	MarCo	22	28	26	28	27	26	24	26	28	24	26	24	29	29
MA Street Performer (V)	MarCo	37	31	27	33	30	31	31	33	31	31	32	31	33	33
Temple Monk (L)	MarCo	169	135	135	143	143	109	108	109	136	75	75	81	134	134
Wandering Monk (V)	MarCo	78	88	85	92	91	74	74	74	87	56	56	59	86	86
Warrior-Priest (L)	MarCo	107	76	76	76	76	57	56	57	71	42	42	42	76	76
Weapon Master (L)	MarCo	116	145	145	145	145	100	98	100	120	95	95	95	148	148
Amatuer Mage (L)	EssCo	70	30	30	30	30	32	32	32	32	32	32	32	30	30
Animal Handler (V)	EssCo	37	23	23	23	23	23	11	23	23	23	23	23	23	23
Arachnamancer (L)	EssCo	164	39	40	39	38	39	37	39	39	39	40	39	38	38
Catalyst Collector (V)	EssCo	37	28	28	28	28	24	22	24	26	26	26	26	28	28
Corpist Caster (L)	EssCo	40	17	17	17	17	16	15	16	17	17	17	17	17	17
Crystalist Caster (L)	EssCo	46	24	24	24	24	24	24	24	24	24	24	24	24	24
Demonologist (L)	EssCo	132	40	37	40	39	42	42	42	42	42	42	42	36	36
Guild Apprentice (L)	EssCo	86	30	30	30	30	33	34	33	33	33	33	33	31	31
Hedge Wizard (L)	EssCo	30	43	39	43	41	43	43	43	43	42	42	42	37	37
Herbalist Caster (L)	EssCo	56	18	18	18	18	18	18	18	18	18	18	18	18	18
Journeying Apprentice (L)	EssCo	104	27	27	27	27	27	26	27	28	28	28	28	27	27
Librarian (V)	EssCo	57	24	22	24	24	24	24	24	24	24	24	24	24	24
Nomenist Caster (L)	EssCo	42	20	20	16	20	20	20	20	20	20	20	20	20	20
Potioner (L)	EssCo	39	22	22	19	20	22	22	22	22	22	22	22	22	22
Spell Researcher (V)	EssCo	114	23	22	23	23	26	26	26	26	26	26	26	22	22
Spell Student (V)	EssCo	105	24	24	24	24	28	30	28	28	28	28	28	26	26

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TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Book	Time	Ranger	Paladin	Mythic	Monk	Taoist Monk	Dabbler	Warrior Mage	Bard	Magent	Zen Monk	Chaotic	Magehunter
Adventurer (L)	RMSR	24	29	31	36	29	37	29	29	29	29	38	31	27
Amateur Mage (L)	RMSR	53	31	32	36	30	34	29	31	29	30	34	33	32
Animal Friend (L)	RMSR	102	22	30	28	28	30	28	30	28	26	30	29	28
Assassin (V)	RMSR	30	26	34	30	29	38	27	28	31	24	38	35	28
Berserker (L)	RMSR	64	28	26	34	31	42	29	37	29	28	45	38	31
Burglar (V)	RMSR	33	26	28	25	22	26	22	28	25	21	27	27	24
City Guard (V)	RMSR	25	20	20	24	25	30	20	26	21	20	30	26	20
Cloistered Academic (L)	RMSR	95	28	28	27	28	27	25	26	22	24	27	31	31
Con Man (V)	RMSR	32	20	25	18	22	23	19	22	19	14	22	22	23
Crafter (V)	RMSR	28	24	24	24	24	24	24	24	24	24	24	35	35
Crusading Academic (L)	RMSR	110	29	29	30	29	32	28	31	24	24	33	34	36
Cut Purse (V)	RMSR	37	24	33	24	26	28	20	28	25	18	26	27	22
Detective (V)	RMSR	33	21	28	20	26	27	25	26	25	19	26	26	21
Diplomat (V)	RMSR	48	28	28	27	28	29	25	29	19	18	29	29	28
Doctor (V)	RMSR	18	23	23	26	23	26	23	26	23	23	26	26	26
Explorer (L)	RMSR	66	28	28	32	27	33	28	33	28	28	34	28	29
Guardian (L)	RMSR	116	28	29	41	34	56	32	52	30	29	57	41	30
Herbalist (V)	RMSR	33	20	23	23	23	23	23	23	23	23	23	23	24
Highwayman (V)	RMSR	35	18	22	25	25	26	23	26	23	23	27	23	19
Hunter (L)	RMSR	18	25	31	32	30	36	29	34	30	28	36	29	26
Knight (L)	RMSR	69	31	28	45	36	57	36	53	32	32	58	41	37
Loremaster (V)	RMSR	40	24	24	24	24	24	20	22	18	24	24	21	21
Martial Artist (L)	RMSR	73	31	35	47	28	33	31	42	29	30	33	38	32
Mercenary (L)	RMSR	80	31	29	42	35	51	32	49	32	31	52	38	36
Merchant (V)	RMSR	23	24	24	24	24	24	21	24	21	21	24	23	24
Performer (V)	RMSR	40	28	28	27	28	28	25	29	16	20	28	28	28
Philosopher (L)	RMSR	130	32	32	36	32	36	30	36	26	26	36	34	34
Sailor (V)	RMSR	28	18	20	19	19	18	20	20	20	20	18	20	18
Scout (V)	RMSR	33	16	24	23	26	28	25	26	25	21	28	26	22
Shaman Priest (L)	RMSR	69	29	29	32	30	32	29	32	28	28	32	33	33
Soldier (V)	RMSR	26	23	20	29	32	42	28	38	25	25	43	29	28
Spy (V)	RMSR	44	25	32	26	28	29	24	29	25	18	29	29	28
Traveller (V)	RMSR	18	10	15	23	13	23	14	25	14	13	23	22	12
Wanderer (L)	RMSR	95	27	29	30	29	30	28	31	26	29	30	29	25
Weapon Master (L)	RMSR	95	39	34	66	49	94	43	77	43	39	98	49	41
Zealot (L)	RMSR	73	26	23	26	25	30	25	28	20	20	30	29	29
Conjuror (L)	ArcCo	84	36/33	36/33	35/33	36/33	35/33	33/32	34/32	32/29	36/33	35/33	29/31	29/32
Famulus (V)	ArcCo	42	28	29	29	26	26	22	22	17	26	26	22	20
Manipulator (L)	ArcCo	120	32	29/30	32/30	32	34/32	32	34/32	28/29	29/30	34/32	38/31	32
Necromancer (L)	ArcCo	106	44/41	44/41	43/41	44/41	43/41	42/40	42/40	41/38	44/41	43/41	44/37	48/40
Runemaster (L)	ArcCo	120	42/44	43/46	46/44	33/40	42/40	34/36	37/36	33/40	33/40	42/40	34/36	33/34
Warlock (L)	ArcCo	76	32/33	34/35	36/34	30	32/30	28	30/28	30	30	32/30	29/31	29/30
Advisor (L)	C&R	97	29	29	28	30	30	29	30	26	25	30	30	30
Antagonist (L)	C&R	75	25	25	21	26	25	24	25	20	21	25	26	25
Apothecary (V)	C&R	27	23	26	22	23	22	22	22	23	22	22	24	24
Architect (V)	C&R	19	25	25	25	25	25	25	25	25	25	25	25	25
Archaeologist (V)	C&R	52	30	31	30	31	31	28	31	24	24	31	30	31
Artificer (L)	C&R	110	42	44	42	37	37	33	33	33	37	37	33	30
Astronomer (L)	C&R	78	26	30	28	30	30	30	30	30	28	28	26	25
Chaplain (V)	C&R	43	24	22	23	23	25	23	24	20	20	25	23	23
Cloistered Zealot (L)	C&R	128	27	27	28	27	30	25	30	23	23	30	32	27
Court Magician (L)	C&R	97	32	31	31	32	32	32	32	28	31	32	30	32
Duelist (V)	C&R	32	30	28	32	36	39	34	38	34	32	40	35	30
Engineer (L)	C&R	85	34	34	42	34	42	34	42	34	34	42	34	34
Executioner (V)	C&R	28	26	23	25	27	28	26	27	26	24	29	27	26
Grave Robber (V)	C&R	45	27	32	24	26	26	24	28	26	23	26	29	27
Groom (V)	C&R	44	16	20	20	20	20	20	20	20	20	20	20	20
Inventor (V)	C&R	45	28	28	30	28	30	28	30	28	28	30	28	28
Jester (V)	C&R	52	29	26	24	24	24	26	29	20	29	24	26	24
Laborer (V)	C&R	14	16	16	16	18	16	29	19	19	18	16	16	18
Magic Crafter (L)	C&R	72	31	31	32	30	31	29	31	30	26	31	29	28
Political (L)	C&R	22	32	37	33	34	38	28	36	24	23	38	34	33
Prophet (L)	C&R	98	33	36	32	31	31	30	30	30	29	31	29	26
Romantic (L)	C&R	74	24	23	20	24	25	20	24	16	18	24	24	22
Servitor (V)	C&R	41	25	23	23	25	25	25	25	22	23	25	25	25
Siege Engineer (V)	C&R	29	26	24	34	28	37	25	34	24	24	38	27	26
Troubadour (L)	C&R	132	32	32	32	34	34	30	34	22	25	34	34	33
Vizier (L)	C&R	113	31	33	30	30	30	28	28	28	27	30	28	26

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

MarCo = Martial Arts Companion; EssCo = Essence Companion

Note: When numbers appear, use the second number only if you are using the "revised" version of the training package.

TRAINING PACKAGE DPCOST TABLE 2.7

Training Package	Book	Time	Ranger	Paladin	Mythic	Monk	Taoist Monk	Dabbler	Warrior Mage	Bard	Magent	Zen Monk	Chaotic	Magehunter
Meneumerakkinim (V)	R&C:U	45	34	42	36	39	43	40	42	38	32	43	40	47
Bherschekurkum (L)	R&C:U	116	38	33	48	52	64	48	58	39	39	67	54	42
Gharnurghir (L)	R&C:U	40	26	22	32	40	48	32	43	28	27	50	38	27
Hoythij Räk (L)	R&C:U	84	27	28	39	30	42	29	43	27	28	42	33	27
Hephuzad (L)	R&C:U	90	37	36	43	39	45	38	45	38	38	46	37	37
Shieldsman (V)	R&C:U	22	18	22	29	20	30	20	29	20	20	31	20	23
Bhourdirrim (L)	R&C:U	106	24	31	30	31	35	30	34	30	26	36	31	28
Sokhudnerim (L)	R&C:U	54	25	25	25	25	24	25	25	25	25	24	25	25
Dernakwmün (L)	R&C:U	71	31	32	36	31	36	29	35	29	30	36	31	30
Cloaker of Clans (L)	R&C:U	99	30	30	43	32	42	31	40	31	30	42	31	30
Path Finder (L)	R&C:U	111	19	26	42	26	50	26	47	26	22	50	26	25
Clerihew (L)	R&C:U	105	28	30	41	31	39	29	38	29	30	39	30	30
Collector (L)	R&C:U	114	44	43	48	36	39	30	32	31	36	39	36	35
Scholar (V)	R&C:U	39	25	25	22	22	23	22	22	21	21	23	20	20
Tabula Rasa (L)	R&C:U	107	35	35	30	33	34	33	32	32	32	34	32	30
Inventor (L)	R&C:U	110	44	49	30	44	30	40	46	44	40	30	44	41
Miner (V)	R&C:U	43	37	44	45	41	52	35	52	44	33	52	42	34
Tuskerer (V)	R&C:U	52	32	30	41	40	47	38	44	38	38	49	34	32
Skulker (V)	R&C:U	40	20	26	25	27	29	25	28	26	22	30	25	23
Croaker (V)	R&C:U	17	26	26	26	26	26	26	26	26	26	26	26	26
Shirriff (V)	R&C:U	25	20	20	24	25	30	20	26	20	19	30	21	19
Finder (V)	R&C:U	50	27	46	27	31	31	31	32	30	30	31	29	30
Hewer (L)	R&C:U	107	43	38	55	56	70	54	65	47	46	71	54	46
Pillager (V)	R&C:U	49	24	24	28	23	32	22	32	20	26	33	24	24
Boarsaddler (L)	R&C:U	106	36	34	42	44	49	44	46	44	44	50	39	38
Brelissker (L)	R&C:U	94	34	33	45	40	48	40	46	40	40	50	38	38
Breliss Archer (V)	R&C:U	18	21	20	26	23	29	22	27	22	22	31	22	24
Sneak-knife (L)	R&C:U	93	38	57	46	45	55	38	52	46	40	56	46	45
Shaguk Sh'mauk-ënd (L)	R&C:U	75	32	31	41	32	58	32	53	30	30	60	32	26
Shaguk Stâz-pargun (L)	R&C:U	116	40	38	40	48	56	48	50	48	48	58	43	42
Shaguk Spillak (L)	R&C:U	40	38	40	50	36	43	32	39	36	36	44	34	37
Shaguk Zhun-Kleftak (L)	R&C:U	73	34	36	50	34	44	32	38	32	30	45	32	32
Shaguk Kun-Torânim (L)	R&C:U	69	32	32	43	31	45	29	42	29	30	45	31	30
Shaguk Ru'kleftak-sheer (L)	R&C:U	70	27	27	40	26	49	25	47	25	26	50	26	26
Blind Fighter (L)	R&C:U	69	27	28	64	30	41	29	67	27	30	42	29	40
Prowldark (L)	R&C:U	95	37	38	46	37	50	35	49	35	36	52	37	36
Arms Instructor (L)	MarCo	106	36	31	34	51	50	43	46	41	37	51	46	39
Bodyguard (V)	MarCo	30	26	26	25	35	35	30	33	27	25	35	31	28
Caravan Guard (V)	MarCo	46	30	32	32	40	40	32	38	28	28	40	36	34
Chi Master	MarCo	81	82	89	98	38	38	82	98	54	55	38	83	63
Martial Artist (L)	MarCo	143	58	70	61	46	45	59	59	51	53	45	70	53
MA Challenger (L)	MarCo	110	51	58	51	45	43	56	55	50	49	43	66	48
MA Champion (V)	MarCo	31	33	34	34	38	37	37	39	31	31	39	40	34
MA Opera Performer	MarCo	187	45	46	42	37	37	42	45	35	39	37	53	39
Ninja (L)	MarCo	170	62	83	62	58	58	62	70	63	57	58	77	57
School Master (V)	MarCo	39	40	48	41	33	32	42	42	37	36	33	53	36
Secret Society Member (V)	MarCo	22	17	26	18	17	18	14	19	16	12	17	20	17
MA Street Performer (V)	MarCo	37	26	32	23	26	28	20	27	22	18	26	27	24
Temple Monk (L)	MarCo	169	81	94	89	51	50	83	91	65	64	50	97	68
Wandering Monk (V)	MarCo	78	62	68	66	46	46	59	66	45	47	46	72	55
Warrior-Priest (L)	MarCo	107	40	49	42	33	32	41	41	36	36	33	48	36
Weapon Master (L)	MarCo	116	62	66	60	62	61	68	60	63	62	64	73	53
Amateur Mage (L)	EssCo	70	42	43	42	39	40	37	55	37	39	40	36	36
Animal Handler (V)	EssCo	37	11	18	18	18	18	18	18	18	18	18	18	18
Arachnamancer (L)	EssCo	164	33	39	34	36	43	33	36	36	33	43	38	36
Catalyst Collector (V)	EssCo	37	19	21	21	24	22	22	22	22	21	20	23	20
Corpsist Caster (L)	EssCo	40	18	19	19	19	22	19	19	19	19	22	19	18
Crystallist Caster (L)	EssCo	46	26	26	26	26	31	26	26	26	26	31	26	26
Demonologist (L)	EssCo	132	48	48	46	49	48	46	48	39	43	46	44	45
Guild Apprentice (L)	EssCo	86	41	43	40	38	42	34	36	35	37	42	36	33
Hedge Wizard (L)	EssCo	30	46	47	44	45	44	44	44	42	42	42	42	39
Herbalist Caster (L)	EssCo	56	20	20	20	20	23	20	20	20	20	23	20	20
Journeying Apprentice (L)	EssCo	104	30	32	31	30	30	29	29	29	30	30	29	27
Librarian (V)	EssCo	57	27	26	26	27	32	25	27	22	22	32	27	27
Nomenist Caster (L)	EssCo	42	24	24	24	24	24	24	24	24	24	22	22	24
Potioner (L)	EssCo	39	26	26	26	26	25	26	24	26	26	25	24	26
Spell Researcher (V)	EssCo	114	34	35	33	32	45	29	29	27	31	44	28	26
Spell Student (V)	MarCo	105	39	42	38	35	45	29	31	30	33	45	31	28

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MarCo = Martial Arts Companion; EssCo = Essence Companion

Note: When numbers appear, use the second number only if you are using the "revised" version of the training package.

OPEN CHANNELING LISTS

BARRIER LAW	CONCUSSION'S WAYS	DETECTION MASTERY	LIGHT'S WAY
☐ 1) Light Wall ☐ 2) Airwall ☐ 3) Light Wall II ☐ 4) Waterwall ☐ 5) Woodwall ☐ 6) Earthwall ☐ 7) Icewall I ☐ 9) Barrier Pit ☐ 10) Airwall True ☐ 11) Stonewall ☐ 12) Waterwall True ☐ 13) Woodwall True ☐ 14) Earthwall True ☐ 15) Icewall II ☐ 16) Stonewall True ☐ 25) Meld Walls ☐ 30) Curved Wall ☐ 50) Wall of Force	☐ 1) Healing I ☐ 2) Frost/Burn Relief I ☐ 3) Minor Irritation Relief ☐ 4) Healing III ☐ 5) Stun Relief * ☐ 6) Frost/Burn Relief II ☐ 7) Regeneration I * ☐ 8) Healing V ☐ 9) Frost/Burn Relief III ☐ 10) Awakening ☐ 11) Healing VII ☐ 12) Regeneration II * ☐ 13) Frost/Burn Relief IV ☐ 14) Healing X ☐ 15) Long Stun Relief * ☐ 16) Regeneration III * ☐ 17) Healing XV ☐ 25) Regeneration V * ☐ 30) True Healing ☐ 50) Mass True Healing	☐ 1) Detect Channeling ☐ 2) Detect Essence ☐ 3) Detect Mentalism ☐ 4) Detect Life ☐ 5) Detect Curse ☐ 6) Detect Undead ☐ 7) Detect Traps ☐ 8) Life Typing ☐ 9) Detect Invisible ☐ 10) Perceive Power I ☐ 11) Poison Analysis ☐ 12) Power Typing ☐ 13) Detect Spell ☐ 14) Perceive Power II ☐ 15) Location ☐ 16) Curse Analysis ☐ 17) Life Analysis ☐ 18) Detect True ☐ 19) Location True	☐ 1) Projected Light ☐ 2) Light I ☐ 3) Aura ☐ 4) Light II ☐ 5) Sudden Light ☐ 6) True Aura ☐ 7) Shock Bolt ☐ 8) Light III ☐ 9) Utterlight I ☐ 10) Waiting Light ☐ 11) Flare ☐ 12) Light V ☐ 13) Light X ☐ 14) Utterlight V ☐ 15) Mass Light ☐ 16) Mass Aura ☐ 17) Lightning Call ☐ 18) Alkar ☐ 19) Mass Utterlight
LOFTY MOVEMENTS	NATURE'S LAW	PURIFICATIONS	SOUND'S WAY
☐ 1) Edgewalking ☐ 2) Limbwalking ☐ 3) Stonewalking ☐ 4) Waterwalking ☐ 5) Merging Organic ☐ 6) Store Sanctuary ☐ 7) Limbrunning ☐ 8) Stonerunning ☐ 9) Waterunning ☐ 10) Windwalking ☐ 11) Returning I ☐ 12) Gr. Merging Organic ☐ 13) Returning V ☐ 14) Windrunning ☐ 15) Returning X ☐ 16) Merging True Organic ☐ 17) Windrunning True ☐ 18) Word of Return * ☐ 19) Rereturning *	☐ 1) Plant Lore ☐ 2) Herb Lore ☐ 3) Stone Lore ☐ 4) Speed Growth ☐ 5) Animal Tongues ☐ 6) Animal Mastery I ☐ 7) Nature's Awareness I ☐ 8) Plant Tongues ☐ 9) Animal Mastery III ☐ 10) Animal Empathy ☐ 11) Plant Control I ☐ 12) Stonespeech ☐ 13) Herb Production ☐ 14) Animal Mastery V ☐ 15) Plant Control III ☐ 16) Nature's Awareness V ☐ 17) Earth Empathy ☐ 18) Mastery ☐ 19) Animal Mastery True	☐ 1) Disease Purification ☐ 2) Food Purification ☐ 3) Poison Purification ☐ 4) Disease Resistance I ☐ 5) Poison Resistance I ☐ 6) Sustenance Purification ☐ 7) Disease Resistance II ☐ 8) Poison Resistance II ☐ 9) Mind Disease Cures ☐ 10) Disease Resistance III ☐ 11) Poison Resistance III ☐ 12) Undisease ☐ 13) Unpoison ☐ 14) Mass Undisease ☐ 15) Mass Unpoison ☐ 16) Mind Disease Cures True ☐ 17) Gr. Disease Purification ☐ 18) Gr. Poison Purification ☐ 19) Purification True	☐ 1) Speech I ☐ 2) Quiet I ☐ 3) Soundwall I ☐ 4) Speech II ☐ 5) Silence I ☐ 6) Quiet III ☐ 7) Soundwall V ☐ 8) Quiet V ☐ 9) Silence V ☐ 10) Speech III ☐ 11) Sounding ☐ 12) Silence X ☐ 13) Mass Soundwalls ☐ 14) Mass Quiet ☐ 15) Speech True
SPELL DEFENSE	WEATHER WAYS		
☐ 1) Protection I ☐ 2) Cancel Channeling ☐ 3) Protection Sphere I ☐ 4) Cancel Essence ☐ 5) Protection II ☐ 6) Cancel Mentalism ☐ 7) Protection Sphere II ☐ 8) Dispel Channeling I ☐ 9) Channeling Shield ☐ 10) Protection III ☐ 11) Essence Shield ☐ 12) Dispel Essence I ☐ 13) Mind Shield ☐ 14) Protection IV ☐ 15) Spell Shield II ☐ 16) Dispel Mentalism I ☐ 17) Protection V ☐ 18) Spell Shield True ☐ 19) Channeling Resistance ☐ 20) Essence Resistance ☐ 25) Mentalism Resistance ☐ 30) Resistance True	☐ 1) Living Gauge ☐ 2) Rain Prediction ☐ 3) Storm Prediction ☐ 4) Weather Prediction I ☐ 5) Breeze Call ☐ 6) Fog Call ☐ 7) Weather Prediction III ☐ 8) Precipitation Call ☐ 9) Weather Prediction V ☐ 10) Wind Mastery ☐ 11) Clear Skies ☐ 12) Weather Prediction True ☐ 13) Rain Call ☐ 14) Weather Call ☐ 15) Storm Call ☐ 16) Weather Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____



CLOSED CHANNELING LISTS



BLOOD LAW	BONE LAW	CALM SPIRITS	CREATIONS
☐ 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) Unclotting ☐ 17) ☐ 18) Cut Repair True ☐ 19) ☐ 20) Mass Flowstop ☐ 25) Joining True ‡ * ☐ 30) Mass Clotting ☐ 50) Mass Blood Repair	☐ 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) 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) ☐ 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.
LOCATING WAYS	LORE	MUSCLE LAW	NERVE LAW
☐ 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) 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) 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) 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) Unpsychois ☐ 20) Mass Nerve Rep. Tr. ☐ 25) Joining True ‡ * ☐ 30) Nerve Regeneration ☐ 50) Brain Regeneration
ORGAN LAW †	SACRED GROUNDS	SYMBOLIC WAYS	
☐ 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) 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	☐ 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	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

† : This spell list may be found in the *Castles & Ruins* sourcebook.

ANIMIST BASE LISTS

ANIMAL MASTERY	HERB MASTERY
☐ 1) Animal Sleep I ☐ 2) Animal Restoration I ☐ 3) Animal Tongues ☐ 4) Animal Sleep III ☐ 5) Animal Mastery I ☐ 6) Animal Location ☐ 7) Befriending ☐ 8) Animal Restoration II ☐ 9) Animal Empathy ☐ 10) Animal Summons I ☐ 11) Animal Mastery III ☐ 12) Animal Summons III ☐ 13) Animal Call ☐ 14) Animal Reviving I ☐ 15) Call of the Wild ☐ 16) Animal Mastery V ☐ 17) Animal Restoration III ☐ 18) Animal Summons V ☐ 19) Animal Reviving II ☐ 20) Animal Summons X ☐ 25) Animal Master True ☐ 30) Animal Reviving III ☐ 50) Animal Summons True	☐ 1) Herb Lore ☐ 2) Enhancement ☐ 3) Herb Finding I ☐ 4) Instant Herbal Cures ☐ 5) Herb Mastery II ☐ 6) Herb Finding III ☐ 7) Herb Production ☐ 8) Herb Mastery III ☐ 9) Herb Finding V ☐ 10) Herb Cleansing ☐ 11) Herb Mastery V ☐ 12) ☐ 13) Herb Finding X ☐ 14) ☐ 15) Herb Mastery X ☐ 16) ☐ 17) P. Instant Herbal Cures ☐ 18) Herb Finding XX ☐ 19) ☐ 20) Lord Herb Finding ☐ 25) Enhancement True ☐ 30) Herb Mastery True ☐ 50) Herb Finding True

NATURE'S LORE	NATURE'S MOVEMENT/SENSES
☐ 1) Trap Detection ☐ 2) Nature's Awareness I ☐ 3) Pathfinding ☐ 4) Detect Magic ☐ 5) Weather Prediction I ☐ 6) Nature's Awareness II ☐ 7) Weather Prediction III ☐ 8) Locate Landmark I ☐ 9) Waiting Awareness I ☐ 10) Nature's Awareness III ☐ 11) Weather Prediction V ☐ 12) Memory's Path ☐ 13) Waiting Awareness II ☐ 14) Locate Landmark II ☐ 15) Nature's Eye I ☐ 16) Nature's Awareness V ☐ 17) Elemental Communication ☐ 18) Water Visions ☐ 19) Locate Landmark True ☐ 20) Nature's Eye II ☐ 25) Weather Prediction True ☐ 30) Nature's Eye III ☐ 50) Animist's Eye	☐ 1) Cat Step ☐ 2) Chameleon Skin ☐ 3) Wolf Sense ☐ 4) Deer Speed I ☐ 5) Bat Sense ☐ 6) Otterlungs ☐ 7) Glide I ☐ 8) Hawk Sense ☐ 9) Tiger Skin ☐ 10) Boar Strength ☐ 11) Lion Claws ☐ 12) Insect Sense ☐ 13) Deer Speed II ☐ 14) Bear Skin ☐ 15) Bear Arms ☐ 16) Glide III ☐ 17) Viperfang ☐ 18) Wyvern Skin ☐ 19) Deer Speed III ☐ 20) Ox Strength ☐ 25) Glide True ☐ 30) Deer Speed True ☐ 50) Dragon Skin

NATURE'S PROTECTION	PLANT MASTERY
☐ 1) Study Form ☐ 2) Resist Elements ☐ 3) Hues ☐ 4) Plant Facade ☐ 5) Silent Moves ☐ 6) Underwater Breathing ☐ 7) Animal Facade ☐ 8) Shadow ☐ 9) Shielding Organic I * ☐ 10) Plant Form I ☐ 11) Prot. From Elements ☐ 12) Animal Thoughts ☐ 13) Shielding Organic II * ☐ 14) Animal Form I ☐ 15) Animal Thoughts True ☐ 16) Animal Form II ☐ 17) Plant Form II ☐ 18) Shielding Organic III * ☐ 19) Animal Form III ☐ 20) Plant Form True ☐ 25) Animal Form True ☐ 30) Nature's Form True ☐ 50) Shielding Org. True *	☐ 1) Plant Lore ☐ 2) Speed Growth I ☐ 3) Plant Tongues ☐ 4) Plant Restore ☐ 5) Speed Growth II ☐ 6) Plant Location ☐ 7) Plant Growth II ☐ 8) Plant Control I ☐ 9) Speed Growth III ☐ 10) Plant Growth III ☐ 11) Plant Control III ☐ 12) Tree Restore ☐ 13) Plant Growth V ☐ 14) Speed Growth IV ☐ 15) Plant Control V ☐ 16) Wall of Thorns ☐ 17) Firestop ☐ 18) Plant Growth X ☐ 19) ☐ 20) Plant Growth True ☐ 25) Speed Growth True ☐ 30) Plant Control True ☐ 50) Plant Animation

CLERIC BASE LISTS

CHANNELS	COMMUNAL WAYS
☐ 1) Create Holy Water ☐ 2) Calming * ☐ 3) Channels I * ☐ 4) ☐ 5) Stunning * ☐ 6) Channels III * ☐ 7) ☐ 8) Golden Slumbers * ☐ 9) ☐ 10) Channels V * ☐ 11) Blinding * ☐ 12) ☐ 13) Channels VIII * ☐ 14) Absolution * ☐ 15) Holy Shout ☐ 16) Item Returning ☐ 17) Channels X * ☐ 18) Sanctuary * ☐ 19) Item Rereturning ☐ 20) Absolution Pure * ☐ 25) Sanctuary True * ☐ 30) Lord Channels * ☐ 50) Holy Bridge	☐ 1) Guess ☐ 2) ☐ 3) Intuitions I ☐ 4) Dream I ☐ 5) Intuitions III ☐ 6) Death's Tale ☐ 7) Channel Opening I ☐ 8) Intuitions V ☐ 9) ☐ 10) Dreams III ☐ 11) Intuitions X ☐ 12) Commune I ☐ 13) Magic Basin I ☐ 14) ☐ 15) Channel Opening II ☐ 16) ☐ 17) ☐ 18) Magic Basin II ☐ 19) Death's Tale True ☐ 20) Commune True ☐ 25) Intuitions True ☐ 30) Channel Opening True ☐ 50) High Prayer

LIFE MASTERY	PROTECTIONS
☐ 1) Preservation I ☐ 2) Lifekeeping I ☐ 3) Preservation II ☐ 4) Heal Life Essence I ☐ 5) Lifekeeping II ☐ 6) Heal Life Essence II ☐ 7) Preservation III ☐ 8) ☐ 9) Heal Life Essence III ☐ 10) Preservation IV ☐ 11) Lifekeeping III ☐ 12) Lifegiving I ☐ 13) Heal Life Essence True ☐ 14) Preservation V ☐ 15) Lifegiving II ☐ 16) Lifekeeping IV ☐ 17) Lifegiving III ☐ 18) Preservation True ☐ 19) Restoration ☐ 20) Lifegiving IV ☐ 25) Lifegiving V ☐ 30) Restoration True ☐ 50) Lifegiving True	☐ 1) Prayer I ☐ 2) Bless I ☐ 3) Resistance I ☐ 4) Heat Resistance * ☐ 5) Cold Resistance * ☐ 6) ☐ 7) ☐ 8) Temperature Sphere I ☐ 9) ☐ 10) Protections Sphere I ☐ 11) Prayer III ☐ 12) Bless III ☐ 13) Resistance III ☐ 14) ☐ 15) Temperature Sphere II ☐ 16) ☐ 17) Protections Sphere III ☐ 18) Prayer V ☐ 19) ☐ 20) Bless V ☐ 25) Resistance V ☐ 30) Protections Sphere V ☐ 50) Protections True

REPULSIONS	SUMMONS
☐ 1) Repel Undead V ☐ 2) Cancel Channeling ☐ 3) Anti-Channels I ☐ 4) Neutralize Curse I ☐ 5) Anti-Channels III ☐ 6) Repel Undead IX ☐ 7) Remove Curse ☐ 8) Dispel Channeling I ☐ 9) Neutralize Curse II ☐ 10) Anti-Channels V ☐ 11) Repel Undead XII ☐ 12) Anti-Channels VIII ☐ 13) ☐ 14) Dispel Channeling V ☐ 15) Anti-Channels X ☐ 16) Repel Undead XV ☐ 17) ☐ 18) Neutralize Curse III ☐ 19) Dispel Channeling X ☐ 20) Repel Undead True ☐ 25) Uncurse True ☐ 30) Anti-Channels True ☐ 50) Rechanneling	☐ 1) Summons I ☐ 2) Summons II ☐ 3) Summons III ☐ 4) Summons IV ☐ 5) Summons V ☐ 6) Summons VI ☐ 7) Summons VII ☐ 8) Summons VIII ☐ 9) Summons X ☐ 10) Demonic Gate I ☐ 11) Summons XV ☐ 12) ☐ 13) Lord Summons ☐ 14) ☐ 15) Demonic Gate II ☐ 16) ☐ 17) Waiting Summons ☐ 18) ☐ 19) ☐ 20) Demonic Gate III ☐ 25) Mass Summons ☐ 30) Summons True ☐ 50) Gate



CHANNELING ALCHEMIST BASE LISTS



INORGANIC SKILLS	LIQUID/GAS SKILLS	OTHER REALM IMBEDDING	OWN REALM IMBEDDING
☐ 1) Work Stone ☐ 2) Work Base Metals ☐ 3) Work Base Alloys ☐ 4) Work Hard Iron ☐ 5) Work Low Steel ☐ 6) Make Alloys ☐ 7) Work High Steel ☐ 8) Make Steel ☐ 9) ☐ 10) Work White Alloy ☐ 11) Work Gemstone ☐ 12) ☐ 13) Work Black Alloy ☐ 14) ☐ 15) Work Mithril ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Work Laen ☐ 25) Work Eog ☐ 30) ☐ 50) Make/Work	☐ 1) Work Liquid ☐ 2) ☐ 3) Potion I ☐ 4) Minor Poisons ☐ 5) Work Gas ☐ 6) Potion II ☐ 7) ☐ 8) ☐ 9) Potion III ☐ 10) Major Poison ☐ 11) Work Magical Liquid ☐ 12) Potion IV ☐ 13) Gaseous Potion ☐ 14) ☐ 15) Potion V ☐ 16) ☐ 17) Work Magical Gas ☐ 18) ☐ 19) ☐ 20) Potion VII ☐ 25) Multiple Doses ☐ 30) Poison True ☐ 50) Lord Potion	☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) ☐ 5) Charge Wand ☐ 6) Imbed II ☐ 7) Daily I ☐ 8) ☐ 9) Imbed III ☐ 10) Charge Rod ☐ 11) Daily III ☐ 12) Imbed IV ☐ 13) ☐ 14) Imbed V ☐ 15) Daily V ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Charge Staff ☐ 25) Imbed X ☐ 30) Daily X ☐ 50) Constant	☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) Charge Wand ☐ 5) Imbed II ☐ 6) Daily I ☐ 7) Imbed III ☐ 8) Charge Rod ☐ 9) Imbed IV ☐ 10) Daily III ☐ 11) Imbed V ☐ 12) Charge Staff ☐ 13) Imbed VI ☐ 14) Daily V ☐ 15) Imbed VII ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Imbed X ☐ 25) Daily X ☐ 30) Constant ☐ 50) Imbed True
HOLY ARMORING	HOLY OFFICE	HOLY WARDS	HOLY WEAPONS
☐ 1) ☐ 2) Bless ☐ 3) ☐ 4) Repel Undead V ☐ 5) Armor I ☐ 6) Aura I ☐ 7) Remove Curse ☐ 8) ☐ 9) Armor II ☐ 10) Anti-channels III ☐ 11) Sphere of Blessing I ☐ 12) Aura II ☐ 13) Repel Undead X ☐ 14) Armor III ☐ 15) Anti-channels VIII ☐ 16) ☐ 17) Bless III ☐ 18) Uncurse True ☐ 19) ☐ 20) Anti-channels True ☐ 25) Sphere of Blessing V ☐ 30) Armor IV ☐ 50) Protection True	☐ 1) ☐ 2) Guess ☐ 3) ☐ 4) Intuitions I ☐ 5) Dream I ☐ 6) General I ☐ 7) Intuitions III ☐ 8) Death's Tale ☐ 9) Channel Opening I ☐ 10) General II ☐ 11) Commune I ☐ 12) ☐ 13) Intuitions X ☐ 14) ☐ 15) General III ☐ 16) Magic Basin I ☐ 17) ☐ 18) Channel Opening II ☐ 19) ☐ 20) Commune True ☐ 25) Magic Basin II ☐ 30) General IV ☐ 50) High Prayer	☐ 1) Detect Ward ☐ 2) Ward Lore ☐ 3) Bypass Ward ☐ 4) ☐ 5) Protect Site ☐ 6) Spell Ward I ☐ 7) Alarm Ward I ☐ 8) ☐ 9) Spell Ward II ☐ 10) Scrying Ward I ☐ 11) Spell Ward III ☐ 12) Alarm Ward II ☐ 13) ☐ 14) Repulsion Ward ☐ 15) Spell Ward IV ☐ 16) Spell Ward V ☐ 17) ☐ 18) Scrying Ward II ☐ 19) ☐ 20) Spell Ward VII ☐ 25) Alarm Ward III ☐ 30) Exclusion Ward ☐ 50) Lord Spell Ward	☐ 1) ☐ 2) Holy Attack I * ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Holy Attack II * ☐ 6) ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Holy Aura I ☐ 10) Holy Attack III * ☐ 11) ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) Holy Attack IV * ☐ 15) Holy Aura II ☐ 16) ☐ 17) High Intelligence ☐ 18) Holy Attack V * ☐ 19) ☐ 20) Holy Attack VII * ☐ 25) Weapon IV ☐ 30) Very High Intelligence ☐ 50) Weapon V
HOLY WORKS			
☐ 1) Work Cloth ☐ 2) Work Leather ☐ 3) Work Wood ☐ 4) Holy Vestment ☐ 5) Work Organic ☐ 6) Vestment of Combat ☐ 7) Make Wand ☐ 8) Holy Water I ☐ 9) ☐ 10) Make Rod ☐ 11) Vestments of War ☐ 12) Holy Water II ☐ 13) Exorcism ☐ 14) ☐ 15) Make Staff ☐ 16) Chiral ☐ 17) ☐ 18) Work Magic Cloth ☐ 19) Work Magic Leather ☐ 20) Work Magic Wood ☐ 25) Work Organic True ☐ 30) Holy Water III ☐ 50) Holy Water True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

Note: All of the lists shown on this page can be found in the *Treasure Companion*.

HEALER BASE LISTS

MYTHIC BASE LISTS

BLOOD WAYS

- ☐ 1) Clotting I
- ☐ 2) Cut Repair I
- ☐ 3) Minor Vessel Repair
- ☐ 4) Clotting V
- ☐ 5) Cut Repair III
- ☐ 6) Major Vessel Repair I
- ☐ 7) Joining ‡ *
- ☐ 8)
- ☐ 9) Mass Clotting
- ☐ 10) Mass Cut Repair
- ☐ 11) Unc clotting
- ☐ 12)
- ☐ 13) Major Vessel Repair III
- ☐ 14)
- ☐ 15) Joining True ‡ *
- ☐ 16)
- ☐ 17) Major Vessel Repair V
- ☐ 18)
- ☐ 19) Unc clotting True
- ☐ 20) Regulations *
- ☐ 25) New Blood
- ☐ 30) Blood Disease Cures
- ☐ 50) Blood Repairs True

BONE WAYS

- ☐ 1) Minor Fracture Repair
- ☐ 2) Cartilage Repair
- ☐ 3) Major Fracture Repair
- ☐ 4) Skull Repair
- ☐ 5) Joint Repair
- ☐ 6) Minor Fract. Rep. True
- ☐ 7) Joining ‡ *
- ☐ 8) Cartilage Repair True
- ☐ 9) Major Fract. Rep. True
- ☐ 10) Skull Repair True
- ☐ 11) Joint Repair True *
- ☐ 12) Shatter Repair
- ☐ 13) Cartilage Regeneration
- ☐ 14) Bone Regeneration
- ☐ 15) Joining True ‡ *
- ☐ 16) Rapid Shatter Repair
- ☐ 17) Rapid Cartilage Regen.
- ☐ 18) Skull Regen.
- ☐ 19) Rapid Bone Regen.
- ☐ 20) Shatter Repair True
- ☐ 25) Cartilage Regen. True
- ☐ 30) Bone Regen. True
- ☐ 50) Skeletal Regen. True

HOLY MISSION

- ☐ 1) Urban Lore I
- ☐ 2) Question I
- ☐ 3) Holy Vision
- ☐ 4) Guess
- ☐ 5) Silent Spell
- ☐ 6) Cloud Perception
- ☐ 7) Intuitions I
- ☐ 8) Faith's Wisdom
- ☐ 9) Urban Lore III
- ☐ 10) Stunning
- ☐ 11) Question X
- ☐ 12) Death's Tale
- ☐ 13) Channeling Opening I
- ☐ 14) Intuitions V
- ☐ 15) Holy Vision True
- ☐ 16) Blinding
- ☐ 17) Commune I
- ☐ 18) Misperception
- ☐ 19) Absolution
- ☐ 20) Death's Tale True
- ☐ 25) Commune True
- ☐ 30) Absolution Pure
- ☐ 50) High Prayer

THE DEFENDER

- ☐ 1) Protection I
- ☐ 2) Fear Defense
- ☐ 3) Poison Defense
- ☐ 4) Shield *
- ☐ 5) Protection II
- ☐ 6) Combat Defense I
- ☐ 7) Deflections I *
- ☐ 8) Mythical Armor I
- ☐ 9) Bladeturn I *
- ☐ 10) Protection III
- ☐ 11) Conversion Defense
- ☐ 12) Mythical Armor
- ☐ 13) Deflections II *
- ☐ 14) Combat Defense II
- ☐ 15) Protection IV
- ☐ 16) Bladeturn II *
- ☐ 17) Mythical Armor II
- ☐ 18) Soul Defense
- ☐ 19) Combat Defense III
- ☐ 20) Mythical Armor IV
- ☐ 25) Protection True
- ☐ 30) Combat Defense True
- ☐ 50) The Defender

CLEANSING

- ☐ 1) Transfer
- ☐ 2) Disease Purification
- ☐ 3) Poison Purification
- ☐ 4) Self Preservation
- ☐ 5) Ease Addiction I
- ☐ 6) Heal Addiction I
- ☐ 7) Ease Addiction II
- ☐ 8) Heal Addiction II
- ☐ 9)
- ☐ 10) Mind Disease Cures
- ☐ 11) Heal Addiction III
- ☐ 12) Long Transfer
- ☐ 13) Cure Disease
- ☐ 14) Heal Addiction IV
- ☐ 15) Cure Poison
- ☐ 16) Unpsychosis
- ☐ 17) Heal Addiction V
- ☐ 18)
- ☐ 19) Mind Disease Cures Tr.
- ☐ 20) Heal Addiction X
- ☐ 25) Lord Heal Addiction
- ☐ 30) Heal Addiction True
- ☐ 50) Addiction Mastery

MUSCLE WAYS

- ☐ 1) Sprain Repair
- ☐ 2) Muscle Repair I
- ☐ 3) Tendon Repair I
- ☐ 4) Muscle Repair III
- ☐ 5) Tendon Repair III
- ☐ 6)
- ☐ 7) Joining ‡ *
- ☐ 8) Muscle Repair True
- ☐ 9) Tendon Repair True
- ☐ 10)
- ☐ 11) Mass Muscle Repair
- ☐ 12) Muscle Regeneration
- ☐ 13) Mass Tendon Repair
- ☐ 14) Tendon Regeneration
- ☐ 15) Joining True ‡ *
- ☐ 16)
- ☐ 17) Rapid Muscle Regen.
- ☐ 18)
- ☐ 19) Rapid Tendon Regen.
- ☐ 20) Regeneration True
- ☐ 25) Total Muscle Regen.
- ☐ 30) Total Tendon Regen.
- ☐ 50) Mass Repairs True

THE EYE

- ☐ 1) Detect Holy/Unholy
- ☐ 2) Detect Enemies
- ☐ 3) Mark
- ☐ 4) Detect Magic
- ☐ 5) Detect Traps
- ☐ 6) Detect Traps
- ☐ 7) Detect Invisible
- ☐ 8) Detect Illusion
- ☐ 9) Perceive Power
- ☐ 10) Detect Enemies II
- ☐ 11) Detect Poison
- ☐ 12) Detectd Holy/Unholy True
- ☐ 13) Direction
- ☐ 14) Detect Status
- ☐ 15) Memory's Path
- ☐ 16) The Eye
- ☐ 17) Tracking True
- ☐ 18) Perceive Power True
- ☐ 19) Location
- ☐ 20) Detect Enemies True
- ☐ 25) Divine Sight
- ☐ 30) Divine Eye
- ☐ 50) True Eye

THE MASK

- ☐ 1) Study Faith
- ☐ 2) White Lies
- ☐ 3) Study Faith's Spell *
- ☐ 4) Shade
- ☐ 5) Deception I
- ☐ 6) Silence I
- ☐ 7) Study Follower
- ☐ 8) Divine Secrecy
- ☐ 9) Spell Facade
- ☐ 10) Shadow
- ☐ 11) Deception II
- ☐ 12) Mist
- ☐ 13) Divine Obscurity
- ☐ 14) Silence II
- ☐ 15) Follower Facade
- ☐ 16) Deception III
- ☐ 17) True Lies
- ☐ 18) Divine Mystery
- ☐ 19)
- ☐ 20) Spell Facade True
- ☐ 25) Mist True
- ☐ 30) Deception True
- ☐ 50) The Mask

ORGAN WAYS

- ☐ 1) Nasal Repair
- ☐ 2) Minor Nerve Repair
- ☐ 3) Minor Ear Repair
- ☐ 4) Minor Eye Repair
- ☐ 5) Major Nerve Repair
- ☐ 6) Major Ear Repair
- ☐ 7) Joining ‡ *
- ☐ 8) Major Eye Repair
- ☐ 9) Minor Nerve Repair Tr.
- ☐ 10) Organ Repair
- ☐ 11)
- ☐ 12) Paralysis Cures
- ☐ 13) Mass Nerve Regen.
- ☐ 14) Major Nerve Rep. True
- ☐ 15) Joining True ‡ *
- ☐ 16)
- ☐ 17) Rapid Paralysis Cures
- ☐ 18) Rpd. Mass Nerve Regen.
- ☐ 19)
- ☐ 20) Brain Repair
- ☐ 25) Organ Regeneration
- ☐ 30) Paralysis Cures True
- ☐ 50) Reuniting

SURFACE WAYS

- ☐ 1) Heal I
- ☐ 2) Frost/Burn Relief I
- ☐ 3) Stun Relief I *
- ☐ 4) Regenerate I *
- ☐ 5) Frost/Burn Relief II
- ☐ 6) Awake
- ☐ 7) Heal V
- ☐ 8) Frost/Burn Relief III
- ☐ 9) Stun Relief III *
- ☐ 10) Regenerate II *
- ☐ 11) Frost/Burn Relief
- ☐ 12) Heal X
- ☐ 13) Stun Relief V *
- ☐ 14)
- ☐ 15) Regenerate III *
- ☐ 16)
- ☐ 17) Heal XV
- ☐ 18)
- ☐ 19) Stun Relief X *
- ☐ 20) Heal XX
- ☐ 25) Heal True
- ☐ 30) Frost/Burn Relief True
- ☐ 50) Stun Relief True *

THE WILL

- ☐ 1) Inner Focus I *
- ☐ 2) Frost/Burn Relief I
- ☐ 3) Tolerance I *
- ☐ 4) Clotting I
- ☐ 5) Stun Relief *
- ☐ 6) Unpain I *
- ☐ 7) Regeneration I *
- ☐ 8) Clotting III
- ☐ 9) Tolerance II *
- ☐ 10) Inner Focus III *
- ☐ 11) Unpain II *
- ☐ 12) Regeneration II *
- ☐ 13) Frost/Burn Relief III
- ☐ 14) Unparalysis
- ☐ 15) Clotting True
- ☐ 16) Unpain III *
- ☐ 17) Tolerance III *
- ☐ 18) Stun Relief True *
- ☐ 19) Unpoison
- ☐ 20) Inner Focus True *
- ☐ 25) Regeneration True *
- ☐ 30) Tolerance True *
- ☐ 50) Divine Will

VENGEANCE

- ☐ 1) Silent Approach
- ☐ 2) Silent Strike
- ☐ 3) Summon Weapon *
- ☐ 4) Holy Strike I *
- ☐ 5) Blessed Attack I
- ☐ 6) Phantom Strike I
- ☐ 7) Mythical Fear I
- ☐ 8) Block Channel
- ☐ 9) Faith Chains I
- ☐ 10) Holy Strike II *
- ☐ 11) Blessed Attack II
- ☐ 12) Phantom Strike II
- ☐ 13) Holy Avenger
- ☐ 14) Mythical Fear II
- ☐ 15) Faith Chains II
- ☐ 16) Holy Strike III *
- ☐ 17) Blessed Attack III
- ☐ 18) Phantom Strike III
- ☐ 19) Vendetta
- ☐ 20) Mythical Fear True
- ☐ 25) Holy Strike True *
- ☐ 30) Phantom Strike True
- ☐ 50) Holy Avenger True

PALADIN BASE LISTS

COMMUNION	EXORCISMS
☐ 1) Detect Enemies	☐ 1) Repel Undead I
☐ 2) Cancel Channeling	☐ 2) Detect Undead
☐ 3) Cancel Essence	☐ 3) Repel Undead III
☐ 4) Cancel Mentalism	☐ 4) Repel Demon I
☐ 5) Dreams I	☐ 5) Repel Undead V
☐ 6) Enemy Speech	☐ 6) Repel Demon II
☐ 7) Dispel Channeling I	☐ 7) Banish Demon I
☐ 8) Dispel Essence I	☐ 8) Neutralize Curse I
☐ 9) Dispel Mentalism I	☐ 9) Repel Demon III
☐ 10) Detect Enemies II	☐ 10) Repel Undead X
☐ 11) Dream III	☐ 11) Banish Demon II
☐ 12) Death's Tale	☐ 12) Repel Undead XII
☐ 13) Channel Opening I	☐ 13) Repel Demon IV
☐ 14) Dispel Chan. Sphere I	☐ 14) Neutralize Curse II
☐ 15) Dispel Essence Sphere I	☐ 15) Repel Undead XV
☐ 16) Dispel Ment. Sphere I	☐ 16) Repel Demon V
☐ 17) Commune I	☐ 17) Banish Demon III
☐ 18)	☐ 18) Neutralize Curse III
☐ 19) Death's Tale True	☐ 19) Repel Demon VI
☐ 20) Detect Enemies True	☐ 20) Repel Undead True
☐ 25) Commune True	☐ 25) Repel Demon True
☐ 30) Channel Opening True	☐ 30) Uncurse True
☐ 50) High Prayer	☐ 50) Banish Demon True

HOLY ARMS	HOLY HEALING
☐ 1) Holy Attack I *	☐ 1) Healing I
☐ 2) Righteous Blow I	☐ 2) Flowstop I
☐ 3) Holy Strength I	☐ 3) Frost/Burn Relief I
☐ 4) Holy Attack II *	☐ 4) Minor Fracture Repair
☐ 5) Righteous Blow II	☐ 5) Healing III
☐ 6) Holy Focus *	☐ 6) Stun Relief *
☐ 7) Holy Attack III *	☐ 7) Major Fracture Repair
☐ 8) Righteous Blow III	☐ 8) Disease Resistance I
☐ 9) Holy Aura I	☐ 9) Poison Resistance I
☐ 10) Holy Attack IV *	☐ 10) Minor Vessel Repair
☐ 11) Righteous Blow IV	☐ 11) Healing V
☐ 12) Holy Strength II	☐ 12) Muscle/Tendon Repair
☐ 13) Holy Attack V *	☐ 13) Frost/Burn Relief III
☐ 14)	☐ 14) Stun Relief II *
☐ 15) Holy Aura II	☐ 15) Unparalysis
☐ 16) Holy Attack VI *	☐ 16) Healing X
☐ 17) Holy Strength III	☐ 17) Frost/Burn Relief IV
☐ 18)	☐ 18) Undisease
☐ 19) Holy Attack VII *	☐ 19) Unpoison
☐ 20) Holy Aura True	☐ 20) Stun Relief True *
☐ 25) Holy Attack True *	☐ 25) Healing XV
☐ 30) Holy Focus True *	☐ 30) Healing True
☐ 50) Holy Martyr	☐ 50) Laying on Hands True

HOLY SHIELDS	INSPIRING WAYS
☐ 1) Protection Prayer I	☐ 1) Courage
☐ 2) Aura	☐ 2) Inspirations I *
☐ 3) Shield *	☐ 3) Voice of Friendship *
☐ 4) Bilar *	☐ 4) Inspirations II *
☐ 5) Unpain I *	☐ 5) Voice of Reason *
☐ 6) Protection Prayer II	☐ 6) Inspirations III *
☐ 7) Deflections I *	☐ 7) Voice of Caution *
☐ 8) True Aura	☐ 8) Command I *
☐ 9) Bladeturn I *	☐ 9) Inspirations IV *
☐ 10) Unpain II *	☐ 10) Words of Friendship *
☐ 11) Protection Prayer III	☐ 11) Inspirations V *
☐ 12) Deflections II *	☐ 12)
☐ 13) Aim Untrue I *	☐ 13) Command II *
☐ 14) Bladeturn II *	☐ 14) Words of Reason *
☐ 15) Unpain III *	☐ 15) Inspirations VI *
☐ 16) Protection Prayer IV	☐ 16) Courage True
☐ 17) Deflections III *	☐ 17) Inspirations VII *
☐ 18) Aim Untrue II *	☐ 18) Words of Caution *
☐ 19) Bladeturn III *	☐ 19) Inspirations VIII *
☐ 20) Unpain IV	☐ 20) Voice of Conviction
☐ 25) Protection Prayer True	☐ 25) Inspirations True *
☐ 30) Wish Deflections	☐ 30) Words of Conviction
☐ 50) Holy Shields True	☐ 50) Inspirations Mastery

RANGER BASE LISTS

INNER WALLS	MOVING WAYS
☐ 1) Heat Resistance *	☐ 1) Rockrunning
☐ 2) Cold Resistance *	☐ 2) Limbwalking
☐ 3) Resistance I	☐ 3) Swimming
☐ 4) Bless I	☐ 4) Waterwalking
☐ 5) Prayer I	☐ 5) Sandrunning
☐ 6)	☐ 6) Limbrunning
☐ 7) Sterilization	☐ 7) Traceless Passing
☐ 8) Resistance II	☐ 8) Hide Tracks I
☐ 9) Bless II	☐ 9) Waterunning
☐ 10) Prayer II	☐ 10) Hide Tracks II
☐ 11) Prot. from Elements	☐ 11) Swimming True
☐ 12)	☐ 12) Hide Tracks V
☐ 13) Resistance III	☐ 13) Running True
☐ 14) Bless III	☐ 14) Traceless Passing True
☐ 15) Prayer III	☐ 15) Merging Organic
☐ 16)	☐ 16) Hide Tracks X
☐ 17) Resistance IV	☐ 17) Traceless Running
☐ 18) Bless IV	☐ 18) Hide Tracks XV
☐ 19) Prayer IV	☐ 19) Traceless Running True
☐ 20) Purge Disease	☐ 20) Great Merging Organic
☐ 25) Purge Curse	☐ 25) Hide Tracks XX
☐ 30) Purge Poison	☐ 30) Merging True Organic
☐ 50) Inner Wall	☐ 50) Hide Tracks True

NATURE'S GUISES	NATURE'S SUMMONS
☐ 1) Hues	☐ 1) Summon Nourishment
☐ 2) Shade	☐ 2) Summon Warmth
☐ 3) Freeze Liquid	☐ 3) Summon Guide
☐ 4) Silent Moves	☐ 4) Summon Guardian
☐ 5) Self Cloaking	☐ 5) Summon Mount
☐ 6) Light	☐ 6) Summon Hunter
☐ 7) Darkness I	☐ 7) Summon Sense
☐ 8) Shadow	☐ 8)
☐ 9) Study Form	☐ 9) Summon Group
☐ 10) Plant Facade	☐ 10) Mass Summons
☐ 11) Animal Thoughts	☐ 11)
☐ 12) Study Form True	☐ 12) Spread Plants
☐ 13) Animal Facade	☐ 13) Fog Prayer
☐ 14)	☐ 14) Rain Prayer
☐ 15) Animal Thoughts True	☐ 15) Spread Plants II
☐ 16) Plant Form I	☐ 16) Storm Prayer
☐ 17)	☐ 17) Hail Prayer
☐ 18) Animal Form I	☐ 18)
☐ 19)	☐ 19) Lightning Prayer
☐ 20) Plant Form II	☐ 20) Tornado Prayer
☐ 25) Animal Form II	☐ 25) Clear Weather Prayer
☐ 30) Plant Form True	☐ 30) Weather Prayer True
☐ 50) Animal Form True	☐ 50) Prayer Mastery

NATURE'S WAY	PATH MASTERY
☐ 1) Trap Detection	☐ 1) Pathlore
☐ 2) Water Finding I	☐ 2) Nightvision
☐ 3) Fire Starting	☐ 3) Tracking I
☐ 4)	☐ 4) Path Tale
☐ 5) Food Finding I	☐ 5) Pathfinding I
☐ 6) Water Purification	☐ 6) Tracks Lore
☐ 7) Shelter Finding I	☐ 7) Detect Ambush I
☐ 8) Lesser Traps	☐ 8) Passing Lore
☐ 9) Weather Prediction I	☐ 9) Pathfinding V
☐ 10) Nature's Awareness I	☐ 10) Animal Tongues
☐ 11) Water Finding II	☐ 11) Tracks Analysis
☐ 12) Waiting Awareness I	☐ 12) Plant Tongues
☐ 13) Food Finding II	☐ 13) Pathfinding XX
☐ 14) Major Traps	☐ 14) Detect Ambush II
☐ 15) Shelter Finding II	☐ 15) Stonespeech
☐ 16) Nature's Awareness III	☐ 16) Tracking II
☐ 17) Water Finding True	☐ 17) Detect Ambush III
☐ 18) Food Finding True	☐ 18)
☐ 19) Shelter Finding True	☐ 19) Paths True
☐ 20) Nature's Awareness V	☐ 20) Detect Ambush True
☐ 25) Weather Prediction V	☐ 25) Know Path
☐ 30) Waiting Awareness II	☐ 30) Tracking True
☐ 50) Nature's Awareness True	☐ 50) Tracks Ahead

SUMMONER BASE LISTS

ANIMAL SUMMONS	PLANAR SUMMONS
☐ 1) Summons I ☐ 2) Summons III ☐ 3) Familiar ☐ 4) Summons VI ☐ 5) Companion I ☐ 6) Fantastic Summons IV ☐ 7) Summons X ☐ 8) Summons XIII ☐ 9) Summons XV ☐ 10) Fantastic Summons VI ☐ 11) Summons XVII ☐ 12) Companion II ☐ 13) ☐ 14) Lord Summons ☐ 15) Fantastic Summons X ☐ 16) ☐ 17) Summons XXV ☐ 18) ☐ 19) Companion True ☐ 20) Summons XXX ☐ 25) Lord Fantastic Summons ☐ 30) Summons XXXX ☐ 50) Summons True	☐ 1) Detect Planar Entity ☐ 2) Planar Summons I ☐ 3) Control Entity I * ☐ 4) Entity Lore ☐ 5) Planar Summons II ☐ 6) Entity Mastery I * ☐ 7) Control Entity II * ☐ 8) Planar Summons III ☐ 9) Entity Mastery II * ☐ 10) Control Entity III * ☐ 11) Planar Summons IV ☐ 12) ☐ 13) Entity Mastery III * ☐ 14) Control Entity IV * ☐ 15) Entity Mastery IV * ☐ 16) Planar Summons V ☐ 17) Order Entity ☐ 18) Contain Entity ☐ 19) Control Entity V * ☐ 20) Entity Mastery V * ☐ 25) Planar Summons True ☐ 30) Control Entity VI * ☐ 50) Entity Mastery VI *

SUMMONING BOND	SUMMONING CIRCLES
☐ 1) Bond ☐ 2) Location ☐ 3) Strength Sharing ☐ 4) Summons Speech ☐ 5) Summoned Sense I ☐ 6) Bodyguard I ☐ 7) Endowment ☐ 8) Armoring ☐ 9) Sacrifice * ☐ 10) Strengthen Creature ☐ 11) Status * ☐ 12) Summoning Gate ☐ 13) Talent Loan ☐ 14) Summoned Sense II ☐ 15) Bodyguard II ☐ 16) Protect ☐ 17) ☐ 18) Summons Speech True ☐ 19) ☐ 20) Strengthen Creature True ☐ 25) Summoned Sense III ☐ 30) Soul Guard ☐ 50) True Bond	☐ 1) Circle of Summoning I ☐ 2) Circle I * ☐ 3) Circle of Containment I ☐ 4) Circle of Control I ☐ 5) Circle III * ☐ 6) Multi-circle II * ☐ 7) Circle of Summoning II ☐ 8) Circle V * ☐ 9) Circle of Containment II ☐ 10) Multi-circle III * ☐ 11) Circle VII * ☐ 12) Circle of Binding ☐ 13) Circle of Summoning III ☐ 14) Circle X * ☐ 15) Waiting Circle * ☐ 16) Circle of Containment III ☐ 17) Circle XV * ☐ 18) Circle of Summoning True ☐ 19) Multi-circle IV * ☐ 20) Lord Circle * ☐ 25) Circle of Containment True ☐ 30) Power Circle Matrix ☐ 50) Circle True *

SUMMONING MASTERY	TELEPORTALS
☐ 1) Detect Summoning ☐ 2) Specify Creature I ☐ 3) Distance II * ☐ 4) Block Summons I * ☐ 5) Servitude II ☐ 6) Specify Creature II ☐ 7) Quick Arrival ☐ 8) Distance III * ☐ 9) ☐ 10) Legion IV ☐ 11) Potent Summons ☐ 12) ☐ 13) Servitude III ☐ 14) True Control ☐ 15) Waiting Summons ☐ 16) Distance IV * ☐ 17) Potent Summons True ☐ 18) Legion V ☐ 19) ☐ 20) Specify Creature True ☐ 25) Distance True * ☐ 30) Waiting Summons True ☐ 50) Legion True	☐ 1) Knowing ☐ 2) Locale I ☐ 3) Calling I ☐ 4) Detect Gate ☐ 5) Locale II ☐ 6) Teleportal I ☐ 7) Calling II ☐ 8) Enhance Teleportal I ☐ 9) Locale III ☐ 10) Teleportal II ☐ 11) Calling III ☐ 12) Gate Origin ☐ 13) Teleportal III ☐ 14) Locale IV ☐ 15) Gate Block ☐ 16) Calling IV ☐ 17) Locale True ☐ 18) Teleportal IV ☐ 19) Enhance Teleportal X ☐ 20) Calling True ☐ 25) Teleportal True ☐ 30) Enhance Teleportal True ☐ 50) Gate True

WARLOCK BASE LISTS

DOOM'S LAW	FAITH DESTRUCTION
☐ 1) Weaken I ☐ 2) Reduce Resistance I ☐ 3) Puncture I ☐ 4) Nerve Impair I ☐ 5) Skin Burn I ☐ 6) Bone Break I ☐ 7) Weaken II ☐ 8) Reduce Resistance II ☐ 9) Puncture II ☐ 10) Nerve Impair II ☐ 11) Skin Burn II ☐ 12) Bone Break II ☐ 13) Weaken III ☐ 14) Reduce Resistance III ☐ 15) Puncture III ☐ 16) Nerve Impair III ☐ 17) Skin Burn III ☐ 18) Bone Break III ☐ 19) Weaken True ☐ 20) Reduce Resistance True ☐ 25) Puncture True ☐ 30) Nerve Impair Pure ☐ 50) Law of Doom	☐ 1) Detect Holy/Unholy ☐ 2) Corruption I ☐ 3) Faith Destruction I ☐ 4) Guilt ☐ 5) Block Channel * ☐ 6) Paranoia ☐ 7) Corruption III ☐ 8) Faith Destruction III ☐ 9) Disfavor ☐ 10) Alienate ☐ 11) Excommunication ☐ 12) Faith Destruction V ☐ 13) Block Intervention * ☐ 14) Corruption V ☐ 15) Block Channel I ☐ 16) Block Channel True * ☐ 17) Corruption VII ☐ 18) Faith Destruction True ☐ 19) Greater Paranoia ☐ 20) Corruption X ☐ 25) Block Channel II ☐ 30) Corruption True ☐ 50) Block Channel III

LOOK OF TERROR	REVENGING LAW
☐ 1) Look of Disfigure I ☐ 2) Glare of Avoidance ☐ 3) Unnerving Eye I ☐ 4) Look of Disfigure II ☐ 5) Glare of Fright ☐ 6) Mark of Doom ☐ 7) Unnerving Eye II ☐ 8) Glare of Horror ☐ 9) Look of Terror I * ☐ 10) Look of Disfigure III ☐ 11) Glare of Command ☐ 12) Unnerving Eye III ☐ 13) Look of Terror II * ☐ 14) Look of Disfigure IV ☐ 15) Glare of Questing ☐ 16) Unnerving Eye IV ☐ 17) Look of Terror III * ☐ 18) Glare of Paralyzation ☐ 19) Look of Disfigure V ☐ 20) Unnerving Eye True ☐ 25) Look of Terror IV * ☐ 30) Look of Disfigure True ☐ 50) Glare of Death	☐ 1) Research Curse ☐ 2) Detect Curses ☐ 3) Curse of Gab ☐ 4) Curse of Silence ☐ 5) Curse Craft I ☐ 6) Unquenchable Thirst ☐ 7) Curse Tales ☐ 8) Ravenous Hunger ☐ 9) Room Curse ☐ 10) Curse Craft II ☐ 11) Miser's Curse ☐ 12) Uncurse ☐ 13) Back Spasm ☐ 14) Dwelling Curse ☐ 15) Curse Craft III ☐ 16) Hex ☐ 17) Uncurse True ☐ 18) Unhex ☐ 19) Curse Craft IV ☐ 20) Town Curse ☐ 25) Curse Craft True ☐ 30) City Curse ☐ 50) Kingdom Curse

TRANSFORMATIONS	WYRD MASTERY
☐ 1) Shifting Defense ☐ 2) Talon Fingers I ☐ 3) Minor Body Switch ☐ 4) Viper Jaw I ☐ 5) Bat Wings ☐ 6) Talon Fingers II ☐ 7) Horn ☐ 8) Demon Wings ☐ 9) Viper Jaw II ☐ 10) Tongue Whip ☐ 11) Snake Arm ☐ 12) Minor Body Switch ☐ 13) Talon Fingers III ☐ 14) Dragon Wings ☐ 15) Shifting Defense True ☐ 16) Viper Jaw III ☐ 17) Death Spine ☐ 18) Snake Arm True ☐ 19) Talon Fingers True ☐ 20) Phoenix Wings ☐ 25) Viper Jaw True ☐ 30) Gorgon Eyes ☐ 50) Metamorphosis	☐ 1) Detect Fate ☐ 2) End ☐ 3) Luck I * ☐ 4) Read Fate ☐ 5) Blessing ☐ 6) Unlucky ☐ 7) Boon ☐ 8) Anticipations * ☐ 9) ☐ 10) Wyrld ☐ 11) Bane ☐ 12) Charmed ☐ 13) Luck II * ☐ 14) Karma ☐ 15) Doom ☐ 16) Fate ☐ 17) Fortune ☐ 18) ☐ 19) Luck True * ☐ 20) Favor ☐ 25) Boon True ☐ 30) Failure ☐ 50) Success

PRIEST BASE LISTS

AQUATIC FORMS	BANISHMENTS	BATTLEFIELD HEALING	CEREMONIES
☐ 1) Jellyfish Form ☐ 2) Starfish Form ☐ 3) Fish Form ☐ 4) Crab Form ☐ 5) Sea Snake Form ☐ 6) Eel Form ☐ 7) Turtle Form ☐ 8) Octopus Form ☐ 9) Man-o-war Form ☐ 10) Seal Form ☐ 11) Dolphin Form ☐ 12) Ray Form ☐ 13) Water Hound Form ☐ 14) Swordfish Form ☐ 15) Merman Form # ☐ 16) Shark Form ☐ 17) Lake Worm Form ☐ 18) ☐ 19) Whale Form ☐ 20) Sea Troll Form # ☐ 25) Mergryph Form ☐ 30) Dragon Salamander @ ☐ 50) Sea Drake Form @	☐ 1) Detect Entities ☐ 2) Entity Protection I ☐ 3) Repel Entity I ☐ 4) Banish Entity I ☐ 5) Entity Protection II ☐ 6) Repel Entity II ☐ 7) ☐ 8) Banish Entity II ☐ 9) Repel Entity III ☐ 10) Entity Protection III ☐ 11) ☐ 12) Banish Entity III ☐ 13) Repel Entity IV ☐ 14) Entity Protection IV ☐ 15) Gate Block ☐ 16) Banish Entity IV ☐ 17) Repel Entity V ☐ 18) Entity Protection V ☐ 19) ☐ 20) Banish Entity V ☐ 25) Repel Entity True ☐ 30) Banish Entity True ☐ 50) Endless Banishment	☐ 1) Marker * ☐ 2) Endurance I ☐ 3) Conveyance ☐ 4) Channels I * ☐ 5) Healer's Knowledge * ☐ 6) First Aid ☐ 7) Endurance III ☐ 8) Channels III * ☐ 9) Herb Mastery II ☐ 10) Healer's Vision * ☐ 11) Second Aid ☐ 12) Channels VII * ☐ 13) Herb Mastery III ☐ 14) Healer's Call ☐ 15) Surgery ☐ 16) Endurance True V ☐ 17) Herb Mastery V ☐ 18) Item Call/Return ☐ 19) Channels X * ☐ 20) Sanctuary * ☐ 25) Lord Channels * ☐ 30) Sanctuary True * ☐ 50) Common Cause	☐ 1) Religious ☐ 2) Dedicate ☐ 3) Marriage ☐ 4) Holy Vestment ☐ 5) Coming of Age ☐ 6) Vestments of Combat ☐ 7) Vow ☐ 8) Holy Water I ☐ 9) Disfellowship ☐ 10) Holy Investiture ☐ 11) Vestments of War ☐ 12) Holy Water II ☐ 13) Ordination ☐ 14) Excommunicate ☐ 15) Exalt ☐ 16) Divine Protection ☐ 17) Coronation ☐ 18) Anathematize ☐ 19) Holy Ritual ☐ 20) Divine Prayer ☐ 25) Holy Water III ☐ 30) Holy Crusade ☐ 50) Invocation
CHANTS	CRUSADE	DEATH MASTERY	DIVINE AURA
☐ 1) Cleansing Chant ☐ 2) Purification Chant ☐ 3) Spirit Walk I ☐ 4) Vision Chant I ☐ 5) Healing Chant II ☐ 6) Warning Chant ☐ 7) Spirit Travel ☐ 8) Multi-chant ☐ 9) Spirit Walk II ☐ 10) Awareness Chant ☐ 11) Vision Chant III ☐ 12) Healing Chant III ☐ 13) Returning Chant * ☐ 14) Spirit Walk III ☐ 15) Dual Chant ☐ 16) Vision Chant V ☐ 17) Healing Chant IV ☐ 18) Spirit Walk IV ☐ 19) ☐ 20) Vision Chant True ☐ 25) Spirit Walk True ☐ 30) Healing Chant True ☐ 50) Spirit Travel True	☐ 1) Battle Lore ☐ 2) Troop Forming ☐ 3) Clarion Call ☐ 4) Count ☐ 5) Tactics ☐ 6) War Cry I * ☐ 7) Leadership ☐ 8) Battle Awareness ☐ 9) Battle Rapture ☐ 10) Morale ☐ 11) Troop Forming True ☐ 12) War Cry II * ☐ 13) Battle Voice ☐ 14) Clarion Call True ☐ 15) Regroup ☐ 16) Tactics True ☐ 17) Battle Awareness True ☐ 18) War Cry III * ☐ 19) Leadership True ☐ 20) Vantage ☐ 25) Inspire ☐ 30) War Cry True * ☐ 50) Avatar	☐ 1) Aging I ☐ 2) ☐ 3) Touch of Death ☐ 4) Destroy Life Essence I ☐ 5) Lesser Death ☐ 6) Destroy Life Essence II ☐ 7) Aging II ☐ 8) Minor Death ☐ 9) Destroy Life Essence III ☐ 10) Death's Call ☐ 11) Major Death ☐ 12) Aging III ☐ 13) Destroy Life Essence True ☐ 14) ☐ 15) Greater Death ☐ 16) Death's Call True ☐ 17) Long Death ☐ 18) Aging IV ☐ 19) Mass Death ☐ 20) Death True ☐ 25) Lord Aging ☐ 30) Aging True ☐ 50) Death Spell	☐ 1) Aura Sight ☐ 2) Aura Light ☐ 3) Aura I ☐ 4) Courage Aura ☐ 5) Aura of Life ☐ 6) Aura II ☐ 7) Aura Share I ☐ 8) Aura of Combat ☐ 9) Holy Aura I ☐ 10) Aura True ☐ 11) Aura Blaze I ☐ 12) Aura Share II ☐ 13) Aura Light True ☐ 14) Aura of Resistance ☐ 15) Holy Aura II ☐ 16) Divine Aura ☐ 17) Aura of Power ☐ 18) Aura Blaze II ☐ 19) Aura Share True ☐ 20) Holy Aura True ☐ 25) Alkar ☐ 30) Angelic Aura ☐ 50) Deify
DIVINE MAGIC	FAITH'S SHIELD	HOLY DEFENSES	
☐ 1) Detect Magic I ☐ 2) Spell Blessing I ☐ 3) Cancel Channelling ☐ 4) Cancel Essence ☐ 5) Cancel Mentalism ☐ 6) Spell Blessing II ☐ 7) Detect Magic II ☐ 8) Dispel Magic ☐ 9) Spell Shield I ☐ 10) Holy Spell I ☐ 11) Realm Armor I ☐ 12) Spell Blessing III ☐ 13) Dispel Magic Sphere ☐ 14) Spell Shield II ☐ 15) Holy Spell II ☐ 16) Realm Armor II ☐ 17) Spell Shield True ☐ 18) Unpower ☐ 19) Spell Blessing True ☐ 20) Dispel Magic True ☐ 25) Holy Spell True ☐ 30) Mass Shield ☐ 50) Realm Armor True	☐ 1) Shield Lore ☐ 2) Shield Bond ☐ 3) Shield Defense I ☐ 4) Shield Block I * ☐ 5) Shield History ☐ 6) Blessed Shield ☐ 7) Shield Defense II ☐ 8) Missile Parry ☐ 9) Returning Shield * ☐ 10) Shield Block II * ☐ 11) Awareness Shield ☐ 12) Shield Defense III ☐ 13) Resistance Shield ☐ 14) Shield Protection ☐ 15) Power Shield ☐ 16) Divine Shield ☐ 17) Shield Block III * ☐ 18) Shield Defense IV ☐ 19) Defender Shield ☐ 20) Returning Shield True * ☐ 25) Shield Defense True ☐ 30) Shield Block True * ☐ 50) Shield of Faith	☐ 1) Blur * ☐ 2) Shield * ☐ 3) Airwall ☐ 4) Prayer I ☐ 5) Deflection I * ☐ 6) Self Cloaking ☐ 7) Earthwall ☐ 8) Prayer II ☐ 9) Bladeturn I * ☐ 10) Aura ☐ 11) Deflections II * ☐ 12) Prayer III ☐ 13) Stonewall ☐ 14) Spell Shield I ☐ 15) Bladeturn II * ☐ 16) Aura True ☐ 17) Prayer IV ☐ 18) Deflections III * ☐ 19) Bladeturn III * ☐ 20) Spell Shield II ☐ 25) Curved Wall ☐ 30) Mass Deflections ☐ 50) Defense Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

PRIEST BASE LISTS

HOLY DISCIPLINE	HOLY ELEMENT	HOLY SYMBOL	HOLY TRANCES
☐ 1) Divine Strength I ☐ 2) Touch of Corruption I * ☐ 3) ☐ 4) Holy Strike I * ☐ 5) Touch of Corruption II * ☐ 6) First Strike ☐ 7) Divine Strength II ☐ 8) Touch of Corruption III * ☐ 9) Divine Armor II ☐ 10) Holy Aura I ☐ 11) Righteous Heart ☐ 12) Holy Strike II * ☐ 13) Divine Strength III ☐ 14) Touch of Corruption V * ☐ 15) Holy Aura II ☐ 16) Divine Armor IV ☐ 17) First Strike True ☐ 18) Holy Strike True * ☐ 19) Divine Strength IV ☐ 20) Holy Aura True ☐ 25) Divine Strength True ☐ 30) Divine Strike ☐ 50) Holy Martyr	☐ 1) Resist Element * ☐ 2) Control Element ☐ 3) Element Shield * ☐ 4) Element Wall ☐ 5) Turn Elemental ☐ 6) Element Strike I * ☐ 7) Element Protection ☐ 8) Banish Elemental ☐ 9) Element Shroud ☐ 10) Element Cloud ☐ 11) Element Armor ☐ 12) Element Strike II * ☐ 13) Element Shield True * ☐ 14) Element Wall True ☐ 15) Dissolve Element ☐ 16) Element Absorption ☐ 17) Element Storm ☐ 18) Element Strike III * ☐ 19) Element Globe ☐ 20) Lord Element Shroud ☐ 25) Control Element True ☐ 30) Element Shroud True ☐ 50) Element Immunity	☐ 1) Minor Symbol ☐ 2) Symbol Store ☐ 3) Symbol Prayer I ☐ 4) Guardian Symbol I ☐ 5) Symbol Light I ☐ 6) ☐ 7) Major Symbol ☐ 8) Guardian Symbol II ☐ 9) Symbol Light II ☐ 10) Symbol Store True ☐ 11) Symbol Prayer II ☐ 12) ☐ 13) Symbol Light III ☐ 14) Guardian Symbol III ☐ 15) Personalize Symbol ☐ 16) Greater Symbol ☐ 17) ☐ 18) Symbol Light IV ☐ 19) Symbol Prayer True ☐ 20) ☐ 25) Guardian Symbol True ☐ 30) Faith Spell True ☐ 50) Holy Sacrifice	☐ 1) Channeling Trance I ☐ 2) Focus Trance II ☐ 3) Self Control I * ☐ 4) Vision Trance I ☐ 5) Healing Trance II ☐ 6) Channeling Trance II ☐ 7) Cleansing Trance I ☐ 8) Focus Trance III ☐ 9) Self Control II * ☐ 10) Divine Trance * ☐ 11) Vision Trance III ☐ 12) Healing Trance III ☐ 13) Channeling Trance III ☐ 14) Focus Trance IV ☐ 15) Self Control III * ☐ 16) Vision Trance V ☐ 17) Healing Trance IV ☐ 18) Cleansing Trance True ☐ 19) Channeling Trance True ☐ 20) Vision Trance True ☐ 25) Self Control True * ☐ 30) Healing Trance True ☐ 50) Communion True
HOLY WEAPON	HOLY WIND	HOLY WRATH	HORSE MASTERY
☐ 1) Weapon Bond ☐ 2) Weapon Symbol ☐ 3) Draw Weapon * ☐ 4) Throw * ☐ 5) Hammer Strike I * ☐ 6) Holy Strike I * ☐ 7) Holy Focus I * ☐ 8) Retaliation ☐ 9) Returning Weapon * ☐ 10) Parrying Weapon ☐ 11) Hammer Strike II * ☐ 12) Holy Strike II * ☐ 13) Holy Focus II * ☐ 14) Throw True * ☐ 15) Personalize Weapon ☐ 16) Retribution ☐ 17) Hammer Strike III * ☐ 18) Holy Strike III * ☐ 19) Returning Weapon True * ☐ 20) Parrying Weapon True ☐ 25) Holy Strike True ☐ 30) Holy Focus True * ☐ 50) Holy Slayer	☐ 1) Predict Winds ☐ 2) Airwall I ☐ 3) Float ☐ 4) Breeze Call ☐ 5) Airwall II ☐ 6) Air Blast I ☐ 7) Pillar of Wind ☐ 8) Wind Call ☐ 9) Wind Mastery I ☐ 10) Air Blast II ☐ 11) Windwalking ☐ 12) Airwall True ☐ 13) Gale Call ☐ 14) Air Blast III ☐ 15) Wind Mastery II ☐ 16) Pillar of Wind True ☐ 17) Cyclone ☐ 18) Windrunning ☐ 19) Wind Storm ☐ 20) Tornado ☐ 25) Windrunning True ☐ 30) Air Blast True ☐ 50) Air Chariot	☐ 1) Detect Enemies I ☐ 2) Detect Darkness ☐ 3) Holy Attack I * ☐ 4) Holy Blast I ☐ 5) Holy Strike I * ☐ 6) Holy Attack II * ☐ 7) Heathen's Judgement I ☐ 8) Holy Blast II ☐ 9) Detect Enemies II ☐ 10) Holy Attack III * ☐ 11) Holy Strike II * ☐ 12) Holy Blast III ☐ 13) Heathen's Judgement II ☐ 14) Holy Attack IV * ☐ 15) Heretic's Judgement ☐ 16) Holy Blast IV ☐ 17) Heathen's Judgement True ☐ 18) Holy Attack V * ☐ 19) Detect Enemies True ☐ 20) Holy Blast True ☐ 25) Apostate's Judgement ☐ 30) Mass Holy Blast ☐ 50) Divine Wrath	☐ 1) Befriend ☐ 2) Animal Healing ☐ 3) Riding I ☐ 4) Tracks ☐ 5) Charging I * ☐ 6) Stamina ☐ 7) Hide Tracks ☐ 8) Riding II ☐ 9) Silent Ride ☐ 10) Charging II * ☐ 11) Horse Calling ☐ 12) Mass Charging * ☐ 13) Riding III ☐ 14) Endurance ☐ 15) Mass Riding ☐ 16) Charging III * ☐ 17) Mass Hide Tracks ☐ 18) Mass Stamina ☐ 19) Mass Horse Calling ☐ 20) Riding True ☐ 25) Charging True * ☐ 30) Mass Charging True * ☐ 50) Ghost Force
HUNTING MASTERY	INSECT MASTERY	LAND FORMS	
☐ 1) Tracker ☐ 2) Aiming I * ☐ 3) Nature's Awareness I ☐ 4) Cleanse Catch ☐ 5) Tracker II ☐ 6) Iron Wood ☐ 7) Archer's Eye * ☐ 8) Tracks Lore ☐ 9) Aiming II * ☐ 10) Fletcher ☐ 11) The Hunter ☐ 12) Nature's Awareness III ☐ 13) Bower ☐ 14) Tracks Analysis ☐ 15) Aiming III * ☐ 16) Archer's Eye True * ☐ 17) Hiding True ☐ 18) Blessed Shot * ☐ 19) Nature's Awareness V ☐ 20) Aiming True * ☐ 25) Holy Shot * ☐ 30) Tracker True ☐ 50) Hunting True	☐ 1) Repel Insects ☐ 2) Summon Insects I ☐ 3) ☐ 4) Summon Insects II ☐ 5) Resist Poison ☐ 6) Summon Insects III ☐ 7) Repel Insects True ☐ 8) Wall of Insects ☐ 9) Insect Growth ☐ 10) Summon Insects IV ☐ 11) Insect Control I * ☐ 12) Insect Form ☐ 13) Insect Growth II ☐ 14) Minor Insect Plague ☐ 15) Wall of Insects True ☐ 16) Insect Control II * ☐ 17) ☐ 18) Insect Form True ☐ 19) Major Insect Plague ☐ 20) Insect Growth III ☐ 25) Insect Control III * ☐ 30) Black Swarm ☐ 50) Insect Growth True	☐ 1) Ant Form ☐ 2) Spider Form ☐ 3) Rodent Form ☐ 4) Frog Form ☐ 5) Chameleon Form ☐ 6) Lizard Form ☐ 7) Sparrow Form ☐ 8) Raccoon Form ☐ 9) Deer Form ☐ 10) Boa Form ☐ 11) Falcon Form ☐ 12) Wolf Form ☐ 13) Tiger Form ☐ 14) Crocodile Form ☐ 15) Bear Form ☐ 16) Centaur Form # ☐ 17) Faerie Dragon Form # ☐ 18) Elephant Form ☐ 19) Forest Troll Form # ☐ 20) White Unicorn Form @ ☐ 25) Griffin Form ☐ 30) Forest Giant Form # ☐ 50) Forest Dragon Form #	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

PRIEST BASE LISTS

NATURE DOMINATION	PROSELYTING	SERPENT LAW	SPIRIT DOMINATION
☐ 1) Animal Sleep ☐ 2) Blight I ☐ 3) Loosen Earth ☐ 4) Animal Mastery I ☐ 5) Cracks Call ☐ 6) Blight II ☐ 7) Animal Sleep III ☐ 8) Stone/Earth ☐ 9) Spike Stones I ☐ 10) Stonewall ☐ 11) Corridor ☐ 12) Earth/Stone ☐ 13) Animal Mastery III ☐ 14) Blight III ☐ 15) Spike Stones II ☐ 16) Unearth ☐ 17) Stone Mold ☐ 18) Stone/Mud ☐ 19) Unstone ☐ 20) Crevasse ☐ 25) Blight True ☐ 30) Great Crack ☐ 50) Quake	☐ 1) Conversion I ☐ 2) Voice of Friendship * ☐ 3) Sounding II ☐ 4) Voice of Reason * ☐ 5) Learn Language II ☐ 6) Conversion II ☐ 7) Sounding IV ☐ 8) Words of Friendship * ☐ 9) Find Congregation ☐ 10) Learn Language III ☐ 11) Conversion III ☐ 12) Words of Reason * ☐ 13) Purse and Script ☐ 14) ☐ 15) Sounding True ☐ 16) Learn Language IV ☐ 17) ☐ 18) Voice of Conviction ☐ 19) ☐ 20) Conversion True ☐ 25) Tongues ☐ 30) Words of Conviction ☐ 50) Sign	☐ 1) Snake Eyes ☐ 2) Charm Snake I ☐ 3) Summon Viper ☐ 4) Snake Bite I ☐ 5) Snake Gaze ☐ 6) Summon Cobra ☐ 7) Charm Snake II ☐ 8) Snake Bite II ☐ 9) Summon Python ☐ 10) Multi-summoning II ☐ 11) Master Snake I ☐ 12) Poison Bite I * ☐ 13) Summon Snake True ☐ 14) Snake Bite True ☐ 15) Master Snake II ☐ 16) Poison Bite II * ☐ 17) Summon Giant Snake ☐ 18) Multi-Summoning III ☐ 19) Master Snake III ☐ 20) Poison Bite III * ☐ 25) Multi-summoning True ☐ 30) Poison Bite True * ☐ 50) Serpent Gate	☐ 1) Taint Spirit ☐ 2) ☐ 3) Spirit Burn ☐ 4) Control Spirit I ☐ 5) Spirit Trap I ☐ 6) Spirit Mastery I ☐ 7) ☐ 8) Spirit Thrall ☐ 9) Spirit Link ☐ 10) Bedevilment ☐ 11) Control Spirit V ☐ 12) Taint Spirit True ☐ 13) Spirit Mastery V ☐ 14) Spirit Trap V ☐ 15) Spirit Thrall True ☐ 16) Control Spirit X ☐ 17) Spirit Link True ☐ 18) Spirit Mastery X ☐ 19) Spirit Trap X ☐ 20) Bedevilment True ☐ 25) Control Spirit True ☐ 30) Spirit Mastery True ☐ 50) Spirit Trap True
SPIRIT LAW	STONE MASTERY	THE HUNTER	TIME LORE
☐ 1) Detect Spirit ☐ 2) Identify Spirit ☐ 3) Totem Familiar ☐ 4) Summon Spirit I ☐ 5) Spirit Tongue ☐ 6) Spirit Guide ☐ 7) Spirit Binding I ☐ 8) Spirit of Calm ☐ 9) Spirit of Harmony ☐ 10) Banish Spirit ☐ 11) Summoning Spirit V ☐ 12) Spirit Binding V ☐ 13) Spirit of Discord ☐ 14) Spirit of Friends ☐ 15) Spirit Guide True ☐ 16) Summon Spirit X ☐ 17) Spirit Binding X ☐ 18) Spirit of Anger ☐ 19) Spirit of Fear ☐ 20) Banish Spirit True ☐ 25) Summon Spirit True ☐ 30) Spirit Binding True ☐ 50) Spirit of Awe	☐ 1) Small Stone ☐ 2) Stoneheal ☐ 3) Stonespeech ☐ 4) Medium Stone ☐ 5) Holy Stone I * ☐ 6) Earth Elemental II ☐ 7) Large Stone ☐ 8) Holy Stone II * ☐ 9) Spike Stones I ☐ 10) Stonewall ☐ 11) Corridor ☐ 12) Earth Elemental III ☐ 13) Huge Stone ☐ 14) Holy Stone III * ☐ 15) Spike Stones II ☐ 16) Earth Elemental IV ☐ 17) Stone Mold ☐ 18) Boulder ☐ 19) Unstone ☐ 20) Crevasse ☐ 25) Stone Fires ☐ 30) Great Crack ☐ 50) Quake	☐ 1) Creature Lore ☐ 2) Hunter's Strike I * ☐ 3) Detect Gate ☐ 4) Block Summons I * ☐ 5) Break Control I * ☐ 6) Hunter's Strike II * ☐ 7) Gate Barrier ☐ 8) Block Summons II * ☐ 9) Break Control II * ☐ 10) Hunter's Strike III * ☐ 11) Hunter's Aura ☐ 12) Block Summons III * ☐ 13) Break Control III * ☐ 14) Close Gate ☐ 15) Hunter's Strike True * ☐ 16) Block Summons IV * ☐ 17) Break Control IV * ☐ 18) Gate Block ☐ 19) Block Summons True * ☐ 20) Hunter's Aura True ☐ 25) Close Gate True ☐ 30) Break Control True * ☐ 50) Slayer	☐ 1) Time Drain * ☐ 2) Sloth I ☐ 3) Recognition ☐ 4) Quickness I ☐ 5) Retrocognition ☐ 6) Slow I * ☐ 7) Sloth II ☐ 8) Time Stretch II ☐ 9) Slow II * ☐ 10) Time Displacement * ☐ 11) Quickness II ☐ 12) Slow III ☐ 13) Anticipations * ☐ 14) Time Stretch III ☐ 15) Slow IV * ☐ 16) Time Window ☐ 17) Time Displacement True * ☐ 18) Time Well ☐ 19) ☐ 20) Hibernation ☐ 25) Foreknowledge ☐ 30) Anticipations True * ☐ 50) Time Walk
TREE MASTERY	VOODOO MAGIC		
☐ 1) Treespeech ☐ 2) Treeform ☐ 3) Tree Healing ☐ 4) Wall of Thorns ☐ 5) Plantskin ☐ 6) Smother ☐ 7) Timeport ☐ 8) Wall of Branches ☐ 9) Toughskin ☐ 10) Awaken Tree ☐ 11) Tree Curing ☐ 12) Wall of Trees ☐ 13) Root ☐ 14) Barkskin ☐ 15) Animate Tree ☐ 16) Entangle ☐ 17) Timeport True ☐ 18) Barkskin True ☐ 19) Tree Restoration ☐ 20) Command Tree ☐ 25) Treeform True ☐ 30) Forest ☐ 50) Forest's Cause	☐ 1) Animal Talisman ☐ 2) Herb Talisman ☐ 3) Influence Talisman ☐ 4) Magic Talisman ☐ 5) Protection Talisman ☐ 6) Seeing Talisman ☐ 7) Spirit Talisman ☐ 8) Undead Talisman ☐ 9) ☐ 10) Spell Talisman ☐ 11) Demon Talisman ☐ 12) Soul Trap ☐ 13) Death Talisman ☐ 14) Life Talisman ☐ 15) Voodoo Doll ☐ 16) ☐ 17) Guardian Talisman ☐ 18) ☐ 19) ☐ 20) Death Talisman True ☐ 25) ☐ 30) Voodoo Doll True ☐ 50) Permanent Talisman	☐ 1) ☐ 2) ☐ 3) ☐ 4) ☐ 5) ☐ 6) ☐ 7) ☐ 8) ☐ 9) ☐ 10) ☐ 11) ☐ 12) ☐ 13) ☐ 14) ☐ 15) ☐ 16) ☐ 17) ☐ 18) ☐ 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)

Note: All of the Priest Base Lists can be found in the *Channeling Companion*.

EVIL CHANNELLING LISTS

CURSES

- ☐ 1) Detect Curse
- ☐ 2) Nightvision Curse
- ☐ 3)
- ☐ 4) Ulcer Curse
- ☐ 5) Curse Of Dake
- ☐ 6) Green Tongue
- ☐ 7) Sea Curse
- ☐ 8) Curse of Furd
- ☐ 9) Excommunication
- ☐ 10) Leaning of Mins
- ☐ 11) Curse of Shar Bu
- ☐ 12) Power Leech
- ☐ 13) Beauty of Arraer
- ☐ 14) Clotting Curse
- ☐ 15) Ugliness Of Orn
- ☐ 16) Curse of Oli
- ☐ 17)
- ☐ 18) Curse of Penth
- ☐ 19) Rewounding
- ☐ 20) Running Death
- ☐ 25) Friendslayer
- ☐ 30) Excommunication True
- ☐ 50) Dark Thoughts

DARK CHANNELS

- ☐ 1)
- ☐ 2) Dark Stunning *
- ☐ 3) Channels I *
- ☐ 4)
- ☐ 5) Dark Sleep *
- ☐ 6) Channels III *
- ☐ 7) Channel Opening I
- ☐ 8) Dark Blinding *
- ☐ 9)
- ☐ 10) Black Channel I *
- ☐ 11) Channels V *
- ☐ 12)
- ☐ 13) Absolution *
- ☐ 14)
- ☐ 15) Black Channel II *
- ☐ 16) Channel Opening II
- ☐ 17) Channel VII *
- ☐ 18)
- ☐ 19) Channel X *
- ☐ 20) Absolution Pure *
- ☐ 25) Black Channel III *
- ☐ 30) Dark Absolution *
- ☐ 50) Unholy Gate

DARK LORE

- ☐ 1) Afterthoughts
- ☐ 2) Detect Good
- ☐ 3) Detect Blessing
- ☐ 4) Detect Emotion
- ☐ 5) Dark Lore I
- ☐ 6) Detections Holy
- ☐ 7)
- ☐ 8) Dream I
- ☐ 9)
- ☐ 10) Bless Tales
- ☐ 11) Dark Lore II
- ☐ 12) Dreams II
- ☐ 13) Emotion Analysis
- ☐ 14) Dark Lore III
- ☐ 15) Dreams III
- ☐ 16) Light Lore I
- ☐ 17)
- ☐ 18)
- ☐ 19) Light Lore II
- ☐ 20) Black Lore
- ☐ 25) Light Lore III
- ☐ 30) White Lore
- ☐ 50) Black Lore Mastery

DISEASE

- ☐ 1) Chills
- ☐ 2) Grey Vision
- ☐ 3) Smelling Loss
- ☐ 4) Hearing Loss
- ☐ 5) Tongue Rot
- ☐ 6) Asthma
- ☐ 7) Leprosy
- ☐ 8) Minor Allergy
- ☐ 9) Root Rot
- ☐ 10) Hemophilia
- ☐ 11) Malaria
- ☐ 12) Withering Hand
- ☐ 13) Epilepsy
- ☐ 14) Pneumonia
- ☐ 15) Major Allergy
- ☐ 16) Carrier I
- ☐ 17) Elephantiasis
- ☐ 18)
- ☐ 19) Carrier II
- ☐ 20) Leukemia
- ☐ 25) Carrier III
- ☐ 30) Rabies
- ☐ 50) Plague

NECROMANCY

- ☐ 1) Animate Dead I
- ☐ 2) Control Undead I *
- ☐ 3) Undead Mastery
- ☐ 4) Animate Dead II
- ☐ 5) Create Undead I
- ☐ 6) Control Undead II *
- ☐ 7) Animate Dead III
- ☐ 8) Create Undead II
- ☐ 9) Control Undead III *
- ☐ 10) Animate Dead IV
- ☐ 11) Create Undead III
- ☐ 12) Animate Dead V
- ☐ 13) Control Undead IV *
- ☐ 14) Animate Dead VI
- ☐ 15) Create Undead IV
- ☐ 16)
- ☐ 17) Order Undead
- ☐ 18)
- ☐ 19) Control Undead V *
- ☐ 20) Create Undead V
- ☐ 25) Control Undead True *
- ☐ 30) Ritual of Black Eternity
- ☐ 50) Create Undead True

WOUNDING

- ☐ 1) Wounding I *
- ☐ 2) Cramp *
- ☐ 3) Bleeding I *
- ☐ 4) Wounding III *
- ☐ 5) Sensory Damage I *
- ☐ 6) Fracture *
- ☐ 7) Bleeding III *
- ☐ 8) Wounding V *
- ☐ 9) Sensory Damage II *
- ☐ 10) Paralysis *
- ☐ 11) Wounding VII *
- ☐ 12) Drain Soul I *
- ☐ 13) Energy Drain I *
- ☐ 14) Bleeding V *
- ☐ 15) Wounding X *
- ☐ 16) Energy Drain II *
- ☐ 17)
- ☐ 18) Drain Soul II *
- ☐ 19)
- ☐ 20) Wounding XV *
- ☐ 25) Drain Soul True *
- ☐ 30) Bleeding True *
- ☐ 50) Wounding True *

OPEN ESSENCE LISTS

AIR MASTERY †	ALLUREMENT †	DELVING WAYS	DETECTING WAYS
☐ 1) Zephyr* ☐ 2) Long Breath I ☐ 3) Long Whisper I ☐ 4) Tracking ☐ 5) Minor Turbulence ☐ 6) Purify Air ☐ 7) Fly I ☐ 8) Choke ☐ 9) Cross Winds I ☐ 10) Concealing Mist ☐ 11) Favorable Winds* ☐ 12) Air Form ☐ 13) Major Turbulence ☐ 14) Long Breath II ☐ 15) Long Whisper V ☐ 16) Fly II ☐ 17) Cross Winds II ☐ 18) Whirlwind ☐ 19) ☐ 20) Fly III ☐ 25) Turbulence True ☐ 30) Fly True ☐ 50) Air Mastery	☐ 1) Empathy I ☐ 2) Charm Opposite I ☐ 3) Self Aura ☐ 4) Charm Plant I ☐ 5) Seduction ☐ 6) Charm Opposite II ☐ 7) Charm Animal ☐ 8) Suggestion I ☐ 9) Charm Same I ☐ 10) Charm Opposite III ☐ 11) Empathy II ☐ 12) Charm True ☐ 13) Great Aura ☐ 14) Charm Opposite V ☐ 15) Geas ☐ 16) Charm Plant III ☐ 17) Suggestion III ☐ 18) Charm Animal III ☐ 19) Charm Same III ☐ 20) Charm Opposite X ☐ 25) True Geas ☐ 30) Alkar ☐ 50) Charming Mastery	☐ 1) Text Analysis I ☐ 2) Stone Analysis ☐ 3) Metal Analysis ☐ 4) Gas Analysis ☐ 5) ☐ 6) Text Analysis II ☐ 7) Liquid Analysis ☐ 8) ☐ 9) Delving ☐ 10) Spell Analysis ☐ 11) ☐ 12) ☐ 13) ☐ 14) Death Analysis ☐ 15) Text Analysis III ☐ 16) Power Analysis ☐ 17) Conveyance ☐ 18) Death's Delving ☐ 19) ☐ 20) Analysis ☐ 25) Mass Analysis ☐ 30) Power Analysis True ☐ 50) Conveyance True	☐ 1) Detect Essence ☐ 2) Detect Mentalism ☐ 3) Detect Channeling ☐ 4) ☐ 5) Detect Invisible ☐ 6) Detect Traps ☐ 7) Detect Evil ☐ 8) Location I ☐ 9) ☐ 10) Perceive Power I ☐ 11) Detect Death ☐ 12) Location III ☐ 13) ☐ 14) ☐ 15) Detect Spell ☐ 16) Location V ☐ 17) ☐ 18) Perceive Power III ☐ 19) ☐ 20) Greater Location ☐ 25) Detect Detections ☐ 30) Detect True ☐ 50) Location True
ELEMENTAL SHIELDS	ESSENCE HAND	ESSENCE'S PERCEPTIONS	FEY CONJURY †
☐ 1) Resist Light ☐ 2) Resist Heat ☐ 3) Resist Cold ☐ 4) Resist Light Sphere ☐ 5) Resist Heat Sphere ☐ 6) Resist Cold Sphere ☐ 7) ☐ 8) Lightarmor ☐ 9) Heatarmor ☐ 10) Coldarmor ☐ 11) Lightarmor Sphere ☐ 12) Heatarmor Sphere ☐ 13) Coldarmor Sphere ☐ 14) ☐ 15) Lightning Armor ☐ 16) ☐ 17) Fire Armor ☐ 18) ☐ 19) Ice Armor ☐ 20) Mass Lightarmor ☐ 25) Mass Heatarmor ☐ 30) Mass Coldarmor ☐ 50) True Armor	☐ 1) Vibrations I ☐ 2) Staying I ☐ 3) Telekinesis I ☐ 4) Vibrations II ☐ 5) Staying II ☐ 6) Telekinesis II ☐ 7) Vibrations III ☐ 8) Staying III ☐ 9) Vibrations IV ☐ 10) Aiming ☐ 11) Telekinesis III ☐ 12) Staying IV ☐ 13) Mass Vibrations I ☐ 14) Telekinesis IV ☐ 15) Staying V ☐ 16) Hurling I ☐ 17) Telekinesis V ☐ 18) ☐ 19) Mass Vibrations III ☐ 20) Lord Aim ☐ 25) Staying True ☐ 30) Great Telekinesis ☐ 50) Aim True	☐ 1) ☐ 2) Presence* ☐ 3) Listen I ☐ 4) ☐ 5) Long Ear I ☐ 6) Watch I ☐ 7) Long Eye I ☐ 8) Listen II ☐ 9) ☐ 10) Telepathy ☐ 11) Watch II ☐ 12) Long Ear II ☐ 13) ☐ 14) Listen III ☐ 15) Long Eye II ☐ 16) ☐ 17) ☐ 18) Watch III ☐ 19) ☐ 20) Listen IV ☐ 25) Watch IV ☐ 30) Listen True ☐ 50) Watch True	☐ 1) Detect Fey ☐ 2) Call Local Fey ☐ 3) Summon Fey I ☐ 4) Minor Challenge ☐ 5) Command Fey I ☐ 6) Produce Small Animal ☐ 7) Summon Fey II ☐ 8) Bind Fey I ☐ 9) Lesser Challenge ☐ 10) Soul Link ☐ 11) Command Fey II ☐ 12) Produce Medium Animal ☐ 13) Summon Fey III ☐ 14) Bind Fey II ☐ 15) Banish Fey I ☐ 16) Mass Call Local Fey ☐ 17) Command Fey III ☐ 18) ☐ 19) Bind Fey III ☐ 20) Banish Fey II ☐ 25) Mass Produce Sm. Animal ☐ 30) Greater Challenge ☐ 50) Soul Link True
☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____

† : This spell list may be found in the *Essence Companion*.

OPEN ESSENCE LISTS

LESSER ILLUSIONS	PHYSICAL ENHANCEMENT	RUNE MASTERY	SHADOW MASTERY †
☐ 1) Ventriloquism ☐ 2) Sound/Light Mirage ☐ 3) Taste/Smell Mirage ☐ 4) Illusions II ☐ 5) Phantasm I ☐ 6) Light Glamour ☐ 7) Waiting Illusion II ☐ 8) Illusions III ☐ 9) Phantasm II ☐ 10) Waiting Phantasm II ☐ 11) Waiting Illusion III ☐ 12) Phantasm III ☐ 13) Illusions V ☐ 14) Waiting Illusion IV ☐ 15) Waiting Phantasm III ☐ 16) Waiting Illusion V ☐ 17) Phantasm IV ☐ 18) Waiting Phantasm IV ☐ 19) Illusions VII ☐ 20) Waiting Illusion VI ☐ 25) Phantasm V ☐ 30) Illusions X ☐ 50) Phantasm X	☐ 1) Mannish Scale * ☐ 2) Sly Ears ☐ 3) Balance * ☐ 4) Nightvision ☐ 5) Sidevision ☐ 6) Sounding ☐ 7) Watervision ☐ 8) Waterlungs ☐ 9) Heatvision ☐ 10) Gaslungs ☐ 11) Resist Poison * ☐ 12) Darkvision ☐ 13) ☐ 14) ☐ 15) Changing Lungs ☐ 16) Mass Balance ☐ 17) ☐ 18) Mass Nightvision ☐ 19) Mass Watervision ☐ 20) Vision * ☐ 25) Mass Waterlungs ☐ 30) Mass Gaslungs ☐ 50) Mass Vision	☐ 1) ☐ 2) Spell Store ☐ 3) Rune I ☐ 4) ☐ 5) ☐ 6) Rune II ☐ 7) ☐ 8) Rune III ☐ 9) ☐ 10) Rune V ☐ 11) Sign of Shock ☐ 12) Rune VI ☐ 13) Sign of Fear ☐ 14) Rune VII ☐ 15) Sign of Sleep ☐ 16) Rune VIII ☐ 17) Sign of Blinding ☐ 18) Rune IX ☐ 19) Sign of Paralysis ☐ 20) Rune X ☐ 25) Lord Research ☐ 30) Lord Rune ☐ 50) Mass Sign	☐ 1) Shadows ☐ 2) Dark I ☐ 3) Nightvision ☐ 4) ☐ 5) Shadow Sight ☐ 6) Shadow Hop ☐ 7) Suddendark ☐ 8) Dark II ☐ 9) Enshroud ☐ 10) Banish Shadow ☐ 11) Circle of Shadows ☐ 12) Waiting Shadows ☐ 13) Darkvision ☐ 14) ☐ 15) Shadow Curse ☐ 16) ☐ 17) Utterdark ☐ 18) Area Shadow Curse ☐ 19) ☐ 20) Shadow Spy ☐ 25) Shadow Servant ☐ 30) Shadow Mage ☐ 50) Shadow Mastery
SOUND MASTERY †	SPELL WALL	SUSTAIN BODY †	UNBARRING WAYS
☐ 1) Sly Ears ☐ 2) Volume Control ☐ 3) Quiet I ☐ 4) Selective Hearing ☐ 5) Long Voice I ☐ 6) Soundwall I ☐ 7) Long Ear I ☐ 8) Silence I ☐ 9) Quiet III ☐ 10) Sounding ☐ 11) Soundwall V ☐ 12) Long Voice III ☐ 13) Quiet V ☐ 14) Long Ear III ☐ 15) Deafen ☐ 16) Silence V ☐ 17) Long Voice V ☐ 18) Shatter Blast ☐ 19) Long Ear V ☐ 20) Mute ☐ 25) Mass Soundwalls ☐ 30) Silence True ☐ 50) Sound Mastery	☐ 1) Protection I ☐ 2) Cancel Essence ☐ 3) Protection Sphere I ☐ 4) Cancel Mentalism ☐ 5) Protection II ☐ 6) Cancel Channeling ☐ 7) Protection Sphere II ☐ 8) Dispel Ess. Sphere I ☐ 9) Essence Shield ☐ 10) Mind Shield ☐ 11) Protection III ☐ 12) Dispel Ment. Sphere I ☐ 13) Channeling Shield ☐ 14) Spell Shield ☐ 15) Protection IV ☐ 16) Dispel Chan. Sphere I ☐ 17) ☐ 18) Spell Shield True ☐ 19) Protection V ☐ 20) Essence Resistance ☐ 25) Mentalism Resistance ☐ 30) Channeling Resistance ☐ 50) Resistance True	☐ 1) Hold Breath ☐ 2) Sustain Nutrition ☐ 3) Sustain Endurance ☐ 4) No Sleep ☐ 5) Resist Temperature ☐ 6) No Fatigue ☐ 7) Dense Skin ☐ 8) Resist Damage ☐ 9) Resist Poison ☐ 10) Resist Disease ☐ 11) ☐ 12) Resist Element ☐ 13) Self Keeping ☐ 14) Maintain Sanity ☐ 15) Resist Realm ☐ 16) Resist Hybrid ☐ 17) Resist Criticals ☐ 18) Resist Aging ☐ 19) ☐ 20) Maintain Soul * ☐ 25) Maintain Pressure ☐ 30) Resist Gravity ☐ 50) Complete Stasis	☐ 1) Lock ☐ 2) Magic Lock ☐ 3) Locklore ☐ 4) Opening I ☐ 5) Traplore ☐ 6) Disarm I ☐ 7) Jamming ☐ 8) Weakening ☐ 9) Open Prison I ☐ 10) Opening II ☐ 11) Undoer I ☐ 12) Disarm II ☐ 13) Greater Magic Look ☐ 14) True Lock ☐ 15) Undoer II ☐ 16) Open Prison II ☐ 17) Undoer III ☐ 18) Magic Lock True ☐ 19) Undoer True ☐ 20) New Gate ☐ 25) Lock Mastery ☐ 30) Trap Mastery ☐ 50) Gate Cleaver
☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____

† : This spell list may be found in the *Essence Companion*.

CLOSED ESSENCE LISTS

CIRCLE MASTERY †	COUNTERSPELLS †	DISPELLING WAYS	EARTH MASTERY †
☐ 1) Circle of Protection ☐ 2) Circle of Summoning ☐ 3) Circle I * ☐ 4) Circle of Containment ☐ 5) Circle II * ☐ 6) Multi-circle II * ☐ 7) Circle III * ☐ 8) Circle of Pain ☐ 9) Blazing Circle * ☐ 10) Circle V * ☐ 11) Multi-circle III * ☐ 12) Circle VI * ☐ 13) Circle of Binding ☐ 14) Circle VII * ☐ 15) Waiting Circle * ☐ 16) Power Circle ☐ 17) Circle X * ☐ 18) Power Leech Circle ☐ 19) Multi-circle IV * ☐ 20) Circle XII * ☐ 25) Circle XV * ☐ 30) Power Circle Matrix ☐ 50) Circle True *	☐ 1) Study Spell ☐ 2) Detect Counterspell ☐ 3) Counterspell I ☐ 4) Detect Spelltrap ☐ 5) Spelltrap I ☐ 6) Counterspell III ☐ 7) Countermeasures ☐ 8) Counterspell IV ☐ 9) Spelltrap III ☐ 10) Counterspell V ☐ 11) Spelltrap V ☐ 12) Counterspell VII ☐ 13) Reflect Essence ☐ 14) Reflect Channeling ☐ 15) Reflect Mentalism ☐ 16) Spelltrap X ☐ 17) Countermeasures True ☐ 18) Counterspell XV ☐ 19) Spelltrap XV ☐ 20) Reverse Effect * ☐ 25) Lord Counterspell ☐ 30) Counterspell Sphere ☐ 50) Lord Spelltrap	☐ 1) Cancel Essence I ☐ 2) Cancel Mentalism I ☐ 3) Cancel Channeling I ☐ 4) Dispel Essence I ☐ 5) Dispel Mentalism I ☐ 6) Dispel Channeling I ☐ 7) Dispel Ess. Sphere I ☐ 8) Dispel Ment. Sphere I ☐ 9) Dispel Chan. Sphere I ☐ 10) Dispel Ess. Sphere V ☐ 11) Dispel Ment. Sphere V ☐ 12) Dispel Chan. Sphere V ☐ 13) ☐ 14) Dispel Ess. Sphere X ☐ 15) Dispel Ment. Sphere X ☐ 16) Dispel Chan. Sphere X ☐ 17) Unessence ☐ 18) Unmentalism ☐ 19) Unchanneling ☐ 20) Cancel True ☐ 25) Dispel Essence True ☐ 30) Dispel True ☐ 50) Dispel Sphere True	☐ 1) Identify Earth ☐ 2) Dig ☐ 3) Caving ☐ 4) Earthwall ☐ 5) Earth Fingers ☐ 6) Earthskin ☐ 7) Tunnel ☐ 8) Stonewall ☐ 9) Major Earthwall ☐ 10) Earth Hand ☐ 11) Earth Merge ☐ 12) Earth Molding ☐ 13) Stoneskin ☐ 14) Earth Phasing ☐ 15) Stone Wall True ☐ 16) Earth Perception ☐ 17) Earth Arm ☐ 18) Greater Earthwall ☐ 19) Earth Shaping ☐ 20) Greater Stoneskin ☐ 25) Earth Phasing True ☐ 30) Great Stone Wall ☐ 50) Earth Mastery
ELEMENTAL SUMMONS †	FAMILIAR MASTERY †	FIRE MASTERY †	GATE MASTERY
☐ 1) Repel Elemental Servant ☐ 2) Control Elemental Servant * ☐ 3) Banish Elemental Servant ☐ 4) Summon Elemental Servant ☐ 5) Master Elemental Servant * ☐ 6) Repel Weak Elemental ☐ 7) Control Weak Elemental * ☐ 8) Banish Weak Elemental ☐ 9) Summon Weak Elemental ☐ 10) Elemental Communication ☐ 11) Master Weak Elemental * ☐ 12) ☐ 13) ☐ 14) Repel Strong Elemental ☐ 15) Control Strong Elemental * ☐ 16) Banish Strong Elemental ☐ 17) ☐ 18) Elemental Comm. True ☐ 19) ☐ 20) Summon Strong Elemental ☐ 25) Master Strong Elemental * ☐ 30) Control Elem. Guardian * ☐ 50) Summon Elem. Guardian	☐ 1) Call Familiar I * ☐ 2) Sense Sharing ☐ 3) True Familiar ☐ 4) Locate Familiar I ☐ 5) Range Extension I ☐ 6) Life Sharing ☐ 7) Spell Carrier ☐ 8) Call Familiar II * ☐ 9) ☐ 10) Range Extension II ☐ 11) Familiar's Speech ☐ 12) Locate Familiar II ☐ 13) Resistance Sharing ☐ 14) Master's Gate ☐ 15) Call Familiar III * ☐ 16) Range Extension III ☐ 17) Locate Familiar True ☐ 18) ☐ 19) Familiar's Gate ☐ 20) Call Familiar True * ☐ 25) Range Extension True ☐ 30) Soul Sharing ☐ 50) Two as One	☐ 1) Torch Fire ☐ 2) Warm Solid ☐ 3) Ignite ☐ 4) Cauterize ☐ 5) Resist Heat ☐ 6) Fire Cloak I ☐ 7) Mass Ignite ☐ 8) Heat Armor ☐ 9) Lesser Fireball ☐ 10) Control Flames ☐ 11) Fire Cloak II ☐ 12) Lesser Fireball ☐ 13) Fire Bolt I ☐ 14) Mass Ignite True ☐ 15) Circle Aflame ☐ 16) Fire Armor ☐ 17) Call Flame I ☐ 18) Fire Cloak III ☐ 19) Control Flames True ☐ 20) Forge Fire ☐ 25) Lord Fire Cloak ☐ 30) Blaze of Glory ☐ 50) Fire Mastery	☐ 1) Familiar ☐ 2) Summons I ☐ 3) Companion ☐ 4) ☐ 5) Summons II ☐ 6) Control Demon I ☐ 7) Summons III ☐ 8) Lesser Demonic Gate ☐ 9) Summons V ☐ 10) Control Demon II ☐ 11) Summons X ☐ 12) Summon Folk ☐ 13) Control Demon III ☐ 14) Companion True ☐ 15) Waiting Summons ☐ 16) Lord Summons ☐ 17) Lesser Waiting Gate ☐ 18) Greater Demonic Gate ☐ 19) Control Demon IV ☐ 20) Mass Summons ☐ 25) Demon Mastery II ☐ 30) Waiting Gate ☐ 50) Control Demon V
INVISIBLE WAYS	LIGHT MASTERY †	LIVING CHANGE	
☐ 1) Unseen I ☐ 2) ☐ 3) Invisibility I ☐ 4) ☐ 5) Invisibility II ☐ 6) ☐ 7) Invisibility Sphere I ☐ 8) ☐ 9) Unseen III ☐ 10) Invisibility Sphere II ☐ 11) ☐ 12) Unseen V ☐ 13) ☐ 14) Invisibility Split ☐ 15) ☐ 16) Unseen X ☐ 17) Invis. Split Sphere ☐ 18) ☐ 19) Invisibility Sphere III ☐ 20) Mass Unseen ☐ 25) Mass Invisibility ☐ 30) True Invisibility ☐ 50)	☐ 1) Flare * ☐ 2) Projected Light ☐ 3) Glare Vision ☐ 4) Dancing Lights ☐ 5) Light I ☐ 6) Pyrotechnics ☐ 7) Aura I ☐ 8) Sudden Light I ☐ 9) Light V ☐ 10) Photonic Orb ☐ 11) Hue ☐ 12) Aura II ☐ 13) Sudden Light II ☐ 14) Light X ☐ 15) Waiting Light ☐ 16) Beacon V ☐ 17) Aura III ☐ 18) Light XX ☐ 19) Sudden Light True ☐ 20) Utterlight ☐ 25) Beacon X ☐ 30) Light True ☐ 50) Light Mastery	☐ 1) Shrink Self ☐ 2) Enlarge Self ☐ 3) Change Lore ☐ 4) ☐ 5) Change to Kind ☐ 6) ☐ 7) Shrink ☐ 8) ☐ 9) ☐ 10) Enlarge ☐ 11) Change ☐ 12) ☐ 13) True Change ☐ 14) ☐ 15) Changing ☐ 16) ☐ 17) Merging ☐ 18) ☐ 19) Invulnerability ☐ 20) Passing ☐ 25) Mass Enlarge ☐ 30) Mass Change ☐ 50) Mass Merging	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

† : This spell list may be found in the *Essence Companion*.

CLOSED ESSENCE LISTS

LOFTY BRIDGE	MAGIC STAFF †	MATTER SHAPING †	MECHANISM'S WAY †
☐ 1) Leaping * ☐ 2) Landing * ☐ 3) Leaving I ☐ 4) Levitation ☐ 5) Fly I ☐ 6) Portal ☐ 7) Fly II ☐ 8) Long Door I ☐ 9) Leaving III ☐ 10) Teleport I ☐ 11) Fly III ☐ 12) Long Door III ☐ 13) Teleport III ☐ 14) Portal True ☐ 15) Long Door V ☐ 16) Teleport V ☐ 17) Fly True ☐ 18) Teleport X ☐ 19) Mass Leaving ☐ 20) Lord Teleport ☐ 25) Mass Long Door ☐ 30) Mass Teleport ☐ 50) Teleport True	☐ 1) Minor Staff ☐ 2) Wyrdlight + ☐ 3) Staff Spell I ☐ 4) Lesser Staff ☐ 5) Alarm Staff + ☐ 6) ☐ 7) Recall Staff ☐ 8) Attune Staff ☐ 9) Staff Spell II ☐ 10) Greater Staff ☐ 11) Greater Recall Staff ☐ 12) Staff Spell III * ☐ 13) Finding Staff + ☐ 14) Guardian Staff + ☐ 15) Staff Spell IV ☐ 16) Silver Staff ☐ 17) Hammerstaff + ☐ 18) Beaststaff + ☐ 19) Staff Spell V ☐ 20) Golden Staff ☐ 25) Greater Hammerstaff + ☐ 30) Lord Staff ☐ 50) True Staff	☐ 1) Store Shape ☐ 2) Modify Stored Shape ☐ 3) Design Shape ☐ 4) Mold Gas ☐ 5) Mold Liquid ☐ 6) Mold Solid ☐ 7) Mold Other ☐ 8) Lessen Shape ☐ 9) Add to Shape ☐ 10) Flexibility ☐ 11) Decrease Weight ☐ 12) Increase Weight ☐ 13) Shape Gas ☐ 14) Shape Liquid ☐ 15) Shape Solid ☐ 16) Shape Other ☐ 17) Liquefy Gas ☐ 18) Vaporize Liquid ☐ 19) Solidify Liquid ☐ 20) Melt Solid ☐ 25) Vaporize Other ☐ 30) Melt Other ☐ 50) Solidify Other	☐ 1) Machine Lore ☐ 2) ☐ 3) Discover Weakness ☐ 4) Concealed Flaw ☐ 5) Warp Mechanism ☐ 6) Improve Mechanism ☐ 7) Entropy ☐ 8) Practice Effect ☐ 9) Organized Chaos ☐ 10) Trap ☐ 11) Mechanition ☐ 12) Major Flaw ☐ 13) Delayed Reaction ☐ 14) Engineering ☐ 15) Mass Concealed Flaws ☐ 16) Trap True ☐ 17) Warp Mechaism True ☐ 18) Improve Mechanism True ☐ 19) Entropy True ☐ 20) Practice Effect True ☐ 25) Perpetual Motion ☐ 30) Structural Flaws ☐ 50) Major Structural Flaws
RAPID WAYS	SHIELD MASTERY	SPELL ENHANCEMENT	SPELL REINS
☐ 1) Run I * ☐ 2) Speed I * ☐ 3) Speed Reading ☐ 4) Speed II * ☐ 5) Sprint I * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Haste II * ☐ 9) Fast Sprint * ☐ 10) Speed V * ☐ 11) Run III * ☐ 12) Haste III * ☐ 13) ☐ 14) Sprint III * ☐ 15) Haste V * ☐ 16) Run V * ☐ 17) Speed X * ☐ 18) Sprint V * ☐ 19) ☐ 20) Haste X * ☐ 25) Mass Run * ☐ 30) Mass Speed * ☐ 50) Mass Haste *	☐ 1) Enchanted Shield ☐ 2) Shield * ☐ 3) Blur * ☐ 4) Enchanted Robes ☐ 5) Deflections I * ☐ 6) Enchanted Leather ☐ 7) Bladeturn I * ☐ 8) ☐ 9) Deflections II * ☐ 10) Aim Untrue I * ☐ 11) Bladeturn II * ☐ 12) ☐ 13) Deflections III * ☐ 14) ☐ 15) Aim Untrue II * ☐ 16) ☐ 17) Bladeturn III * ☐ 18) Re-aiming * ☐ 19) Aim Untrue III * ☐ 20) Mass Deflections * ☐ 25) Mass Bladeturn * ☐ 30) Mass Aim Untrue * ☐ 50) Re-aiming True *	☐ 1) Special Effects * ☐ 2) Extension II ☐ 3) ☐ 4) Ranging I ☐ 5) Extension III ☐ 6) Instant Ranging I * ☐ 7) Increased Radius I ☐ 8) Ranging II ☐ 9) Extensions IV ☐ 10) Instant Ranging II * ☐ 11) Increased Radius II ☐ 12) Ranging III ☐ 13) Extension V ☐ 14) Instant Ranging III * ☐ 15) Increased Radius III ☐ 16) Ranging IV ☐ 17) Extension X ☐ 18) Instant Ranging IV * ☐ 19) Increased Radius IV ☐ 20) Ranging V ☐ 25) Greater Extension ☐ 30) Extension True ☐ 50) Permanent	☐ 1) Spell Store ☐ 2) Identify Casting * ☐ 3) Spell Hold I * ☐ 4) ☐ 5) Spell Bending I * ☐ 6) Spell Hold II * ☐ 7) ☐ 8) Spell Bending II * ☐ 9) Spell Hold III * ☐ 10) Reverse Spell I * ☐ 11) Spell Bending III * ☐ 12) Spell Hold IV * ☐ 13) Power Loan ☐ 14) Spell Bending IV * ☐ 15) Spell Hold V * ☐ 16) Reverse Spell II * ☐ 17) Spell Bending V * ☐ 18) Spell Hold X * ☐ 19) ☐ 20) Lord Spell Hold * ☐ 25) Spell Bending True * ☐ 30) Spell Hold True * ☐ 50) Reversal True *
SPIRIT MASTERY	WATER MASTERY †		
☐ 1) Sleep V ☐ 2) Charm Kind ☐ 3) Sleep VII ☐ 4) Confusion ☐ 5) Suggestion ☐ 6) Sleep X ☐ 7) Hold Kind ☐ 8) Master of Kind ☐ 9) Lord Sleep ☐ 10) True Charm ☐ 11) Quest ☐ 12) Word of Stunning * ☐ 13) Word of Pain * ☐ 14) Hold True ☐ 15) Word of Sleep * ☐ 16) Word of Discord * ☐ 17) Word of Calling * ☐ 18) Waiting Word * ☐ 19) Word of Death * ☐ 20) True Quest ☐ 25) Phrase * ☐ 30) Mass Word * ☐ 50) Spirit Mastery	☐ 1) Sweeten Water ☐ 2) Swim I ☐ 3) Watervision ☐ 4) Waterlungs ☐ 5) Wave I ☐ 6) Soak ☐ 7) Dehydrate ☐ 8) Negate Buoyancy ☐ 9) Fast Swim I ☐ 10) Wave II ☐ 11) Calm Water ☐ 12) Water Form ☐ 13) Dehydrate True ☐ 14) Favorable Current ☐ 15) Wave III ☐ 16) Call Rain ☐ 17) Dam ☐ 18) Deep Swim ☐ 19) Lord Wave ☐ 20) Desiccation ☐ 25) Whirlpool ☐ 30) Calm Water True ☐ 50) Water Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____

† : This spell list may be found in the *Essence Companion*.

ESSENCE ALCHEMIST BASE LISTS

INORGANIC SKILLS	LIQUID/GAS SKILLS	OTHER REALM IMBEDDING	OWN REALM IMBEDDING
☐ 1) Work Stone ☐ 2) Work Base Metals ☐ 3) Work Base Alloys ☐ 4) Work Hard Iron ☐ 5) Work Low Steel ☐ 6) Make Alloys ☐ 7) Work High Steel ☐ 8) Make Steel ☐ 9) ☐ 10) Work White Alloy ☐ 11) Work Gemstone ☐ 12) ☐ 13) Work Black Alloy ☐ 14) ☐ 15) Work Mithril ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Work Laen ☐ 25) Work Eog ☐ 30) ☐ 50) Make/Work	☐ 1) Work Liquid ☐ 2) ☐ 3) Potion I ☐ 4) Minor Poisons ☐ 5) Work Gas ☐ 6) Potion II ☐ 7) ☐ 8) ☐ 9) Potion III ☐ 10) Major Poison ☐ 11) Work Magical Liquid ☐ 12) Potion IV ☐ 13) Gaseous Potion ☐ 14) ☐ 15) Potion V ☐ 16) ☐ 17) Work Magical Gas ☐ 18) ☐ 19) ☐ 20) Potion VII ☐ 25) Multiple Doses ☐ 30) Poison True ☐ 50) Lord Potion	☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) ☐ 5) Charge Wand ☐ 6) Imbed II ☐ 7) Daily I ☐ 8) ☐ 9) Imbed III ☐ 10) Charge Rod ☐ 11) Daily III ☐ 12) Imbed IV ☐ 13) ☐ 14) Imbed V ☐ 15) Daily V ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Charge Staff ☐ 25) Imbed X ☐ 30) Daily X ☐ 50) Constant	☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) Charge Wand ☐ 5) Imbed II ☐ 6) Daily I ☐ 7) Imbed III ☐ 8) Charge Rod ☐ 9) Imbed IV ☐ 10) Daily III ☐ 11) Imbed V ☐ 12) Charge Staff ☐ 13) Imbed VI ☐ 14) Daily V ☐ 15) Imbed VII ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Imbed X ☐ 25) Daily X ☐ 30) Constant ☐ 50) Imbed True
ARMOR ENCHANTMENTS	GENERAL ENCHANTMENTS	ITEM ANALYSIS	ORGANIC SKILLS
☐ 1) ☐ 2) Shield * ☐ 3) Enchanted Robes ☐ 4) Deflections I * ☐ 5) Armor I ☐ 6) Enchanted Robes II ☐ 7) Bladeturn I * ☐ 8) Deflections II * ☐ 9) Armor II ☐ 10) Aim Untrue ☐ 11) Enchanted Robes III ☐ 12) Bladeturn III * ☐ 13) ☐ 14) Armor III ☐ 15) Deflections III * ☐ 16) Aim Untrue III * ☐ 17) ☐ 18) Mass Deflections * ☐ 19) ☐ 20) Mass Bladeturn * ☐ 25) Mass Aim Untrue * ☐ 30) Armor IV ☐ 50) Mass Re-aiming *	☐ 1) ☐ 2) Protection Sphere I ☐ 3) Protection II ☐ 4) ☐ 5) Cancel Power ☐ 6) General I ☐ 7) Protection Sphere II ☐ 8) ☐ 9) ☐ 10) General II ☐ 11) Power Shield ☐ 12) Protection III ☐ 13) ☐ 14) Dispelling Sphere ☐ 15) General III ☐ 16) Essence Resistance ☐ 17) ☐ 18) Mentalism Resistance ☐ 19) ☐ 20) Protection V ☐ 25) Channeling Resistance ☐ 30) General IV ☐ 50) Resistance True	☐ 1) Item Assessment ☐ 2) Item Tale ☐ 3) Detect Power ☐ 4) Detect Curse ☐ 5) Power Lore ☐ 6) Item Analysis I ☐ 7) Text Analysis ☐ 8) Rune Analysis ☐ 9) Symbol Analysis ☐ 10) Delving ☐ 11) Spell Analysis ☐ 12) Item Analysis II ☐ 13) Curse Analysis ☐ 14) ☐ 15) Death Analysis ☐ 16) Power Analysis ☐ 17) ☐ 18) Item Analysis III ☐ 19) ☐ 20) Mass Analysis ☐ 25) Item Analysis IV ☐ 30) Item Analysis True ☐ 50) Analysis True	☐ 1) Work Cloth ☐ 2) Work Leather ☐ 3) Work Wood ☐ 4) Rune Paper I ☐ 5) Work Organic ☐ 6) Rune Paper II ☐ 7) Make Wand ☐ 8) Rune Paper III ☐ 9) ☐ 10) Make Rod ☐ 11) Rune Paper V ☐ 12) ☐ 13) Organic Rune ☐ 14) Rune Paper X ☐ 15) Make Staff ☐ 16) Rune Paper X ☐ 17) Work Magic Cloth ☐ 18) Work Magic Leather ☐ 19) Work Magic Wood ☐ 20) Work Organic True ☐ 25) Lord Rune Paper ☐ 30) Rune Paper XXX ☐ 50) Rune Paper True
WEAPON ENCHANTMENTS			
☐ 1) ☐ 2) Enchantment ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Personal Tie ☐ 6) Cleave ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Blade Store ☐ 10) Rejoining ☐ 11) Missile Parry * ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) ☐ 15) Body Sheath ☐ 16) ☐ 17) High Intelligence ☐ 18) Elemental Parry * ☐ 19) ☐ 20) Spell Parry * ☐ 25) Weapon IV ☐ 30) Very High Intelligence ☐ 50) Weapon V	☐ 1) ☐ 2) ☐ 3) ☐ 4) ☐ 5) ☐ 6) ☐ 7) ☐ 8) ☐ 9) ☐ 10) ☐ 11) ☐ 12) ☐ 13) ☐ 14) ☐ 15) ☐ 16) ☐ 17) ☐ 18) ☐ 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)	☐ 1) ☐ 2) ☐ 3) ☐ 4) ☐ 5) ☐ 6) ☐ 7) ☐ 8) ☐ 9) ☐ 10) ☐ 11) ☐ 12) ☐ 13) ☐ 14) ☐ 15) ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) ☐ 25) ☐ 30) ☐ 50)

DABBLER BASE LISTS		ILLUSIONIST BASE LISTS	
CONCEALMENT MASTERY ☐ 1) Shadow ☐ 2) Unseen III ☐ 3) Conceal I ☐ 4) Locate Object ☐ 5) Darkness ☐ 6) Secret I ☐ 7) Unseen V ☐ 8) Displacement I ☐ 9) Conceal III ☐ 10) Unseen X ☐ 11) Displacement II ☐ 12) Secret III ☐ 13) Unseen XV ☐ 14) ☐ 15) Conceal V ☐ 16) Lord Unseen ☐ 17) Secret V ☐ 18) Displacement III ☐ 19) ☐ 20) Conceal X ☐ 25) Unseen True ☐ 30) Secret X ☐ 50) Concealment Mastery	MOVEMENT MASTERY ☐ 1) Run * ☐ 2) Longjump * ☐ 3) Landing * ☐ 4) Shadow Steps ☐ 5) Underwater Movement ☐ 6) Balance I * ☐ 7) Spider's Step ☐ 8) Long Dive * ☐ 9) Traceless Passing * ☐ 10) Spider's Step True ☐ 11) Float * ☐ 12) Spider's Walk ☐ 13) Balance II * ☐ 14) Shadow Landing * ☐ 15) Spider's Run ☐ 16) Glide I ☐ 17) ☐ 18) Balance III * ☐ 19) ☐ 20) Spider's Walk True ☐ 25) Windwalking ☐ 30) Balance True * ☐ 50) Movement Mastery *	FEEL-TASTE-SMELL ☐ 1) Smell Mirage ☐ 2) Strike I ☐ 3) Taste Mirage ☐ 4) Tear Cloud I ☐ 5) Feel Mirage I ☐ 6) F/T/S. Glamour ☐ 7) Strike III ☐ 8) ☐ 9) Tear Cloud II ☐ 10) Feel Mirage III ☐ 11) Strike V ☐ 12) Feel Terrain ☐ 13) Mass Smell/Taste ☐ 14) Tear Cloud V ☐ 15) Feel Mirage V ☐ 16) Mass Feel ☐ 17) ☐ 18) Feel Mirage VIII ☐ 19) ☐ 20) Feel Mirage X ☐ 25) Smell Mirage True ☐ 30) Taste Mirage True ☐ 50) Feel Mirage True	LIGHT MOLDING ☐ 1) Light Mirage ☐ 2) Projected Light ☐ 3) Light Control I ☐ 4) Sudden Light ☐ 5) Shock Bolt I ☐ 6) Light Glamour ☐ 7) ☐ 8) ☐ 9) Blind ☐ 10) Light Control V ☐ 11) Utterlight ☐ 12) Light Terrain ☐ 13) Beacon I ☐ 14) Utterdark ☐ 15) Light Control X ☐ 16) Shock Bolt III ☐ 17) ☐ 18) Beacon V ☐ 19) ☐ 20) Lightning Bolt I ☐ 25) Greater Light Control ☐ 30) Lightning Bolt III ☐ 50) Light Control True
INFLUENCES ☐ 1) Sleep III ☐ 2) Charm Animals ☐ 3) Charm Kind ☐ 4) Sleep V ☐ 5) Suggestion ☐ 6) Telepathy I ☐ 7) Sleep VII ☐ 8) Hold Kind ☐ 9) Greater Charm Kind ☐ 10) Sleep X ☐ 11) Greater Suggestion ☐ 12) Master of Kind ☐ 13) Sleep XII ☐ 14) Greater Hold Kind ☐ 15) Telepathy II ☐ 16) Sleep XV ☐ 17) ☐ 18) Gr. Master of Kind ☐ 19) Quest ☐ 20) Lord Sleep ☐ 25) Sleep True ☐ 30) Telepathy True ☐ 50) Quest True	SENSES ☐ 1) Sly Ears ☐ 2) Nightvision ☐ 3) Scent ☐ 4) Sensory Marker ☐ 5) Far Sense I ☐ 6) Sidevision ☐ 7) Touch ☐ 8) Watervision ☐ 9) Darkvision ☐ 10) Far Sense II ☐ 11) Woodsight ☐ 12) Lightvision ☐ 13) ☐ 14) Greater Far Sense I ☐ 15) Long Far Sense I ☐ 16) Stonesight ☐ 17) ☐ 18) Greater Far Sense II ☐ 19) Ironsight ☐ 20) Long Far Sense II ☐ 25) Vision True ☐ 30) Senses True ☐ 50) Sense Mastery	GUISES ☐ 1) Blur * ☐ 2) Shadow ☐ 3) Facade I ☐ 4) Signs ☐ 5) Displacement I ☐ 6) Facade II ☐ 7) Imper. Facade I ☐ 8) Facade III ☐ 9) Imper. Facade II ☐ 10) Displacement II ☐ 11) False Image ☐ 12) Imper. Facade III ☐ 13) Mass Blur ☐ 14) Facade V ☐ 15) Displacement III ☐ 16) Imper. Facade IV ☐ 17) Imper. Study * ☐ 18) ☐ 19) Imper. Facade True ☐ 20) Displacement IV ☐ 25) Mass Facade I ☐ 30) Displacement V ☐ 50) Changing Facade	MIND SENSE MOLDING ☐ 1) Detect Illusion ☐ 2) Detect Invisible ☐ 3) Misfeel Kind ☐ 4) Misfeel Power I ☐ 5) Presence Mirage ☐ 6) Misfeel Calling ☐ 7) Misfeel Power III ☐ 8) ☐ 9) Reduce Power Eman. ☐ 10) Misfeel Power V ☐ 11) Disillusion I ☐ 12) Detect Illusion True ☐ 13) Misfeel Power X ☐ 14) Disillusion III ☐ 15) Misfeel ☐ 16) Unpresence I ☐ 17) Disillusion V ☐ 18) Unpresence III ☐ 19) Disillusion True ☐ 20) Unpresence V ☐ 25) Misfeel True ☐ 30) Lord Unpresence ☐ 50) Mass Misfeel
MECHANISMS ☐ 1) Machine Lore ☐ 2) Tune ☐ 3) Jam I ☐ 4) Unlock I ☐ 5) Untrap I ☐ 6) Operate I ☐ 7) Detect Active Power ☐ 8) Jam II ☐ 9) Unlock II ☐ 10) Untrap II ☐ 11) Operate II ☐ 12) Jam III ☐ 13) Unlock III ☐ 14) Untrap III ☐ 15) Operate III ☐ 16) Jam IV ☐ 17) Unlock IV ☐ 18) Untrap IV ☐ 19) Operate IV ☐ 20) Jam True ☐ 25) Unlock True ☐ 30) Untrap True ☐ 50) Operate True	THIEVING LAW ☐ 1) Gauge Wealth ☐ 2) Weigh Pockets ☐ 3) Mark Target ☐ 4) Find Buyer I ☐ 5) Locate Target ☐ 6) Jewel/Metal Assess. ☐ 7) Item Assessment ☐ 8) Find Buyer II ☐ 9) Detect Power ☐ 10) Item Analysis I ☐ 11) Find Owner I ☐ 12) Find Buyer III ☐ 13) Assessment True ☐ 14) Significance ☐ 15) Find Owner II ☐ 16) Find Buyer IV ☐ 17) ☐ 18) Origins ☐ 19) Find Owner III ☐ 20) Owner Vision ☐ 25) Item Vision ☐ 30) Origins True ☐ 50) Find Owner True	ILLUSION MASTERY ☐ 1) Illusion II ☐ 2) Phantasm I ☐ 3) Illusion III ☐ 4) Waiting Illusion II ☐ 5) Phantasm II ☐ 6) Illusion V ☐ 7) Waiting Phantasm I ☐ 8) Waiting Illusion III ☐ 9) Phantasm III ☐ 10) Illusion VII ☐ 11) Waiting Phantasm III ☐ 12) Phantasm IV ☐ 13) Waiting Illusion V ☐ 14) Phantasm V ☐ 15) Illusion X ☐ 16) Waiting Phantasm V ☐ 17) Phantasm VII ☐ 18) Waiting Illusion VII ☐ 19) Illusory Terrain ☐ 20) Phantasm X ☐ 25) Waiting Illusion X ☐ 30) Illusion True ☐ 50) Phantasm True	SOUND MOLDING ☐ 1) Sound Mirage ☐ 2) Silence I ☐ 3) Sound Control I ☐ 4) Sudden Sound ☐ 5) Sound Control V ☐ 6) Sound Glamour ☐ 7) Deafen ☐ 8) Silence V ☐ 9) Minor Ultrasonics ☐ 10) Sound Control X ☐ 11) Sudden Sound Sphere ☐ 12) Sound Terrain ☐ 13) Silence X ☐ 14) Deafen Sphere ☐ 15) Greater Sound Control ☐ 16) Long Silence ☐ 17) Long Sound Control ☐ 18) Long Sudden Sound ☐ 19) Long Deafen ☐ 20) Mass Deafening ☐ 25) Mass Silence ☐ 30) Sound Control True ☐ 50) Major Ultrasonics

MAGICIAN BASE LISTS

EARTH LAW	LIGHT LAW
☐ 1) Enchanted Rope ☐ 2) Loosen Earth ☐ 3) ☐ 4) Earthwall ☐ 5) Cracks Call ☐ 6) Repair ☐ 7) Stonewall ☐ 8) Earthen Spikes ☐ 9) Stone/Earth ☐ 10) Earthwall True ☐ 11) Earth/Mud ☐ 12) Earth/Stone ☐ 13) Stonewall True ☐ 14) Mud/Earth ☐ 15) Unearth ☐ 16) Meld Wall ☐ 17) Stone/Mud ☐ 18) Curved Wall ☐ 19) ☐ 20) Unstone ☐ 25) Unmetal ☐ 30) Tremors ☐ 50) Earth Mastery	☐ 1) Projected Light ☐ 2) Shock Bolt I ☐ 3) Light I ☐ 4) Shade ☐ 5) Sudden Light ☐ 6) Dark I ☐ 7) Light V ☐ 8) Shock Bolt III ☐ 9) Dark V ☐ 10) Lightning Bolt I ☐ 11) Waiting Light ☐ 12) Shock Bolt V ☐ 13) Beacon V ☐ 14) ☐ 15) Lightning Bolt III ☐ 16) ☐ 17) Utterlight ☐ 18) Utterdark ☐ 19) Beacon X ☐ 20) Lightning Bolt V ☐ 25) Corner Lightn. Bolt ☐ 30) Following Lightn. Bolt ☐ 50) Light Mastery

FIRE LAW	WATER LAW
☐ 1) Boil Liquid ☐ 2) Warm Solid ☐ 3) Woodfires ☐ 4) Wall of Fire ☐ 5) Heat Solid ☐ 6) Fire Bolt I ☐ 7) Call Flame I ☐ 8) Fire Ball ☐ 9) Ignite ☐ 10) Circle Aflame ☐ 11) Fire Bolt III ☐ 12) Call Flame II ☐ 13) Waiting Flame ☐ 14) Firestorm ☐ 15) Metal Fires ☐ 16) Triad of Flame ☐ 17) Fire Bolt V ☐ 18) Waiting Firestorm ☐ 19) Call Flame V ☐ 20) Corner Fires ☐ 25) Following Fires ☐ 30) Stone Fires ☐ 50) Fire Mastery	☐ 1) Condensation ☐ 2) Fog ☐ 3) Waterwall ☐ 4) Water Bolt I ☐ 5) Unfog ☐ 6) ☐ 7) ☐ 8) Calm Water ☐ 9) ☐ 10) Waterwall True ☐ 11) Water Bolt III ☐ 12) ☐ 13) Call Rain ☐ 14) ☐ 15) Water Bolt V ☐ 16) Triad of Water ☐ 17) Command Current ☐ 18) Calm Water True ☐ 19) ☐ 20) Whirlpool ☐ 25) Part Water ☐ 30) Sea Storm ☐ 50) Water Mastery

ICE LAW	WIND LAW
☐ 1) Freeze Liquid ☐ 2) Cool Solid ☐ 3) Wall of Cold ☐ 4) ☐ 5) Chill Solid ☐ 6) Ice Bolt I ☐ 7) Cold Ball II ☐ 8) Wall of Ice ☐ 9) Call Cold I ☐ 10) Cold Solid ☐ 11) Ice Bolt III ☐ 12) Water/Ice ☐ 13) Chill Metal ☐ 14) Call Cold II ☐ 15) Ice Bolt V ☐ 16) Triad of Ice ☐ 17) ☐ 18) Call Cold V ☐ 19) ☐ 20) Cold Ball IV ☐ 25) Rains/Snow ☐ 30) Cold True ☐ 50) Cold Mastery	☐ 1) Breezes ☐ 2) Airwall ☐ 3) Slumber Mist ☐ 4) Stun Cloud I ☐ 5) Air Stop I ☐ 6) Stun Cloud II ☐ 7) Vacuum I ☐ 8) Air Stop II ☐ 9) Slumber Cloud ☐ 10) Stun Cloud IV ☐ 11) Death Cloud I ☐ 12) Vacuum II ☐ 13) Air Stop X ☐ 14) Whirlwind ☐ 15) Death Cloud II ☐ 16) ☐ 17) Vacuum IV ☐ 18) Great Vacuum ☐ 19) Stun Cloud True ☐ 20) Reverse Winds ☐ 25) Hard Wind ☐ 30) Storm Call ☐ 50) Wind Mastery

MANA MOLDER BASE LISTS

MANA BARRIERS	MANA ITEMS
☐ 1) Barrier Vision ☐ 2) Shield * ☐ 3) Hindrance Barrier I ☐ 4) Back Shield ☐ 5) Personal Shield I ☐ 6) Mana Cage ☐ 7) Hindrance Barrier II ☐ 8) Slipper Barrier I ☐ 9) Fumble Barrier ☐ 10) Personal Shield II ☐ 11) Mana Wall I ☐ 12) Hindrance Barrier III ☐ 13) Stumble Barrier ☐ 14) Slippery Barrier II ☐ 15) Personal Shield III ☐ 16) Mana Wall II ☐ 17) Missile Ranging ☐ 18) Permeability ☐ 19) Mana Wall III ☐ 20) Stasis Barrier ☐ 25) ☐ 30) Personal Shield IV ☐ 50) Slippery Barrier True	☐ 1) Pole ☐ 2) Pot ☐ 3) Rope ☐ 4) Plank ☐ 5) Hammer ☐ 6) Knife ☐ 7) Shovel ☐ 8) Axe ☐ 9) Tub ☐ 10) Ladder ☐ 11) Saw ☐ 12) Wheelbarrow ☐ 13) Canoe ☐ 14) Cloth ☐ 15) Wagon ☐ 16) Combine ☐ 17) Caltrops ☐ 18) Rowboat ☐ 19) ☐ 20) Shelter ☐ 25) Ram ☐ 30) Bridge ☐ 50) Tower

MANA MOLDING	MANA SERVANTS
☐ 1) Perceive Signatures ☐ 2) Store Signatures ☐ 3) Concentrate Essence I ☐ 4) Disperse Essence I ☐ 5) Destabilize Essence I ☐ 6) Stabilize Essence I ☐ 7) Mask Signature ☐ 8) ☐ 9) Concentrate Essence II ☐ 10) Disperse Essence II ☐ 11) Spell Identification ☐ 12) Destabilize Essence II ☐ 13) Stabilize Essence II ☐ 14) Caster Lore ☐ 15) Concentrate Essence III ☐ 16) Disperse Essence III ☐ 17) Falsify Signature ☐ 18) ☐ 19) Destabilize Essence III ☐ 20) Stabilize Essence III ☐ 25) Caster Identification ☐ 30) Concentrate Essence True ☐ 50) Disperse Essence True	☐ 1) Binder ☐ 2) Holder ☐ 3) Alarm ☐ 4) Digger ☐ 5) Doer ☐ 6) Mount I ☐ 7) Swimmer ☐ 8) Combination I ☐ 9) Mover ☐ 10) Carrier ☐ 11) Climber ☐ 12) Scribe ☐ 13) Basher ☐ 14) Sound Observer ☐ 15) Mount II ☐ 16) Combination II ☐ 17) Visual Observer ☐ 18) Tunneler ☐ 19) Combination III ☐ 20) Flier ☐ 25) ☐ 30) Observer True ☐ 50) Multi-Servant

MANA WARRIORS	GLYPHS
☐ 1) Move ☐ 2) Attack I ☐ 3) Lesser Mana Warrior ☐ 4) ☐ 5) Attack II ☐ 6) Guard ☐ 7) Minor Mana Warrior ☐ 8) ☐ 9) Patrol ☐ 10) Multi-Command II ☐ 11) Major Mana Warrior ☐ 12) ☐ 13) Attack V ☐ 14) Multi-Command III ☐ 15) Greater Mana Warrior ☐ 16) ☐ 17) Activation ☐ 18) Multi-Command V ☐ 19) ☐ 20) Lord Mana Warrior ☐ 25) ☐ 30) Attack True ☐ 50) Mana Warrio True	☐ 1) Research Glyph ☐ 2) Glyph I ☐ 3) Decipher Glyph ☐ 4) Glyph II ☐ 5) Waiting Glyph II ☐ 6) Glyph III ☐ 7) Unglyph III ☐ 8) Glyph IV ☐ 9) Waiting Glyph IV ☐ 10) Glyph V ☐ 11) Multi-Glyph II ☐ 12) Glyph VI ☐ 13) Unglyph VI ☐ 14) Glyph VII ☐ 15) Waiting Glyph VII ☐ 16) Glyph VII ☐ 17) Multi-Glyph III ☐ 18) Glyph IX ☐ 19) Glyph X ☐ 20) Waiting Glyph X ☐ 25) Unglyph X ☐ 30) Lord Glyph ☐ 50) Lord Unglyph

MONK BASE LISTS

RUNEMAGE BASE LISTS

BODY REINS

- ☐ 1) Balance *
- ☐ 2) Contractions
- ☐ 3) Concentration II *
- ☐ 4) Unpain I *
- ☐ 5) Face Shifting
- ☐ 6) Waterlungs
- ☐ 7) Concentration III *
- ☐ 8) Strength II *
- ☐ 9) Unpain II *
- ☐ 10) Body Shifting
- ☐ 11) Concentration IV *
- ☐ 12) Strength III *
- ☐ 13) Awake *
- ☐ 14) Gaslungs
- ☐ 15) Unpain III *
- ☐ 16) Concentration V *
- ☐ 17) Monk's Sleep
- ☐ 18) Unpain IV *
- ☐ 19) Meditative Sleep
- ☐ 20) Self Keeping *
- ☐ 25) Monk's Sleep True
- ☐ 30) Strength IV *
- ☐ 50) Unpain True *

BODY RENEWAL

- ☐ 1) Flow Stoppage I *
- ☐ 2) Clotting I *
- ☐ 3) Stun Relief I *
- ☐ 4) Pain Relief I *
- ☐ 5) Cut Repair I
- ☐ 6) Fracture Repair
- ☐ 7) Mus./Tend. Repair
- ☐ 8) Clotting III *
- ☐ 9) Stun Relief III *
- ☐ 10) Resist Poison *
- ☐ 11) Pain Relief II *
- ☐ 12) Vein/Artery Repair
- ☐ 13) Cut Repair III
- ☐ 14) Fracture Repair True
- ☐ 15) Mus./Tend. Rep. True
- ☐ 16) Minor Nerve Repair
- ☐ 17) Eye/Ear Repair
- ☐ 18) Self Joining *
- ☐ 19) Neutralize Disease *
- ☐ 20) Neutralize Poison *
- ☐ 25) Clotting True *
- ☐ 30) Neut. Pois./Dis. True *
- ☐ 50) Renewal True

COMMANDING WILL

- ☐ 1) Calm
- ☐ 2) Truth
- ☐ 3) Confusion
- ☐ 4) Fascinate
- ☐ 5) Command
- ☐ 6) Forget
- ☐ 7) Call of the Wild
- ☐ 8) Emote
- ☐ 9) Inclination
- ☐ 10) Fear
- ☐ 11) Doubt
- ☐ 12) Love/Hate
- ☐ 13) Vengeance
- ☐ 14) Invoke
- ☐ 15) Quarrels
- ☐ 16) Dismiss/Banish
- ☐ 17) Shout of Panic
- ☐ 18) Peace
- ☐ 19) Shout of Confusion
- ☐ 20) Shout of Command
- ☐ 25) Slumber
- ☐ 30) Insanity
- ☐ 50) Slave

INSCRIPTIONS

- ☐ 1) Observation Sign
- ☐ 2) Rune II
- ☐ 3) Sign of Pain
- ☐ 4) Rune III
- ☐ 5) Sign of Weakness
- ☐ 6) Inscription Analysis
- ☐ 7) Rune V
- ☐ 8) Sign of Shock
- ☐ 9) Rune VI
- ☐ 10) Sign of Fear
- ☐ 11) Rune VII
- ☐ 12) Sign of Transport
- ☐ 13) Rune VIII
- ☐ 14) Signwatch
- ☐ 15) Rune X
- ☐ 16) Sign of Torment
- ☐ 17) Inscription Analysis True
- ☐ 18) Rune XV
- ☐ 19) Sign of Blinding
- ☐ 20) Lord Rune
- ☐ 25) Signwatch True
- ☐ 30) Mass Sign
- ☐ 50) Rune of Power

EVASIONS

- ☐ 1) Swing I *
- ☐ 2) Speed I *
- ☐ 3) Dodging I *
- ☐ 4) Swing III *
- ☐ 5) Flip I *
- ☐ 6) Haste I *
- ☐ 7) Speed III *
- ☐ 8) Dodging III *
- ☐ 9) Swing V *
- ☐ 10) Speed V *
- ☐ 11) Flip III *
- ☐ 12) Haste III *
- ☐ 13) Dodging IV *
- ☐ 14)
- ☐ 15) Speed VII *
- ☐ 16) Haste IV *
- ☐ 17) Great Flip *
- ☐ 18) Dodging V *
- ☐ 19) Speed X *
- ☐ 20) Haste V *
- ☐ 25) Dodging True *
- ☐ 30) Haste X *
- ☐ 50) Monk's Move True

MIND OVER MATTER

- ☐ 1) Body Weaponry I
- ☐ 2) Adrenal Focus II *
- ☐ 3) Missile's Master II *
- ☐ 4)
- ☐ 5) Shattering Blow I
- ☐ 6) Adrenal Focus III *
- ☐ 7) Body Weaponry II
- ☐ 8) Missile's Master III *
- ☐ 9) Body Armor III
- ☐ 10) Lion's Heart
- ☐ 11) Adrenal Focus IV *
- ☐ 12) Shattering Blow II
- ☐ 13) Body Weaponry III
- ☐ 14) Missile's Master IV *
- ☐ 15) Adrenal Focus V *
- ☐ 16) Body Armor IV
- ☐ 17) Shattering Blow III
- ☐ 18) Missile's Master V *
- ☐ 19) Body Weaponry IV
- ☐ 20) Adrenal Focus True *
- ☐ 25) Body Weaponry True
- ☐ 30) Shattering Blow True
- ☐ 50) Mind Over Matter

NOMENCLATURE MASTERY

- ☐ 1) Memorize I
- ☐ 2) Text Analysis III
- ☐ 3) Learn Language II
- ☐ 4) Vocalize III
- ☐ 5) Organic Name
- ☐ 6) Memorize II
- ☐ 7) Text Analysis V
- ☐ 8) Vocalize V
- ☐ 9) History
- ☐ 10) Animal Name
- ☐ 11) Learn Language III
- ☐ 12) Text Analysis VII
- ☐ 13) Vocalize VII
- ☐ 14) Inorganic Name
- ☐ 15) Disguise Name
- ☐ 16) Text Analysis X
- ☐ 17) Vocalize X
- ☐ 18) Creature Name
- ☐ 19) Learn Language IV
- ☐ 20) Cryptics
- ☐ 25) Restore Text True
- ☐ 30) Binding Name
- ☐ 50) Change Name

PHYSICAL MANIPULATIONS

- ☐ 1) Ice/Water
- ☐ 2) Warp
- ☐ 3) Dust Earth/Wood
- ☐ 4) Dust Stone
- ☐ 5) Animate Gas
- ☐ 6) Rust
- ☐ 7) Animate Liquid
- ☐ 8) Dust to Stone
- ☐ 9) Warp Metal
- ☐ 10) Bleed
- ☐ 11) Mass Ice/Water
- ☐ 12) Animate Solid
- ☐ 13) Shatter
- ☐ 14) Lesser Unstone
- ☐ 15) Wither
- ☐ 16) Lesser Animation
- ☐ 17) Unmetal
- ☐ 18) Eternal Lock
- ☐ 19) Shatter True
- ☐ 20) Rot
- ☐ 25) Greater Animation
- ☐ 30) Petrify
- ☐ 50) Petrify True

MONK'S BRIDGE

- ☐ 1) Leaping I *
- ☐ 2) Landing *
- ☐ 3) Traction
- ☐ 4) Edgerunning
- ☐ 5) Leaping III *
- ☐ 6) Cornering I *
- ☐ 7) Levitation *
- ☐ 8) Landing True *
- ☐ 9) Wallwalking
- ☐ 10) Great Leap *
- ☐ 11) Cornering III *
- ☐ 12) Wall Flip *
- ☐ 13) Wallrunning
- ☐ 14) Leaving I
- ☐ 15) Breezerunning
- ☐ 16) Fluidrunning
- ☐ 17)
- ☐ 18) Leaving III
- ☐ 19) Breezerunning True
- ☐ 20) Ceilingwalking
- ☐ 25) Ceilingrunning
- ☐ 30) Run True
- ☐ 50) Monk's Bridge

MONK'S SENSE

- ☐ 1) Sly Ears *
- ☐ 2) Nightvision *
- ☐ 3) Sidevision *
- ☐ 4) Scent *
- ☐ 5) Watervision *
- ☐ 6) Fogvision *
- ☐ 7) Touch *
- ☐ 8) Darkvision *
- ☐ 9) Detect Invisible
- ☐ 10) Detect Illusion
- ☐ 11) Scent True *
- ☐ 12) Disillusion
- ☐ 13) Touch True *
- ☐ 14) Woodsight
- ☐ 15) See Invisible
- ☐ 16)
- ☐ 17) Long Vision
- ☐ 18) Illusionsight
- ☐ 19) Stonesight
- ☐ 20) Monkvision
- ☐ 25) Ironsight
- ☐ 30) Metalsight
- ☐ 50) Monksense

SYMBOLISM

- ☐ 1) Bypass Symbol I
- ☐ 2) Unsymbol I
- ☐ 3) Symbol I
- ☐ 4) Symbol Extension
- ☐ 5) Bypass Symbol III
- ☐ 6) Unsymbol III
- ☐ 7) Symbol III
- ☐ 8) Bypass Symbol V
- ☐ 9) Unsymbol V
- ☐ 10) Symbol V
- ☐ 11) Bypass Symbol VIII
- ☐ 12) Symbol VIII
- ☐ 13) Unsymbol VIII
- ☐ 14) Bypass Symbol X
- ☐ 15) Symbol X
- ☐ 16) Unsymbol X
- ☐ 17) Bypass Symbol XIII
- ☐ 18) Symbol XIII
- ☐ 19) Unsymbol XIII
- ☐ 20) Lord Symbol
- ☐ 25) Inscribe Sign
- ☐ 30) Unsymbol True

WARDING WAYS

- ☐ 1) Research Ward
- ☐ 2) Detect Ward
- ☐ 3) Alarm Ward
- ☐ 4) Sense Ward
- ☐ 5) Lesser Animal Ward
- ☐ 6) Lesser Undead Ward
- ☐ 7) Lesser Demon Ward
- ☐ 8) Lesser Essence Ward
- ☐ 9) Lesser Mentalism Ward
- ☐ 10) Lesser Channeling Ward
- ☐ 11) Multiple Ward
- ☐ 12) Lesser Barrier Ward
- ☐ 13) Greater Animal Ward
- ☐ 14) Greater Undead Ward
- ☐ 15) Conceal Ward
- ☐ 16) Greater Demon Ward
- ☐ 17) Greater Essence Ward
- ☐ 18) Greater Mentalism Ward
- ☐ 19) Greater Channeling Ward
- ☐ 20) Greater Barrier Ward
- ☐ 25) Lord Research
- ☐ 30) Defensive Ward

SORCERER BASE LISTS

TAOIST MONK BASE LISTS

FLESH DESTRUCTION

- ☐ 1) Sprain Limb
- ☐ 2) Limb Pain
- ☐ 3) Touch of Disruption
- ☐ 4) Lock Joint
- ☐ 5) Break Limb
- ☐ 6) Disruption II
- ☐ 7) Skin Death
- ☐ 8) Disruption V
- ☐ 9) Rupture Ear
- ☐ 10) Limb Death
- ☐ 11) Eye Disruption
- ☐ 12) Collapse Lung
- ☐ 13) Muscle Death
- ☐ 14) Bone Death
- ☐ 15) Black Channel I
- ☐ 16)
- ☐ 17) Long Flesh Destruction
- ☐ 18)
- ☐ 19) Mass Flesh Dest.
- ☐ 20) Petrification
- ☐ 25) Black Channel II
- ☐ 30) Disruption True
- ☐ 50) Black Channels III

MIND DESTRUCTION

- ☐ 1) Minor Pain
- ☐ 2) Jolts I
- ☐ 3) Disorientation
- ☐ 4) Unbalance
- ☐ 5) Distortions
- ☐ 6) Jolts III
- ☐ 7) Major Pain
- ☐ 8) Forget
- ☐ 9) Word of Pain *
- ☐ 10) Mind Shock
- ☐ 11) Mind Death
- ☐ 12) Jolts V
- ☐ 13) Unminding
- ☐ 14) Mass Disorientation
- ☐ 15) Mind Break
- ☐ 16) Mass Unbalance
- ☐ 17) Long Mind Destruction
- ☐ 18) Mass Distortions
- ☐ 19) Horror
- ☐ 20) Lost Experience I
- ☐ 25) Mass Pain
- ☐ 30) Mass Mind Shock
- ☐ 50) Mass Unminding

BODY RENEWAL

- ☐ 1) Flow Stoppage I *
- ☐ 2) Clotting I *
- ☐ 3) Stun Relief I *
- ☐ 4) Pain Relief I *
- ☐ 5) Cut Repair I
- ☐ 6) Fracture Repair
- ☐ 7) Mus./Tend. Repair
- ☐ 8) Clotting III *
- ☐ 9) Stun Relief III *
- ☐ 10) Resist Poison *
- ☐ 11) Pain Relief II *
- ☐ 12) Vein/Artery Repair
- ☐ 13) Cut Repair III
- ☐ 14) Fracture Repair True
- ☐ 15) Mus./Tend. Rep. True
- ☐ 16) Minor Nerve Repair
- ☐ 17) Eye/Ear Repair
- ☐ 18) Self Joining *
- ☐ 19) Neutralize Disease *
- ☐ 20) Neutralize Poison *
- ☐ 25) Clotting True *
- ☐ 30) Neut. Pois./Dis. True *
- ☐ 50) Renewal True

EVASIONS

- ☐ 1) Swing I *
- ☐ 2) Speed I *
- ☐ 3) Dodging I *
- ☐ 4) Swing III *
- ☐ 5) Flip I *
- ☐ 6) Haste I *
- ☐ 7) Speed III *
- ☐ 8) Dodging III *
- ☐ 9) Swing V *
- ☐ 10) Speed V *
- ☐ 11) Flip III *
- ☐ 12) Haste III *
- ☐ 13) Dodging IV *
- ☐ 14)
- ☐ 15) Speed VII *
- ☐ 16) Haste IV *
- ☐ 17) Great Flip *
- ☐ 18) Dodging V *
- ☐ 19) Speed X *
- ☐ 20) Haste V *
- ☐ 25) Dodging True *
- ☐ 30) Haste X *
- ☐ 50) Monk's Move True

FLUID DESTRUCTION

- ☐ 1) Vaporize Fluid
- ☐ 2) Freeze Fluid
- ☐ 3) Evaporate I
- ☐ 4) Unwater I
- ☐ 5) Calm Water
- ☐ 6) Water Bolt I
- ☐ 7) Unrain
- ☐ 8) Dehydrate
- ☐ 9) Evaporate II
- ☐ 10) Unwater II
- ☐ 11) Unrain True
- ☐ 12) Dehydrate True
- ☐ 13) Evaporate III
- ☐ 14) Unwater III
- ☐ 15) Greater Calm Water
- ☐ 16)
- ☐ 17) Long Fluid Destruction
- ☐ 18)
- ☐ 19) Desiccation
- ☐ 20) Dehumidify
- ☐ 25) Evaporate True
- ☐ 30) Calm Water True
- ☐ 50) Dehumidify True

SOLID DESTRUCTION

- ☐ 1) Melt Ice
- ☐ 2) Loosen Earth
- ☐ 3) Erosions
- ☐ 4) Cracks Call
- ☐ 5) Undoer
- ☐ 6) Stone/Earth
- ☐ 7)
- ☐ 8) Earth/Mud
- ☐ 9)
- ☐ 10) Corridor
- ☐ 11) Shatter
- ☐ 12) Unearth
- ☐ 13) Unstone
- ☐ 14) Undoer True
- ☐ 15) Unmetal
- ☐ 16)
- ☐ 17) Long Solid Destruction
- ☐ 18)
- ☐ 19) Crevasse
- ☐ 20) Solid Destruction True
- ☐ 25) Tremors
- ☐ 30) Great Crack
- ☐ 50) Quake

INNER EYE

- ☐ 1) Meditation Trance
- ☐ 2) Nightvision
- ☐ 3) Sidevision
- ☐ 4) Sense Harmony
- ☐ 5) Watervision
- ☐ 6) Fogvision
- ☐ 7) Sense Disharmony
- ☐ 8) Darkvision
- ☐ 9) Detect Invisible
- ☐ 10) Detect Illusion
- ☐ 11) Sense Spirits
- ☐ 12) Disillusion
- ☐ 13) Awake *
- ☐ 14) Sense Disharmony True
- ☐ 15) See Invisible
- ☐ 16) Woodsight
- ☐ 17) Long Vision
- ☐ 18) Illusionsight
- ☐ 19) Stonesight
- ☐ 20) Taovision
- ☐ 25) Conveyance
- ☐ 30) Metalsight
- ☐ 50) Taosense

MONK'S BRIDGE

- ☐ 1) Leaping I *
- ☐ 2) Landing *
- ☐ 3) Traction
- ☐ 4) Edgerunning
- ☐ 5) Leaping III *
- ☐ 6) Cornering I *
- ☐ 7) Levitation
- ☐ 8) Landing True *
- ☐ 9) Wallwalking
- ☐ 10) Great Leap *
- ☐ 11) Coming III *
- ☐ 12) Wall Flip *
- ☐ 13) Wallrunning
- ☐ 14) Fluidrunning
- ☐ 15) Breezerunning
- ☐ 16) Earthwalking
- ☐ 17) Fluidrunning True
- ☐ 18) Breezerunning True
- ☐ 19) Ceilingwalking
- ☐ 20) Run True
- ☐ 25) Ceilingrunning
- ☐ 30) Earthrunning
- ☐ 50) Monk's Bridge

GAS DESTRUCTION

- ☐ 1) Unfog
- ☐ 2) Air Stop I
- ☐ 3) Vacuum I
- ☐ 4) Deoxygenation I
- ☐ 5) Air Stop II
- ☐ 6) Vacuum II
- ☐ 7) Deoxygenation II
- ☐ 8) Gas To Air
- ☐ 9) Air Stop X
- ☐ 10) Vacuum IV
- ☐ 11) Great Vacuum I
- ☐ 12) Fast Deoxygenation I
- ☐ 13) Deoxygenation V
- ☐ 14) Great Vacuum II
- ☐ 15) Fast Deoxygenation II
- ☐ 16)
- ☐ 17) Long Gas Destruction
- ☐ 18)
- ☐ 19) Major Deoxygenation
- ☐ 20) Major Vacuum
- ☐ 25) Deoxygenation True
- ☐ 30) Vacuum True
- ☐ 50) Implosion

SOUL DESTRUCTION

- ☐ 1) Question
- ☐ 2) Demonic Possession I
- ☐ 3) Neurosis
- ☐ 4) Guilt
- ☐ 5) Paranoia
- ☐ 6) Demonic Possession II
- ☐ 7) Panic
- ☐ 8) Transferral
- ☐ 9)
- ☐ 10) Demonic Possession III
- ☐ 11) Subjugation
- ☐ 12) Unsouled Curse
- ☐ 13) Demonic Possession IV
- ☐ 14) Word of Panic *
- ☐ 15) Shout of Panic *
- ☐ 16)
- ☐ 17) Long Soul Destruction
- ☐ 18)
- ☐ 19) Dark Slumbers
- ☐ 20) Banishment
- ☐ 25) Transferral True
- ☐ 30) Absolution

NATURE'S FORMS

- ☐ 1) Fury of the Tiger I
- ☐ 2) Cunning of the Fox
- ☐ 3) Coil of the Snake I *
- ☐ 4) Eyes of the Eagle
- ☐ 5) Lash of the Dragon
- ☐ 6) Coil of the Snake II *
- ☐ 7) Strength of the Bear II
- ☐ 8) Fury of the Tiger II
- ☐ 9) Shell of the Turtle III
- ☐ 10) Heart of the Tiger
- ☐ 11) Coil of the Snake III *
- ☐ 12) Lash of the Dragon II
- ☐ 13) Precision of the Crane *
- ☐ 14) Strength of the Bear III
- ☐ 15) Fury of the Tiger III
- ☐ 16) Shell of the Turtle IV
- ☐ 17) Coil of the Snake IV *
- ☐ 18) Lash of the Dragon III
- ☐ 19) Fury of the Tiger IV
- ☐ 20) Wrath of the Dragon *
- ☐ 25) Fury of the Tiger True
- ☐ 30) Strength of the Bear IV
- ☐ 50) Master of Forms

NATURE'S HARMONY

- ☐ 1) Calm Animal I
- ☐ 2) Effortless Passing
- ☐ 3) Summon Fire
- ☐ 4) Resist Elements
- ☐ 5) Weather Prediction I
- ☐ 6) Calm Target
- ☐ 7) Summon Breeze
- ☐ 8) Nature's Awareness I
- ☐ 9) Calm Animal V
- ☐ 10) Harmony of Nature
- ☐ 11) Summon Fog
- ☐ 12) Nature's Awareness II
- ☐ 13) Summon Wind
- ☐ 14) Protection from Elements
- ☐ 15) Harmony of Water
- ☐ 16) Summon Rain
- ☐ 17) Nature's Awareness III
- ☐ 18) Elemental Communication
- ☐ 19) Clear Skies
- ☐ 20) Harmony of Earth
- ☐ 25) Harmony of Fire
- ☐ 30) Harmony of Metal
- ☐ 50) Nature's Harmony

WARRIOR MAGE BASE LISTS

EVIL ESSENCE LISTS

COMBAT ILLUSIONS

- ☐ 1) Blur *
- ☐ 2) Shadow
- ☐ 3) Unseen I
- ☐ 4) Wall of Dark
- ☐ 5) Silence
- ☐ 6) Invisibility I
- ☐ 7) Mirror Image I
- ☐ 8) Attack Illusion I *
- ☐ 9) Displacement III *
- ☐ 10) Parry Illusion *
- ☐ 11) Weapon Illusion
- ☐ 12) Mirror Image II
- ☐ 13)
- ☐ 14) Greater Attack Illusion *
- ☐ 15) Displacement V *
- ☐ 16) Greater Parry Illusion *
- ☐ 17) Beacon
- ☐ 18) Mirror Image III
- ☐ 19)
- ☐ 20) Invisibility V
- ☐ 25) Attack Illusion True *
- ☐ 30) Parry Illusion True *
- ☐ 50) Mirror Image V

COMBAT WAYS

- ☐ 1) Snap Attack *
- ☐ 2) Split Parry II *
- ☐ 3) Moving Strike I *
- ☐ 4) Tumble Evasion *
- ☐ 5) Hammer Strike I *
- ☐ 6) Survival Instinct I *
- ☐ 7) Bleeding Strike I *
- ☐ 8) Split Parry III *
- ☐ 9) Shatter Strike *
- ☐ 10) Split Attack II *
- ☐ 11) Stunning Strike *
- ☐ 12) Tumbling Evasion II *
- ☐ 13) Moving Strike II *
- ☐ 14) Hammer Strike II *
- ☐ 15) Survival Instinct II *
- ☐ 16) Bleeding Strike II *
- ☐ 17) Riposte *
- ☐ 18) Shatter Strike II *
- ☐ 19)
- ☐ 20) Split Parry IV *
- ☐ 25)
- ☐ 30) Split Attack III *
- ☐ 50) Warrior True

DARK CONTACTS

- ☐ 1)
- ☐ 2) Force Analysis III *
- ☐ 3) Lsr. Demonic Contact
- ☐ 4)
- ☐ 5) Force Information III *
- ☐ 6)
- ☐ 7) Force Search III
- ☐ 8)
- ☐ 9)
- ☐ 10) Gr. Demonic Contact
- ☐ 11) Force Analysis IV *
- ☐ 12)
- ☐ 13) Force Information IV *
- ☐ 14) Force Search IV *
- ☐ 15) Force Analysis V *
- ☐ 16) Dem. Analysis Link
- ☐ 17)
- ☐ 18) Dem. Inform. Link
- ☐ 19) Force Information V *
- ☐ 20) Demonic Search Link
- ☐ 25) Force Search V *
- ☐ 30) Force Analysis VI *
- ☐ 50) Force Information VI *

ENTITY SUMMONS

- ☐ 1)
- ☐ 2) Summon Elemental I
- ☐ 3) Control Entity I *
- ☐ 4) Summon Elem. II
- ☐ 5) Lesser Demonic Gate
- ☐ 6) Entity Mastery I *
- ☐ 7) Control Entity II *
- ☐ 8) Summon Elem. III
- ☐ 9) Entity Mastery II *
- ☐ 10) Control Entity III *
- ☐ 11) Summon Elem. IV
- ☐ 12) Greater Demonic Gate
- ☐ 13) Entity Mastery III *
- ☐ 14) Control Entity IV *
- ☐ 15) Entity Mastery IV *
- ☐ 16) Order Elemental
- ☐ 17) Contain Elemental
- ☐ 18) Order Entity
- ☐ 19) Contain Entity
- ☐ 20) Control Entity V *
- ☐ 25) Entity Mastery V *
- ☐ 30) Control Entity VI *
- ☐ 50) Entity Mastery VI *

SPELL DEFENSE

- ☐ 1) Detect Essence
- ☐ 2) Protection I
- ☐ 3) Detect Mentalism
- ☐ 4) Essence Protection
- ☐ 5) Detect Channeling
- ☐ 6) Mentalism Protection
- ☐ 7) Detect Invisibility
- ☐ 8) Channeling Protection
- ☐ 9) Protection Sphere II
- ☐ 10) Spell Detection I
- ☐ 11) Elemental Parry
- ☐ 12) Detect Intangible
- ☐ 13) Protection III
- ☐ 14) Detect Power
- ☐ 15) Protection Sphere III
- ☐ 16) Spell Detection II
- ☐ 17) Protection IV
- ☐ 18) Spell Parry
- ☐ 19) Realm Protection Sphere
- ☐ 20) Protection Sphere IV
- ☐ 25) Spell Detection III
- ☐ 30) Spell Detection IV
- ☐ 50) Spell Bane

WARRIOR'S ENHANCEMENTS

- ☐ 1) Battle Awareness I *
- ☐ 2) Nightvision
- ☐ 3) Sidevision
- ☐ 4) Watervision
- ☐ 5) Battle Awareness II *
- ☐ 6) Waterlungs
- ☐ 7) Water Warrior
- ☐ 8) Gasvision
- ☐ 9) Gaslungs
- ☐ 10) Darkvision
- ☐ 11) Resist Poison
- ☐ 12) Water Maneuvering
- ☐ 13) Changing Lungs
- ☐ 14) Ignore Pressure
- ☐ 15) Fire Maneuvering
- ☐ 16)
- ☐ 17) Water Dwelling
- ☐ 18) Airless Lungs
- ☐ 19) Fire Dwelling
- ☐ 20) Ignore Vacuum
- ☐ 25) Temperature Resistance
- ☐ 30) Water Dwelling True
- ☐ 50) Changing Environment

DARK SUMMONS

- ☐ 1) Familiar
- ☐ 2) Summons I
- ☐ 3) Investiture I
- ☐ 4) Summons II
- ☐ 5) Binding II
- ☐ 6) Summons III
- ☐ 7) Order Bound II
- ☐ 8) Summons V
- ☐ 9) Binding V
- ☐ 10) Summons VII
- ☐ 11) Investiture II
- ☐ 12) Summons X
- ☐ 13) Binding X
- ☐ 14) Summons XII
- ☐ 15) Order Bound X
- ☐ 16) Summons XV
- ☐ 17) Binding XV
- ☐ 18) Summons XVII
- ☐ 19) Investiture III
- ☐ 20) Lord Summons
- ☐ 25) Binding True
- ☐ 30) Order Bound True
- ☐ 50) Summon Mastery

MATTER DISRUPTION

- ☐ 1) Un-Ice I
- ☐ 2) Earth to Dust I
- ☐ 3) Cracks Call
- ☐ 4) Powder Stone I
- ☐ 5) Un-Ice X
- ☐ 6) Disruption I
- ☐ 7) Earth to Dust X
- ☐ 8) Shatter
- ☐ 9) Powder Stone X
- ☐ 10) Un-Ice True
- ☐ 11) Disruption X
- ☐ 12) Earth to Dust True
- ☐ 13) Cause Cracks
- ☐ 14) Powder Stone True
- ☐ 15) Disintegration I
- ☐ 16)
- ☐ 17) Long Matter Disruption
- ☐ 18)
- ☐ 19) Disintegration X
- ☐ 20) Mass Earth to Dust
- ☐ 25) Mass Powder Stone
- ☐ 30) Mass Disruption
- ☐ 50) Disintegration True

WARRIOR'S WEAPON

- ☐ 1) Blade I
- ☐ 2) Bladelight
- ☐ 3) Jolting Blade
- ☐ 4) Throw *
- ☐ 5) Blade Store
- ☐ 6) Blade II
- ☐ 7) Rejoining
- ☐ 8) Flame Blade
- ☐ 9) Return Blade
- ☐ 10) Missile Parry *
- ☐ 11) Blade III
- ☐ 12) Body Sheath
- ☐ 13)
- ☐ 14) Return Blade True
- ☐ 15) Power Strike
- ☐ 16) Spell Cleaver
- ☐ 17) Blade IV
- ☐ 18) Lightning Blade
- ☐ 19) Weapon Cleaver
- ☐ 20) Shaped Strike
- ☐ 25) Death Strike *
- ☐ 30) Dancing Weapon
- ☐ 50) Slaying Strike *

WILL OF THE WARRIOR

- ☐ 1)
- ☐ 2) Extended Endurance I
- ☐ 3) Stun Relief I *
- ☐ 4) Unpain I *
- ☐ 5) Concentration II *
- ☐ 6) Extended Endurance II
- ☐ 7) Stun Relief II *
- ☐ 8) Ignore Wound I *
- ☐ 9) Unpain II *
- ☐ 10) Interrogation Resistance
- ☐ 11) Concentration IV *
- ☐ 12) Moment of Clarity *
- ☐ 13) Extended Endurance III
- ☐ 14) Unstun *
- ☐ 15) Unpain III *
- ☐ 16) Ignore Elements
- ☐ 17) Ignore Wound II *
- ☐ 18) Concentration V *
- ☐ 19) Focus *
- ☐ 20) Unpain IV *
- ☐ 25) Extended Endurance IV
- ☐ 30) Ignore Wound III *
- ☐ 50) Warrior's Will True *

DARKNESS

- ☐ 1) Darkness II
- ☐ 2) Nightvision
- ☐ 3) Dark Control II
- ☐ 4)
- ☐ 5) Darkness X
- ☐ 6) Darkvision
- ☐ 7) Dark Control V
- ☐ 8) Shadow Forms
- ☐ 9) Lesser Darkness
- ☐ 10) Lesser Utterdark
- ☐ 11) Dark Control X
- ☐ 12) Nightvision True
- ☐ 13) Utterdark
- ☐ 14) Minor Darkness
- ☐ 15) Clouds of Darkness I
- ☐ 16) Mass Nightvision
- ☐ 17) Greater Utterdark
- ☐ 18) Mass Darkvision
- ☐ 19) Clouds of Darkness II
- ☐ 20) Greater Darkness
- ☐ 25) Utterdark True
- ☐ 30) Darkness True
- ☐ 50) Clouds of Dark. Tr.

PHYSICAL EROSION

- ☐ 1) Pain
- ☐ 2) Impair I
- ☐ 3) Ache
- ☐ 4) Fire Nerves
- ☐ 5) Trait Erosion I
- ☐ 6) Impair III
- ☐ 7) Pang
- ☐ 8)
- ☐ 9) Agony
- ☐ 10) Trait Erosion II
- ☐ 11) Impair V
- ☐ 12) Spasm
- ☐ 13) Mass Pain
- ☐ 14) Torment
- ☐ 15) Trait Erosion III
- ☐ 16) Mass Impair I
- ☐ 17)
- ☐ 18) Mass Fire Nerves
- ☐ 19) Mass Trait Erosion I
- ☐ 20) Impair X
- ☐ 25) Mass Agony
- ☐ 30) Trait Erosion V
- ☐ 50) Trait Erosion True

OPEN MENTALISM LISTS

ANTICIPATIONS	ATTACK AVOIDANCE	BRILLIANCE	CLOAKING
☐ 1) Anticipate Missile * ☐ 2) Anticipate Blow * ☐ 3) Guess * ☐ 4) Anticipate Spell * ☐ 5) Intuitions I ☐ 6) Anticipate Hostility ☐ 7) ☐ 8) Dream I ☐ 9) Room Feel I ☐ 10) Anticipations * ☐ 11) Intuitions II ☐ 12) Room Feel II ☐ 13) Anticipate Hostility Tr. ☐ 14) Dreams II ☐ 15) Spell Anticipation * ☐ 16) Room Feel III ☐ 17) Dreams III ☐ 18) ☐ 19) Room Feel True ☐ 20) Intuitions True ☐ 25) Anticipations True * ☐ 30) Dreams V ☐ 50) Spell Anticipation True *	☐ 1) Turn Missile * ☐ 2) Turn Blade * ☐ 3) Shield * ☐ 4) ☐ 5) Deflect I * ☐ 6) Bladeturn I * ☐ 7) ☐ 8) Aim Untrue I * ☐ 9) ☐ 10) Still Air * ☐ 11) Deflect II * ☐ 12) ☐ 13) Spell Deflect I * ☐ 14) ☐ 15) Bladeturn II * ☐ 16) ☐ 17) ☐ 18) Deflect III * ☐ 19) ☐ 20) Spell Deflect II * ☐ 25) Bladeturn III * ☐ 30) Spell Deflect III * ☐ 50) Deflect True *	☐ 1) Projected Light ☐ 2) Glow ☐ 3) Light I ☐ 4) Self Aura ☐ 5) Light Eruption ☐ 6) Shock Bolt ☐ 7) Darkness I ☐ 8) True Aura ☐ 9) ☐ 10) Light V ☐ 11) Darkness V ☐ 12) ☐ 13) Hue ☐ 14) ☐ 15) Beacon ☐ 16) Greater Darkness ☐ 17) ☐ 18) Utterlight ☐ 19) Utterdark ☐ 20) Sunfires ☐ 25) Sunfire True ☐ 30) Hand of Fire ☐ 50) Hand of Fire True	☐ 1) Blur * ☐ 2) Shadow ☐ 3) Unseen ☐ 4) Cloaking I ☐ 5) Facades I ☐ 6) Cloaking III ☐ 7) Cloaking Sphere I ☐ 8) Cloaking V ☐ 9) Cloaking Sphere II ☐ 10) Shadow Mentalist I ☐ 11) Facades II ☐ 12) Cloaking X ☐ 13) Cloaking Sphere III ☐ 14) Displacement I ☐ 15) Camouflage ☐ 16) Cloaking XX ☐ 17) ☐ 18) Displacement II ☐ 19) Cloaking Sphere V ☐ 20) Shadow Mentalist II ☐ 25) Displacement III ☐ 30) Camouflage True ☐ 50) True Cloaking
DETECTIONS	DAMAGE RESISTANCE	DELVING	ILLUSIONS
☐ 1) Detect Mentalism ☐ 2) Detect Essence ☐ 3) Detect Channeling ☐ 4) Detect Emotion ☐ 5) Detect Invisible ☐ 6) Detect Evil ☐ 7) Detect Traps ☐ 8) Perceive Power I ☐ 9) ☐ 10) Power Typing ☐ 11) Perceive Power II ☐ 12) ☐ 13) See Invisible ☐ 14) ☐ 15) Detect Spell ☐ 16) Perceive Power III ☐ 17) ☐ 18) Spell Typing ☐ 19) ☐ 20) Perceive Power True ☐ 25) Location ☐ 30) Detect True ☐ 50) Awareness	☐ 1) Heat Resistance * ☐ 2) Cold Resistance * ☐ 3) ☐ 4) ☐ 5) Unpain I * ☐ 6) Stun Relief I * ☐ 7) Resist Poison * ☐ 8) ☐ 9) ☐ 10) Unpain II * ☐ 11) Stun Relief III * ☐ 12) Neutralize Poison * ☐ 13) ☐ 14) Awake * ☐ 15) Unpain III * ☐ 16) ☐ 17) Heat Resistance True * ☐ 18) Cold Resistance True * ☐ 19) ☐ 20) Unpain IV * ☐ 25) Neutralize Poison True * ☐ 30) Awake True * ☐ 50) Unpain True *	☐ 1) Item Feel ☐ 2) Detect Power ☐ 3) Origins ☐ 4) ☐ 5) Detect Curse ☐ 6) Power Lore ☐ 7) Rock Lore ☐ 8) Item Vision ☐ 9) ☐ 10) Delving ☐ 11) Past Vision I ☐ 12) ☐ 13) Item Lore ☐ 14) ☐ 15) Death's Memory ☐ 16) ☐ 17) Past Hold ☐ 18) ☐ 19) Item Analysis ☐ 20) Past Vision II ☐ 25) Past Vision III ☐ 30) Past Vision IV ☐ 50) Past Vision True	☐ 1) Bending ☐ 2) ☐ 3) Light/Sound Mirage ☐ 4) ☐ 5) Illusion II ☐ 6) Phantasm I ☐ 7) Light Glamour ☐ 8) Illusion III ☐ 9) ☐ 10) Waiting Illusion I ☐ 11) Illusion IV ☐ 12) Phantasm II ☐ 13) ☐ 14) Waiting Illusion II ☐ 15) Illusion V ☐ 16) ☐ 17) Phantasm III ☐ 18) ☐ 19) Waiting Illusion III ☐ 20) Illusion VII ☐ 25) Waiting Illusion V ☐ 30) Illusion X ☐ 50) Phantasm V
SELF HEALING	SPELL RESISTANCE		
☐ 1) ☐ 2) Clot I * ☐ 3) ☐ 4) Clot III * ☐ 5) Pain Relief I * ☐ 6) Fracture Repair ☐ 7) Cut Repair I * ☐ 8) Muscle/Tendon Repair * ☐ 9) ☐ 10) Minor Nerve Repair ☐ 11) Eye/Ear Repair ☐ 12) Vein/Artery Repair * ☐ 13) Pain Relief II * ☐ 14) ☐ 15) Self Keeping * ☐ 16) ☐ 17) Self Joining * ☐ 18) ☐ 19) ☐ 20) Pain Relief True * ☐ 25) Limb Regeneration ☐ 30) Organ Regeneration ☐ 50) Regeneration True	☐ 1) Protection I ☐ 2) Cancel Mentalism ☐ 3) ☐ 4) Cancel Essence ☐ 5) Protection II ☐ 6) Cancel Channeling ☐ 7) ☐ 8) Mind Shield ☐ 9) ☐ 10) Essence Shield ☐ 11) Protection III ☐ 12) ☐ 13) Channeling Shield ☐ 14) ☐ 15) Spell Shield II ☐ 16) ☐ 17) Protection V ☐ 18) ☐ 19) Spell Shield True ☐ 20) Mentalism Resistance ☐ 25) Essence Resistance ☐ 30) Channeling Resistance ☐ 50) Resistance True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____

CLOSED MENTALISM LISTS

GAS MANIPULATION	LIQUID MANIPULATION	MIND MASTERY	MIND'S DOOR
☐ 1) Condensation ☐ 2) Warm Air ☐ 3) Fog I ☐ 4) Airwall ☐ 5) Air Stop I ☐ 6) Vacuum I ☐ 7) Fog V ☐ 8) Unfog V ☐ 9) Curved Airwall ☐ 10) Airwall True ☐ 11) Fog X ☐ 12) Air Stop V ☐ 13) Unfog X ☐ 14) Vacuum II ☐ 15) Gas-Air ☐ 16) ☐ 17) Whirling Winds ☐ 18) Vacuum IV ☐ 19) ☐ 20) Oxygenation ☐ 25) Fog True ☐ 30) Unfog True ☐ 50) Cloud Mastery	☐ 1) Boil Water ☐ 2) Freeze Water ☐ 3) Clear Water ☐ 4) ☐ 5) Desalination ☐ 6) Waterwall ☐ 7) Evaporation ☐ 8) Water Corridor I ☐ 9) Water Bolt ☐ 10) Curved Waterwall ☐ 11) Calm Water ☐ 12) ☐ 13) Waterwall True ☐ 14) ☐ 15) Water Corridor III ☐ 16) ☐ 17) Whirlpool ☐ 18) Wave ☐ 19) Water Bubble ☐ 20) Calm Water True ☐ 25) Water Corridor Tr. ☐ 30) Water Bubble True ☐ 50) Water Mastery	☐ 1) Storing ☐ 2) Presence *• ☐ 3) Inner Wall I ☐ 4) ☐ 5) Recall ☐ 6) Misfeel Kind • ☐ 7) Observation ☐ 8) Inner Wall II ☐ 9) Misfeel Calling • ☐ 10) Correlation ☐ 11) Misfeel Power • ☐ 12) Resolve ☐ 13) Inner Wall III ☐ 14) ☐ 15) Unpresence • ☐ 16) Inner Wall V ☐ 17) Total Recall ☐ 18) Misfeel • ☐ 19) Inner Wall True ☐ 20) Observation True ☐ 25) Correlation True ☐ 30) Resolve True ☐ 50) Mirrormind	☐ 1) ☐ 2) Leave Item I ☐ 3) ☐ 4) Long Door Item I ☐ 5) Leaving I ☐ 6) Leave Item III ☐ 7) Long Door Item V ☐ 8) Leaving III ☐ 9) Leave Item V ☐ 10) Minor Long Door ☐ 11) Leaving V ☐ 12) Long Door I ☐ 13) Long Door Item X ☐ 14) ☐ 15) Lord Leaving ☐ 16) Long Door III ☐ 17) ☐ 18) Long Door V ☐ 19) ☐ 20) Mind's Door I ☐ 25) Leaving True ☐ 30) Mind's Door II ☐ 50) Mind's Door True
MOVEMENT	SENSE MASTERY	SHIFTING	SOLID MANIPULATION
☐ 1) Leaping * ☐ 2) Landing * ☐ 3) Levitation I ☐ 4) Wind Drift ☐ 5) Underwater Movement ☐ 6) Fly I ☐ 7) Levitation V ☐ 8) Long Dive * ☐ 9) ☐ 10) Merging ☐ 11) Fly II ☐ 12) Landing True * ☐ 13) Levitation XX ☐ 14) Passing ☐ 15) Fly III ☐ 16) ☐ 17) Great Merge ☐ 18) ☐ 19) ☐ 20) Merge True ☐ 25) Fly IV ☐ 30) Passing True ☐ 50) Master of Movement	☐ 1) Sly Ears ☐ 2) Nightvision ☐ 3) Sidevision ☐ 4) Detect Illusion ☐ 5) Watervision ☐ 6) Scent ☐ 7) Fogvision ☐ 8) Touch ☐ 9) Darkvision ☐ 10) Mentalist Ear ☐ 11) Mentalist Eye ☐ 12) Disillusion ☐ 13) Detect Illusion True ☐ 14) Vision ☐ 15) Nightvision True ☐ 16) ☐ 17) Disillusion True ☐ 18) Watervision True ☐ 19) Fogvision True ☐ 20) Vision True ☐ 25) Mentalist Ear True ☐ 30) Mentalist Eye True ☐ 50) Sensory Merge	☐ 1) Balance * ☐ 2) Contraction ☐ 3) Face Shifting ☐ 4) ☐ 5) Waterlungs ☐ 6) ☐ 7) Change To Kind ☐ 8) Gaslungs ☐ 9) ☐ 10) Greater Face Shifting ☐ 11) Changing Lungs ☐ 12) ☐ 13) Change ☐ 14) ☐ 15) Solid Form ☐ 16) ☐ 17) ☐ 18) Shapechanging ☐ 19) ☐ 20) Waterform ☐ 25) Mistform ☐ 30) Form Master ☐ 50) Change Master	☐ 1) Warm Stone ☐ 2) Warm Metal ☐ 3) Warm Solid ☐ 4) Heat Stone ☐ 5) Heat Metal ☐ 6) Heat Solid ☐ 7) Cool Solid ☐ 8) ☐ 9) Chill Solid ☐ 10) Cracks Call ☐ 11) Melt Solid ☐ 12) ☐ 13) Crumble ☐ 14) Bowbreak ☐ 15) Stone Door ☐ 16) Metal Door ☐ 17) Bladebreak ☐ 18) Lockbreak ☐ 19) Solid Door ☐ 20) Mold Stone ☐ 25) Mold Metal ☐ 30) Mold Solid ☐ 50) Solid Transmutation
SPEED	TELEKINESIS		
☐ 1) Run * ☐ 2) Speed Reading ☐ 3) Speed I * ☐ 4) ☐ 5) Speed II * ☐ 6) Haste I * ☐ 7) Speed III * ☐ 8) Sprint * ☐ 9) Haste II * ☐ 10) Fast Swim * ☐ 11) Speed V * ☐ 12) Haste III * ☐ 13) ☐ 14) ☐ 15) Haste V * ☐ 16) ☐ 17) Fast Sprint * ☐ 18) ☐ 19) ☐ 20) Speed X * ☐ 25) Haste X * ☐ 30) Speed True * ☐ 50) Haste True *	☐ 1) Telekinesis I ☐ 2) Staying II ☐ 3) Telekinesis II ☐ 4) Staying III ☐ 5) Greater Staying II ☐ 6) Greater Telekinesis II ☐ 7) Telekinesis III ☐ 8) Staying IV ☐ 9) Telekinesis IV ☐ 10) Hurling I ☐ 11) Staying V ☐ 12) Telekinesis V ☐ 13) Hurling II ☐ 14) Staying VI ☐ 15) Greater Staying III ☐ 16) Greater Telekinesis III ☐ 17) Telekinesis VI ☐ 18) Hurling III ☐ 19) Staying True ☐ 20) Telekinesis True ☐ 25) Greater Hurling III ☐ 30) Hurling IV ☐ 50) Telekinesis Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____

BARD BASE LISTS

CONTROLLING SONGS

- ☐ 1) Calm Song
- ☐ 2) Holding Song
- ☐ 3) Stun Song
- ☐ 4)
- ☐ 5) Sleep Song
- ☐ 6) Charm Song
- ☐ 7) Fear's Song
- ☐ 8) Calm Song True
- ☐ 9) Stun Song True
- ☐ 10) Forgetting Song
- ☐ 11) Charm Song True
- ☐ 12) Panic's Song
- ☐ 13) Song of Mastery
- ☐ 14)
- ☐ 15) Sleep Song True
- ☐ 16)
- ☐ 17) Panic Song True
- ☐ 18)
- ☐ 19) Song of Seeking
- ☐ 20) Song True
- ☐ 25) Song of Mastery True
- ☐ 30) Song of Coma
- ☐ 50) Slaying Song

ENTERTAINING WAYS

- ☐ 1) Spotlight
- ☐ 2) Dim Lights
- ☐ 3) Hush
- ☐ 4) Fanfare
- ☐ 5) Showman I
- ☐ 6) Legerdemain
- ☐ 7) Enthrall I
- ☐ 8) Hidden Pocket
- ☐ 9) Lightshow
- ☐ 10) Showman II
- ☐ 11) Music
- ☐ 12) Enthrall V
- ☐ 13) Volunteer f/t Audience
- ☐ 14) Lovely Assistant
- ☐ 15) Showman III
- ☐ 16) Orchestra
- ☐ 17) Enthrall X
- ☐ 18) Disappear
- ☐ 19)
- ☐ 20) Showman IV
- ☐ 25) Mass Enthrall
- ☐ 30) Disappear True
- ☐ 50) Showman True

ITEM LORE

- ☐ 1) Jewel/Metal Assessment
- ☐ 2) Item Assessment
- ☐ 3) Detect Power
- ☐ 4) Item Analysis I
- ☐ 5) Assessment True
- ☐ 6) Significance
- ☐ 7) Item Analysis II
- ☐ 8) Origins
- ☐ 9) Item Vision
- ☐ 10) Item Analysis III
- ☐ 11) Detect Curse
- ☐ 12)
- ☐ 13) Significance True
- ☐ 14)
- ☐ 15) Item Analysis IV
- ☐ 16) Death's Lore
- ☐ 17) Item Vision True
- ☐ 18) Item Analysis V
- ☐ 19)
- ☐ 20) Item Analysis VI
- ☐ 25) Origins True
- ☐ 30) Item Analysis VII
- ☐ 50) Item Analysis True

LORES

- ☐ 1) Recall
- ☐ 2) Learn Language II
- ☐ 3) Language Lore
- ☐ 4) Mind's Lore I
- ☐ 5) Study II
- ☐ 6)
- ☐ 7) Learn Language III
- ☐ 8) Mind's Lore III
- ☐ 9)
- ☐ 10) Study III
- ☐ 11) Passage Origin
- ☐ 12) Learn Language IV
- ☐ 13) Mind's Lore V
- ☐ 14)
- ☐ 15) Study V
- ☐ 16)
- ☐ 17) Study X
- ☐ 18) Mind's Lore VII
- ☐ 19)
- ☐ 20) Study True
- ☐ 25) Learn Language V
- ☐ 30) Mind's Lore True
- ☐ 50) Learn Language True

SOUND CONTROL

- ☐ 1) Quiet I
- ☐ 2) Sonic Law I
- ☐ 3)
- ☐ 4) Silence I
- ☐ 5) Sonic Law II
- ☐ 6) Sudden Sound
- ☐ 7) Deafen
- ☐ 8) Chacks
- ☐ 9)
- ☐ 10) Silence III
- ☐ 11) Sonic Law III
- ☐ 12)
- ☐ 13) Shatter Blast
- ☐ 14) Waiting Sound
- ☐ 15) Sonic Law IV
- ☐ 16) Long Sudden Sound
- ☐ 17)
- ☐ 18) Mind's Song *
- ☐ 19)
- ☐ 20) Crumble
- ☐ 25) Silence True
- ☐ 30) Mind's Song True *
- ☐ 50) Sonic Law True

SOUND PROJECTION

- ☐ 1) Long Whisper I
- ☐ 2) Sounding II
- ☐ 3) Song Sounding II *
- ☐ 4) Song II *
- ☐ 5) Long Whisper III
- ☐ 6) Sounding V
- ☐ 7) Great Song I *
- ☐ 8) Song Sounding III *
- ☐ 9) Long Whisper V
- ☐ 10) Song III *
- ☐ 11) Silent Song *
- ☐ 12) Song Sounding IV *
- ☐ 13) Long Whisper X
- ☐ 14) Song V *
- ☐ 15) Great Song V *
- ☐ 16) Song Sounding V *
- ☐ 17) Long Whisper True
- ☐ 18) Song X *
- ☐ 19)
- ☐ 20) Song Sounding VII *
- ☐ 25) Great Song True *
- ☐ 30) Song Sounding X *
- ☐ 50) Song Mastery *

LAY HEALER BASE LISTS

BLOOD MASTERY

- ☐ 1) Flowstop III
- ☐ 2) Clotting I
- ☐ 3) Cut Repair I
- ☐ 4) Clotting III
- ☐ 5) Minor Vessel Repair
- ☐ 6) Cut Repair III
- ☐ 7) Vein Repair
- ☐ 8) Arterial Repair
- ☐ 9) Joining ‡ *
- ☐ 10) Flowstop True
- ☐ 11) Suspend Life I ‡ *
- ☐ 12) Clotting True
- ☐ 13) Unc clotting
- ☐ 14)
- ☐ 15) Cut Repair True
- ☐ 16)
- ☐ 17) Suspend Life II ‡ *
- ☐ 18)
- ☐ 19) Unc clotting True
- ☐ 20) Joining True ‡ *
- ☐ 25) Regulations
- ☐ 30) New Blood
- ☐ 50) Blood Repair True

BONE MASTERY

- ☐ 1) Bone Lore
- ☐ 2) Minor Fracture Repair
- ☐ 3) Cartilage Repair
- ☐ 4) Major Fract. Rep.
- ☐ 5) Limb Preservation ‡ *
- ☐ 6) Skull Repair
- ☐ 7) Joint Repair
- ☐ 8) Minor Fract. Rep. Tr.
- ☐ 9) Joining ‡ *
- ☐ 10) Cartilage Repair True
- ☐ 11) Major Fract. Rep. Tr.
- ☐ 12) Skull Repair True
- ☐ 13) Bone Transplant
- ☐ 14) Shatter Repair
- ☐ 15) Joint Repair True
- ☐ 16)
- ☐ 17) Rapid Bone Transplant
- ☐ 18) Rapid Shatter Repair
- ☐ 19)
- ☐ 20) Joining True ‡ *
- ☐ 25) Cartilage Regeneration
- ☐ 30) Bone Regeneration
- ☐ 50) Skeletal Regeneration

CONCUSSION MASTERY

- ☐ 1) Healing I
- ☐ 2) Stun Relief I *
- ☐ 3) Frost/Burn Relief I
- ☐ 4) Regeneration I *
- ☐ 5) Awakening
- ☐ 6) Frost/Burn Relief II
- ☐ 7) Healing V
- ☐ 8) Stun Relief III *
- ☐ 9) Frost/Burn Relief III
- ☐ 10) Regeneration II *
- ☐ 11) Healing X
- ☐ 12) Frost/Burn Relief IV
- ☐ 13) Stun Relief V *
- ☐ 14) Long Stun Relief *
- ☐ 15) Regeneration III *
- ☐ 16)
- ☐ 17) Healing XVII
- ☐ 18)
- ☐ 19) Stun Relief X *
- ☐ 20) Healing XX
- ☐ 25) True Healing
- ☐ 30) Frost/Burn Relief True
- ☐ 50) Stun Relief True *

MUSCLE MASTERY

- ☐ 1) Sprain Repair
- ☐ 2) Muscle/Tendon Lore
- ☐ 3) Muscle Repair I
- ☐ 4) Tendon Repair I
- ☐ 5) Limb Preservation ‡ *
- ☐ 6) Muscle Repair III
- ☐ 7) Tendon Repair III
- ☐ 8) Muscle Repair True
- ☐ 9) Joining ‡ *
- ☐ 10) Tendon Repair True
- ☐ 11) Soft Structure Repair
- ☐ 12) Muscle Transplant
- ☐ 13)
- ☐ 14) Muscle Regeneration
- ☐ 15) Tendon Regeneration
- ☐ 16)
- ☐ 17) Rapid Muscle Transp.
- ☐ 18) Rapid Muscle Regen.
- ☐ 19) Rapid Tendon Regen.
- ☐ 20) Joining True ‡ *
- ☐ 25) Muscle Regen. True
- ☐ 30) Tendon Regen. True
- ☐ 50) Soft Structure Rep. Tr.

NERVE AND ORGAN MASTERY

- ☐ 1) Nerve/Organ Lore
- ☐ 2) Numbing
- ☐ 3) Minor Nerve Repair
- ☐ 4) Minor Ear/Nose Repair
- ☐ 5) Organ Preservation
- ☐ 6) Minor Eye Repair
- ☐ 7) Major Nerve Repair
- ☐ 8) Major Ear Repair
- ☐ 9) Joining ‡ *
- ☐ 10) Major Eye Repair
- ☐ 11) Suspend Life I ‡ *
- ☐ 12) Nerve Repair True
- ☐ 13) Organ Transplant
- ☐ 14) Organ Repair
- ☐ 15) Minor Brain Repair
- ☐ 16) Paralysis Cures
- ☐ 17) Suspend Life II ‡ *
- ☐ 18) Rapid Organ Transp.
- ☐ 19)
- ☐ 20) Joining True ‡ *
- ☐ 25) Nerve Regeneration
- ☐ 30) Organ Regeneration
- ☐ 50) Brain Regeneration

PROSTHETICS

- ☐ 1) Measure
- ☐ 2) Mold Wood
- ☐ 3) Fit Wood
- ☐ 4) Animation I
- ☐ 5) Mold Glass
- ☐ 6) Fit Glass
- ☐ 7) Animation II
- ☐ 8) Mold Normal Metal
- ☐ 9) Fit Normal Metal
- ☐ 10) Artificial Flesh
- ☐ 11) Animation III
- ☐ 12)
- ☐ 13) Fit Enchanted Materials
- ☐ 14)
- ☐ 15) Animation IV
- ☐ 16)
- ☐ 17) Animation V
- ☐ 18)
- ☐ 19) Animation VI
- ☐ 20) Artificial Flesh True
- ☐ 25) Animation VII
- ☐ 30) Animation VIII
- ☐ 50) Animation True

MAGENT BASE LISTS

MENTALIST BASE LISTS

ASSASSINATION MASTERY

- ☐ 1) Concealed Object I
- ☐ 2) Study Patsy
- ☐ 3) Well-Aimed Attack I
- ☐ 4) Open Ambush I
- ☐ 5) Targetting I
- ☐ 6) Create Evidence I
- ☐ 7) Concealed Object II
- ☐ 8) Well-Aimed Attack II
- ☐ 9) Open Ambush II
- ☐ 10) Targetting II
- ☐ 11) Lightning Reactions *
- ☐ 12) Create Evidence II
- ☐ 13) Well-Aimed Attack III
- ☐ 14) Open Ambush III
- ☐ 15) Targetting III
- ☐ 16) Concealed Object True
- ☐ 17) Study Victim
- ☐ 18) Create Evidence III
- ☐ 19) Well-Aimed Attack True
- ☐ 20) Slaying Attack
- ☐ 25) Open Ambush True
- ☐ 30) Targetting True
- ☐ 50) Slaying Attack True

DISGUISE MASTERY

- ☐ 1) Study Disguise
- ☐ 2) Light Glamour
- ☐ 3) Facade I
- ☐ 4) Shadow Assassin
- ☐ 5) Misfeel Kind *
- ☐ 6) Facade II
- ☐ 7) Disguise I
- ☐ 8) Unknown Assassin
- ☐ 9) Facade III
- ☐ 10) Disguise II
- ☐ 11) Misfeel Calling *
- ☐ 12) Mind Tongue
- ☐ 13) Disguise III
- ☐ 14) Facade V
- ☐ 15) Misfeel Power *
- ☐ 16) Disguise IV
- ☐ 17) Unpresence
- ☐ 18) False Assassin
- ☐ 19) Disguise V
- ☐ 20) Misfeel *
- ☐ 25) Nondetect
- ☐ 30) Misfeel True *
- ☐ 50) Disguise Mastery

ESCAPES

- ☐ 1) Locklore
- ☐ 2) Unlock I
- ☐ 3) Ungag
- ☐ 4) Leave Item I
- ☐ 5) Unlock II
- ☐ 6) Untie
- ☐ 7) Minor Long Door
- ☐ 8) Unlock III
- ☐ 9) Unbind
- ☐ 10) Leaving I
- ☐ 11) Passing
- ☐ 12) Long Door Item I
- ☐ 13) Unlock IV
- ☐ 14) Long Door I
- ☐ 15) Unbind True
- ☐ 16) Leaving II
- ☐ 17)
- ☐ 18) Flattening
- ☐ 19) Long Door II
- ☐ 20) Passing True
- ☐ 25) Portal
- ☐ 30) Unlock True
- ☐ 50) Teleport I

GATHERING SECRETS

- ☐ 1) Copy I
- ☐ 2) Listen
- ☐ 3) Duplicate I
- ☐ 4) Sensory Marker
- ☐ 5) Copy II
- ☐ 6) Far Sense I
- ☐ 7) Locate Evidence I
- ☐ 8) Watch
- ☐ 9) Duplicate II
- ☐ 10) Copy III
- ☐ 11) Far Sense II
- ☐ 12) Woodsight
- ☐ 13) Locate Evidence II
- ☐ 14) Duplicate III
- ☐ 15) Copy IV
- ☐ 16) Greater Far Sense I
- ☐ 17) Stonesight
- ☐ 18) Locate Evidence III
- ☐ 19) Greater Far Sense True
- ☐ 20) Ironsight
- ☐ 25) Long Far Sense I
- ☐ 30) Copy V
- ☐ 50) Copy True

MISDIRECTIONS

- ☐ 1) False Credentials
- ☐ 2) Unseen I
- ☐ 3) Eyewitness III
- ☐ 4) Cloaking III
- ☐ 5) Misleading I
- ☐ 6) Unseen II
- ☐ 7) Cloaking V
- ☐ 8) Eyewitness V
- ☐ 9) Cloaking Sphere I
- ☐ 10) Misleading III
- ☐ 11) Cloaking X
- ☐ 12) Displacement I
- ☐ 13) Eyewitness X
- ☐ 14) Cloaking Sphere II
- ☐ 15) Misleading V
- ☐ 16) Cloaking XX
- ☐ 17)
- ☐ 18) Mass Eyewitness
- ☐ 19) Cloaking Sphere III
- ☐ 20) Misleading True
- ☐ 25) Displacement II
- ☐ 30) True Cloaking
- ☐ 50) Eyewitness True

POISON MASTERY

- ☐ 1) Poison Lore
- ☐ 2) Poison Resistance I
- ☐ 3) Apply Poison I
- ☐ 4) Work Poison V
- ☐ 5) Poison Analysis
- ☐ 6) Delay Poison *
- ☐ 7) Transfer Poison I
- ☐ 8) Apply Poison II
- ☐ 9) Neutralize Poison
- ☐ 10) Work Poison X
- ☐ 11) Venom
- ☐ 12) Apply Poison III
- ☐ 13) Neutralize Poison True
- ☐ 14) Transfer Poison II
- ☐ 15) Venom's Touch
- ☐ 16) Work Poison True
- ☐ 17) Apply Poison IV
- ☐ 18) Contact Poison
- ☐ 19) Transfer Poison III
- ☐ 20) Venom's Breath
- ☐ 25) Venom's Glare
- ☐ 30) Venom's Cloud
- ☐ 50) Venom's Sight

MIND ATTACK

- ☐ 1) Jolts I
- ☐ 2) Hesitation
- ☐ 3) Minor Pain
- ☐ 4) Shock A
- ☐ 5) Jolts III
- ☐ 6)
- ☐ 7) Paralyze I
- ☐ 8) Shock B
- ☐ 9) Major Pain
- ☐ 10) Mind Shout I *
- ☐ 11) Jolts V
- ☐ 12) Paralyze III
- ☐ 13) Shock C
- ☐ 14)
- ☐ 15) Mind Shout II *
- ☐ 16) Shock D
- ☐ 17) Paralyze V
- ☐ 18) Jolts X
- ☐ 19) Mind Shout III *
- ☐ 20) Shock E
- ☐ 25) Great Shout *
- ☐ 30) Mind Shout True *
- ☐ 50) Shout True *

MIND CONTROL

- ☐ 1) Question
- ☐ 2) Sleep
- ☐ 3) Charm Kind
- ☐ 4) Calm
- ☐ 5) Confusion
- ☐ 6) Fear
- ☐ 7) Suggestion
- ☐ 8) Hold Kind
- ☐ 9) Emotions
- ☐ 10) Master of Kind
- ☐ 11) Coma
- ☐ 12) True Charm
- ☐ 13)
- ☐ 14) Hold True
- ☐ 15) Geas
- ☐ 16) Hold Kind True
- ☐ 17)
- ☐ 18) Mind Break
- ☐ 19)
- ☐ 20) True Sleep
- ☐ 25) True Geas
- ☐ 30) Mind Control True
- ☐ 50) Mind Mast

MIND MERGE

- ☐ 1) Empathy
- ☐ 2) Read Emotions
- ☐ 3) Merge w/ Mentalist
- ☐ 4) Focus Merge
- ☐ 5) Thoughts
- ☐ 6) Mind Merge I
- ☐ 7) Prepare Merge
- ☐ 8) Mind Merge II
- ☐ 9)
- ☐ 10) Inner Thoughts
- ☐ 11) Ready Merge *
- ☐ 12)
- ☐ 13) Mind Switch
- ☐ 14)
- ☐ 15) Mind Scan
- ☐ 16)
- ☐ 17)
- ☐ 18) Mind Merge True
- ☐ 19)
- ☐ 20) Mind Probe
- ☐ 25) Mind Switch True
- ☐ 30) Thought Steal
- ☐ 50) Ready Merge True *

MIND SPEECH

- ☐ 1) Mentalist Tongue *
- ☐ 2) Prepare Mind I
- ☐ 3) Mind Tongue I *
- ☐ 4) Focus Mind
- ☐ 5) Prepare Mind II
- ☐ 6) Mind Tongue II *
- ☐ 7)
- ☐ 8) Prepare Mind III
- ☐ 9) Mind Speech I *
- ☐ 10) Mind Tongue III *
- ☐ 11) Prepare Mind IV
- ☐ 12) Mind Speech II *
- ☐ 13) Friend Speech *
- ☐ 14) Prepare Mind V
- ☐ 15) Mind Speech III *
- ☐ 16) Waiting Tongue *
- ☐ 17) Prepare Mind True
- ☐ 18) Mind Tongue IV *
- ☐ 19) Friend Speech True *
- ☐ 20) Mind Speech True *
- ☐ 25) Mind Tongue True *
- ☐ 30) Waiting Speech *
- ☐ 50) Far Mind Speech *

PRESENCE

- ☐ 1) Presence *
- ☐ 2) Feel I *
- ☐ 3) Mind Store *
- ☐ 4) Transfer Mind Store
- ☐ 5) Feel III *
- ☐ 6) Mind Typing *
- ☐ 7) Finding I
- ☐ 8) Direction I
- ☐ 9) Presence True *
- ☐ 10) Awareness *
- ☐ 11) Direction II
- ☐ 12) Long Feel *
- ☐ 13) Feel V *
- ☐ 14) Mass Feel *
- ☐ 15) Mind Typing True *
- ☐ 16)
- ☐ 17)
- ☐ 18) Finding II
- ☐ 19) Feel X *
- ☐ 20) Awareness True *
- ☐ 25) Finding III
- ☐ 30) Direction True
- ☐ 50) Finding True

SENSE CONTROL

- ☐ 1) Distraction
- ☐ 2) Numbing
- ☐ 3) Blur Vision
- ☐ 4) Minor Sense Control
- ☐ 5) Audio Attack
- ☐ 6) Audio Control
- ☐ 7) Fumble
- ☐ 8) Vision Control
- ☐ 9) Vision Attack
- ☐ 10) Nerve Stun
- ☐ 11) Hallucination
- ☐ 12) Taunting Hallucination
- ☐ 13) Sense Control II
- ☐ 14)
- ☐ 15) Sensory Overload
- ☐ 16) Sense Control III
- ☐ 17)
- ☐ 18) Sense Control IV
- ☐ 19) Sensory Deprivation
- ☐ 20) Sense Control V
- ☐ 25) Long Control
- ☐ 30) Sense Control True
- ☐ 50) Private World



MENTALISM ALCHEMIST BASE LISTS



INORGANIC SKILLS	LIQUID/GAS SKILLS	OTHER REALM IMBEDDING	OWN REALM IMBEDDING
☐ 1) Work Stone ☐ 2) Work Base Metals ☐ 3) Work Base Alloys ☐ 4) Work Hard Iron ☐ 5) Work Low Steel ☐ 6) Make Alloys ☐ 7) Work High Steel ☐ 8) Make Steel ☐ 9) ☐ 10) Work White Alloy ☐ 11) Work Gemstone ☐ 12) ☐ 13) Work Black Alloy ☐ 14) ☐ 15) Work Mithril ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Work Laen ☐ 25) Work Eog ☐ 30) ☐ 50) Make/Work	☐ 1) Work Liquid ☐ 2) ☐ 3) Potion I ☐ 4) Minor Poisons ☐ 5) Work Gas ☐ 6) Potion II ☐ 7) ☐ 8) ☐ 9) Potion III ☐ 10) Major Poison ☐ 11) Work Magical Liquid ☐ 12) Potion IV ☐ 13) Gaseous Potion ☐ 14) ☐ 15) Potion V ☐ 16) ☐ 17) Work Magical Gas ☐ 18) ☐ 19) ☐ 20) Potion VII ☐ 25) Multiple Doses ☐ 30) Poison True ☐ 50) Lord Potion	☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) ☐ 5) Charge Wand ☐ 6) Imbed II ☐ 7) Daily I ☐ 8) ☐ 9) Imbed III ☐ 10) Charge Rod ☐ 11) Daily III ☐ 12) Imbed IV ☐ 13) ☐ 14) Imbed V ☐ 15) Daily V ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Charge Staff ☐ 25) Imbed X ☐ 30) Daily X ☐ 50) Constant	☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) Charge Wand ☐ 5) Imbed II ☐ 6) Daily I ☐ 7) Imbed III ☐ 8) Charge Rod ☐ 9) Imbed IV ☐ 10) Daily III ☐ 11) Imbed V ☐ 12) Charge Staff ☐ 13) Imbed VI ☐ 14) Daily V ☐ 15) Imbed VII ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Imbed X ☐ 25) Daily X ☐ 30) Constant ☐ 50) Imbed True
ATTACK MASTERY	DEFENSE MASTERY	EXTERNAL CONCENTRATION	MEDITATIVE HEALING
☐ 1) ☐ 2) Well Aimed Attack I ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Open Ambush I ☐ 6) Targeting I ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Well Aimed Attack II ☐ 10) Targeting II ☐ 11) Open Ambush II ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) Lightning Reactions * ☐ 15) Well Aimed Attack III ☐ 16) ☐ 17) High Intelligence ☐ 18) Slaying Attack ☐ 19) ☐ 20) Well Aimed Attack True ☐ 25) Weapon IV ☐ 30) Very High Intelligence ☐ 50) Weapon V	☐ 1) ☐ 2) Turn Attack * ☐ 3) Unpain I * ☐ 4) Deflect I * ☐ 5) Armor I ☐ 6) Bladeturn I * ☐ 7) Aim Untrue * ☐ 8) ☐ 9) Armor II ☐ 10) Unpain II * ☐ 11) Deflect II * ☐ 12) Spell Deflect I * ☐ 13) ☐ 14) Armor III ☐ 15) Bladeturn II * ☐ 16) Deflect III * ☐ 17) Spell Deflect II * ☐ 18) ☐ 19) ☐ 20) Bladeturn III * ☐ 25) Spell Deflect III * ☐ 30) Armor IV ☐ 50) Deflect True	☐ 1) Work Cloth ☐ 2) Work Leather ☐ 3) Work Wood ☐ 4) Temperature Change ☐ 5) Work Organic ☐ 6) Cracks Call ☐ 7) Make Wand ☐ 8) ☐ 9) Woodfires ☐ 10) Make Rod ☐ 11) Stone/Earth/Mud ☐ 12) Shatter ☐ 13) ☐ 14) Mold Solid ☐ 15) Make Staff ☐ 16) Break Shield ☐ 17) Work Magic Cloth ☐ 18) Work Magic Leather ☐ 19) Work Magic Wood ☐ 20) Work Organic True ☐ 25) Unstone ☐ 30) Unmetal ☐ 50) Transmutation	☐ 1) Flow Stoppage I ☐ 2) Clotting I ☐ 3) Stun Relief I * ☐ 4) Pain Relief I ☐ 5) Cut Repair I ☐ 6) Fracture Repair ☐ 7) Muscle/Tendon Repair ☐ 8) Clotting III ☐ 9) Stun Relief III * ☐ 10) Resist Poison ☐ 11) Pain Relief III ☐ 12) Vein/Artery Repair ☐ 13) Cut Repair III ☐ 14) Fracture Repair True ☐ 15) Muscle/Tendon Repair True ☐ 16) Minor Nerve Repair ☐ 17) Eye/Ear Repair ☐ 18) Touch Joining ☐ 19) Neutralize Disease ☐ 20) Neutralize Poison ☐ 25) Clotting True ☐ 30) Neutralize Pois./Dis. True ☐ 50) Renewal True
UNDERSTANDING MASTERY			
☐ 1) ☐ 2) Recall ☐ 3) Learn Language II ☐ 4) Language Lore ☐ 5) Learn Language III ☐ 6) General I ☐ 7) ☐ 8) Study III ☐ 9) Passage Origin ☐ 10) General II ☐ 11) Learn Language IV ☐ 12) Study V ☐ 13) ☐ 14) Study X ☐ 15) General III ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Study True ☐ 25) Learn Language V ☐ 30) General IV ☐ 50) Learn Language True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

MYSTIC BASE LISTS

CONFUSING WAYS	
☐ 1) Distraction	
☐ 2) Confusion	
☐ 3) Blur Vision	
☐ 4) Fear	
☐ 5) Stumble	
☐ 6) Fumble	
☐ 7) Hallucination	
☐ 8) Spin	
☐ 9) Weapon Alteration	
☐ 10) Mirages	
☐ 11) Blinding	
☐ 12) Shifting	
☐ 13) Mass Distraction	
☐ 14) Word of Fear *	
☐ 15) Amnesia	
☐ 16) Shout of Confusion *	
☐ 17) Long Bewilderment	
☐ 18) Shout of Fear *	
☐ 19)	
☐ 20) Lord Bewilderment	
☐ 25) Amnesia True	
☐ 30) Parallel Reality	
☐ 50) Bewilderment True	

GAS ALTERATION

☐ 1) Condensation	
☐ 2) Airwall	
☐ 3) Fog II	
☐ 4) Vacuum A	
☐ 5) Air Stop I	
☐ 6) Fog X	
☐ 7) Airwall True	
☐ 8) Fire Bolt I	
☐ 9) Vacuum B	
☐ 10) Airstop V	
☐ 11) Fog XXX	
☐ 12) Gas-Air	
☐ 13) Vacuum C	
☐ 14) Oxygenation	
☐ 15) Whirling Winds	
☐ 16) Firebolt III	
☐ 17) Vacuum D	
☐ 18)	
☐ 19) Reverse Winds	
☐ 20) Fog True	
☐ 25) Vacuum E	
☐ 30) Cloud Shaping	
☐ 50) Transmutation	

HIDING

☐ 1) Blur *	
☐ 2) Unseen I	
☐ 3) Shadow	
☐ 4) Silence	
☐ 5) Invisibility I	
☐ 6) Invisibility II	
☐ 7) Screens	
☐ 8) Displacement I	
☐ 9) No Sense	
☐ 10) Shadow Mystic	
☐ 11) Invisibility Sphere I	
☐ 12) Displacement II	
☐ 13) Flattening	
☐ 14) Merging	
☐ 15) Unpresence	
☐ 16) Displacement III	
☐ 17) Passing	
☐ 18)	
☐ 19) Great Merge	
☐ 20) Displacement IV	
☐ 25) Nondetect	
☐ 30) Displacement V	
☐ 50) Hiding True	

LIQUID ALTERATION

☐ 1) Boil/Freeze Water	
☐ 2) Clear/Desalinate Water	
☐ 3) Evaporate Water	
☐ 4) Waterwall	
☐ 5) Water Bolt I	
☐ 6) Water Corridor I	
☐ 7) Call Rain	
☐ 8) Calm Water	
☐ 9) Wave	
☐ 10) Waterwall True	
☐ 11) Water Corridor III	
☐ 12) Liquid-Water	
☐ 13) Whirlpool	
☐ 14) Water Tunnel	
☐ 15) Calm Water True	
☐ 16) Command Current	
☐ 17) Water Bubble	
☐ 18) Water Bolt III	
☐ 19)	
☐ 20) Water Corr. True	
☐ 25) Water Tunnel True	
☐ 30) Stream Diversion	
☐ 50) Transmutation	

MYSTICAL CHANGE

☐ 1) Study Form	
☐ 2) Face Shifting True	
☐ 3) Change to Kind	
☐ 4) Misfeel Kind *	
☐ 5) Enlarge	
☐ 6) Shrink	
☐ 7) Misfeel Calling *	
☐ 8) Changing Lungs	
☐ 9) Change	
☐ 10) Mystical Tongue	
☐ 11) Misfeel Power *	
☐ 12) Impersonation Change	
☐ 13) Unpresence	
☐ 14) Misfeel	
☐ 15) Changing	
☐ 16) Great Change to Kind	
☐ 17)	
☐ 18) Great Change	
☐ 19) Misfeel True	
☐ 20) Great Imper. Change	
☐ 25) Imper. Change True	
☐ 30) Holy Presence	
☐ 50) Submerge Self	

SOLID ALTERATION

☐ 1) Warm Solid	
☐ 2) Heat Solid I	
☐ 3) Cool Solid	
☐ 4) Cracks Call	
☐ 5) Door	
☐ 6) Woodfires	
☐ 7)	
☐ 8) Heat Solid II	
☐ 9) Chill Solid	
☐ 10) Wall of Ice	
☐ 11) Solid Door I	
☐ 12) Stone/Earth/Mud	
☐ 13) Shatter	
☐ 14) Solid Door II	
☐ 15) Mold Solid	
☐ 16) Break Solid	
☐ 17) Unstone	
☐ 18)	
☐ 19) Unmetal	
☐ 20) Solid Tunnel	
☐ 25) Solid Door True	
☐ 30) Solid Tunnel True	
☐ 50) Transmutation	

ZEN MONK BASE LISTS

BODY CONTROL

☐ 1) Balance	
☐ 2) Contractions	
☐ 3) Concentration II *	
☐ 4) Unpain I *	
☐ 5) Face Shifting	
☐ 6) Harden Body III	
☐ 7) Concentration III *	
☐ 8) Strength II *	
☐ 9) Unpain II *	
☐ 10) Body Shifting	
☐ 11) Concentration IV *	
☐ 12) Strength III *	
☐ 13) Harden Body IV	
☐ 14) Passing	
☐ 15) Unpain III *	
☐ 16) Concentration V *	
☐ 17) Zen Sleep	
☐ 18) Unpain IV *	
☐ 19)	
☐ 20) Inner Reserves	
☐ 25) Passing True	
☐ 30) Strength IV *	
☐ 50) Unpain True *	

BODY RENEWAL

☐ 1) Flow Stoppage I *	
☐ 2) Clotting I *	
☐ 3) Stun Relief I *	
☐ 4) Pain Relief I *	
☐ 5) Cut Repair I	
☐ 6) Fracture Repair	
☐ 7) Mus./Tend. Repair	
☐ 8) Clotting III *	
☐ 9) Stun Relief III *	
☐ 10) Resist Poison *	
☐ 11) Pain Relief II *	
☐ 12) Vein/Artery Repair	
☐ 13) Cut Repair III	
☐ 14) Fracture Repair True	
☐ 15) Mus./Tend. Rep. True	
☐ 16) Minor Nerve Repair	
☐ 17) Eye/Ear Repair	
☐ 18) Self Joining *	
☐ 19) Neutralize Disease *	
☐ 20) Neutralize Poison *	
☐ 25) Clotting True *	
☐ 30) Neut. Pois./Dis. True *	
☐ 50) Renewal True	

EVASIONS

☐ 1) Swing I *	
☐ 2) Speed I *	
☐ 3) Dodging I *	
☐ 4) Swing III *	
☐ 5) Flip I *	
☐ 6) Haste I *	
☐ 7) Speed III *	
☐ 8) Dodging III *	
☐ 9) Swing V *	
☐ 10) Speed V *	
☐ 11) Flip III *	
☐ 12) Haste III *	
☐ 13) Dodging IV *	
☐ 14)	
☐ 15) Speed VII *	
☐ 16) Haste IV *	
☐ 17) Great Flip *	
☐ 18) Dodging V *	
☐ 19) Speed X *	
☐ 20) Haste V *	
☐ 25) Dodging True *	
☐ 30) Haste X *	
☐ 50) Monk's Move True	

MIND'S SHADOW

☐ 1) Minor Presence	
☐ 2) Empathy	
☐ 3) Focus Chi II *	
☐ 4) Major Presence	
☐ 5) Cloaking I	
☐ 6) Read Emotions	
☐ 7) Suggestion	
☐ 8) Cloaking III	
☐ 9) Focus Chi IV *	
☐ 10) Cloaking Sphere I	
☐ 11) Cloaking V	
☐ 12) Thoughts	
☐ 13) Leaving I	
☐ 14) Cloaking X	
☐ 15) Unpresence	
☐ 16) Cloaking Sphere II	
☐ 17) Focus Chi VI *	
☐ 18) Cloaking XX	
☐ 19) Leaving III	
☐ 20) Psychic Voice *	
☐ 25) Cloaking Sphere III	
☐ 30) Focus Chi True *	
☐ 50) Zen Enlightenment	

ZEN AWARENESS

☐ 1) Sly Ears *	
☐ 2) Meditation Trance	
☐ 3) Sidevision	
☐ 4) Inner Perception III	
☐ 5) Intuitions I	
☐ 6) Detect Illusion	
☐ 7) Sense Hostility	
☐ 8) Touch *	
☐ 9) Recall	
☐ 10) Inner Perception V	
☐ 11) Intuitions II	
☐ 12) Awake *	
☐ 13) Sense Hostility True	
☐ 14) Disillusion	
☐ 15) Inner Perception VII	
☐ 16) Detect Illusion True	
☐ 17) Intuitions V	
☐ 18) Disillusion True	
☐ 19) Meditative Sleep	
☐ 20) Inner Perception True	
☐ 25) Intuitions True	
☐ 30) Total Recall	
☐ 50) Awareness True	

ZEN FOCUS

☐ 1) Body Weaponry I	
☐ 2) Nerve Strike I *	
☐ 3) Quick Strike III *	
☐ 4) Crushing Blow I	
☐ 5) Stunning Strike *	
☐ 6) Nerve Strike II *	
☐ 7) Quick Strike V *	
☐ 8) Body Weaponry II	
☐ 9) Shadow Strike *	
☐ 10) Stunning Strike True *	
☐ 11) Crushing Blow II	
☐ 12) Nerve Strike III *	
☐ 13) Body Weaponry III	
☐ 14) Paralysis Strike *	
☐ 15) Distance Strike	
☐ 16) Crushing Blow III	
☐ 17) Find Weakness	
☐ 18) Nerve Strike V *	
☐ 19) Body WEAPONRY IV	
☐ 20) Paralysis Strike True *	
☐ 25) Body Weaponry True	
☐ 30) Slaying Strike	
☐ 50) Distance Strike True	

EVIL MENTALISM BASE LISTS

MIND DEATH

- ☐ 1) Mental Block I
- ☐ 2) Forget I
- ☐ 3) Mind Blank I
- ☐ 4) Forget X
- ☐ 6) Mental Block II
- ☐ 7) Mind Blank III
- ☐ 8) Lord Forget
- ☐ 9) Mind Death I
- ☐ 10) Lost Experience I
- ☐ 12) Mental Block True
- ☐ 13) Mind Blank V
- ☐ 14) Forget True
- ☐ 15) Mind Death II
- ☐ 16) Mind Death III
- ☐ 18) Mind Blank X
- ☐ 19) Lost Experience II
- ☐ 20) Mind Death V
- ☐ 25) Lost Experience III
- ☐ 30) Mind Death X
- ☐ 50) Mind Blank True

MIND DISEASE

- ☐ 1) Insomnia
- ☐ 2) Neurosis
- ☐ 3) Guilt
- ☐ 4) Paranoia
- ☐ 5) Panic
- ☐ 6) Phobia
- ☐ 7) Hallucinate
- ☐ 8) Schizophrenia
- ☐ 9) Psychosis
- ☐ 10) Catatonia
- ☐ 11) Insomnia True
- ☐ 12) Neurosis True
- ☐ 13) Guilt True
- ☐ 14) Greater Paranoia
- ☐ 16) Paranoia True
- ☐ 17) Hallucinate True
- ☐ 18) Psychosis True
- ☐ 19) Schizophrenia True
- ☐ 20) MPD
- ☐ 25) Catatonia True
- ☐ 30) Mind Disease True
- ☐ 50) Mind Disease True

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MIND DOMINATION

- ☐ 1) Mind Distraction
- ☐ 2) Mind Lock
- ☐ 3) Mind Invasion
- ☐ 4) Demonic Possession I
- ☐ 6) Transferral
- ☐ 7) Domination
- ☐ 9) Demonic Possession II
- ☐ 10) Mind Slave
- ☐ 12) Banishment
- ☐ 13) Demonic Possession III
- ☐ 16) Waiting Domination
- ☐ 17) Waiting Domin. True
- ☐ 18) Demonic Possession IV
- ☐ 19) Mind Slave True
- ☐ 20) Demonic Possession V
- ☐ 25) Transferral True
- ☐ 30) Banishment True
- ☐ 50) Banishment True

MIND EROSION

- ☐ 1) Dull Mind I
- ☐ 2) Dazed
- ☐ 3) Power Leak I
- ☐ 4) Dull Mind II
- ☐ 5) Mind Erosion I
- ☐ 6) Power Leak II
- ☐ 7) Dull Mind III
- ☐ 8) Power Leak III
- ☐ 9) Dull Mind IV
- ☐ 10) Mind Erosion II
- ☐ 11) Power Leak IV
- ☐ 12) Dull Mind V
- ☐ 13) Power Leak V
- ☐ 14) Dull Mind VI
- ☐ 15) Mind Erosion III
- ☐ 16) Power Leak VI
- ☐ 17) Mind Erosion IV
- ☐ 18) Power Leak VII
- ☐ 19) Dull Mind VIII
- ☐ 20) Dull Mind X
- ☐ 25) Mind Erosion V
- ☐ 30) Mind Erosion True
- ☐ 50) Mind Erosion True

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MIND ILLUSIONS

- ☐ 1) Jumbled Text
- ☐ 2) Hypochondria
- ☐ 3) False Sense I
- ☐ 4) Misleading I
- ☐ 5) Lesser Phantom
- ☐ 6) Waking Dream I
- ☐ 7) Mistaken Identity I
- ☐ 8) Misleading III
- ☐ 9) False Sense II
- ☐ 10) Minor Phantom
- ☐ 11) Waking Dream II
- ☐ 12) Misleading V
- ☐ 13) False Sense III
- ☐ 14) Mistaken Identity II
- ☐ 15) Greater Phantom
- ☐ 16) False Sense IV
- ☐ 17) Misleading VII
- ☐ 18) Waking Dream III
- ☐ 19) False Sense V
- ☐ 20) Phantom True
- ☐ 25) Misleading True
- ☐ 30) Mistaken Identity True
- ☐ 50) Waking Dream True

MIND SUBVERSION

- ☐ 1) Suspicion
- ☐ 2) Trait Subversion I
- ☐ 3) Lying
- ☐ 4) Trait Subversion II
- ☐ 5) Cheating
- ☐ 6) Vandal
- ☐ 7) Stealing
- ☐ 8) Trait Subversion III
- ☐ 9) Pyromania
- ☐ 10) Aggravated Theft
- ☐ 11) Trait Subversion V
- ☐ 12) Random Trait Subv. I
- ☐ 13) Assault
- ☐ 14) Arson
- ☐ 15) Trait Subversion VII
- ☐ 16) Random Trait Subv. II
- ☐ 17) Maim
- ☐ 18) Trait Subversion X
- ☐ 19) Random Trait Subv. III
- ☐ 20) Homicide
- ☐ 25) Assassination
- ☐ 30) Trait Subversion True
- ☐ 50) Suicide

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OPEN ARCANES LISTS



ARCANE BARRIERS	ARCANE FORCES	ARCANE SENSES	ARCANE SHIELD
☐ 1) Lightwall ☐ 2) Airwall ☐ 3) Lightwall II ☐ 4) Waterwall ☐ 5) Woodwall ☐ 6) Earthwall ☐ 7) Ice Wall ☐ 8) Airwall True ☐ 9) Barrier Pit ☐ 10) Stonewall ☐ 11) Waterwall True ☐ 12) Woodwall True ☐ 13) Earthwall True ☐ 14) Ice Wall II ☐ 15) Stonewall True ☐ 16) Meld Walls ☐ 17) Groundwall ☐ 18) Curved Wall ☐ 19) Blend Walls ☐ 20) Construction ☐ 25) Groundwall True ☐ 30) Wall of Force ☐ 50) Wall of Force True	☐ 1) Staying I ☐ 2) Telekenisis I ☐ 3) Levitation I ☐ 4) Staying III ☐ 5) Flying I ☐ 6) Telekenesis III ☐ 7) Levitation X ☐ 8) Flying III ☐ 9) Aiming ☐ 10) Reduce Gravity ☐ 11) Hurling II ☐ 12) Flying True ☐ 13) ☐ 14) Telekinesis True ☐ 15) Staying True ☐ 16) Increase Gravity ☐ 17) Mass Aiming ☐ 18) Hurling IV ☐ 19) Rapid Gravity Change ☐ 20) Mass Flying ☐ 25) Magnetize ☐ 30) Aiming True ☐ 50) Critical Mass	☐ 1) Sly Ears ☐ 2) Nightvision ☐ 3) Quiet Step ☐ 4) Scent ☐ 5) Watervision ☐ 6) Touch ☐ 7) Sharp Eyes ☐ 8) Darkvision ☐ 9) Scent True ☐ 10) Lightvision ☐ 11) Vibration Sense ☐ 12) ☐ 13) Changing Lungs ☐ 14) ☐ 15) Nightvision True ☐ 16) ☐ 17) Disillusion True ☐ 18) Skin Resilience ☐ 19) ☐ 20) Stop Poison * ☐ 25) Sensory True ☐ 30) Sensory Merge ☐ 50) Arcane Sense	☐ 1) Shielding * ☐ 2) Repel ☐ 3) Shield ☐ 4) Enchanted Defense ☐ 5) Deflections I * ☐ 6) Bladeturn I * ☐ 7) Greater Deflections ☐ 8) Deflections II * ☐ 9) Aim Untrue I * ☐ 10) Bladeturn II * ☐ 11) Greater Bladeturn ☐ 12) Spell Deflect I * ☐ 13) Aim Untrue II * ☐ 14) Mass Deflections * ☐ 15) Re-Aiming * ☐ 16) Spell Deflect II * ☐ 17) Mass Bladeturn * ☐ 18) Mass Aim Untrue * ☐ 19) Arcane Armor ☐ 20) Greater Spell Deflect ☐ 25) Re-Aiming True * ☐ 30) Deflect True * ☐ 50) Arcane Armor True
ARCANE SIGNS	DETECTION LAW	POWER MANIPULATION	REALM LAW
☐ 1) Analyze Sign ☐ 2) Unsign I ☐ 3) Bypass Sign ☐ 4) Sign I ☐ 5) Sign of Hesitation ☐ 6) Sign III ☐ 7) Sign of Confusion ☐ 8) Unsign III ☐ 9) Sign of Shock ☐ 10) Sign V ☐ 11) Sign of Fear ☐ 12) Unsign V ☐ 13) Sign of Sleep ☐ 14) Sign VIII ☐ 15) Sign of Blinding ☐ 16) Unsign X ☐ 17) Sign of Paralysis ☐ 18) Sign X ☐ 19) Mass Sign ☐ 20) Unsign True ☐ 25) Sign of Death ☐ 30) Sign True ☐ 50) Mass Unsign	☐ 1) Lesser Analysis ☐ 2) Detect Magic ☐ 3) Presence ☐ 4) Detect Life ☐ 5) Detect Invisible ☐ 6) Detect Traps ☐ 7) Death's Tale ☐ 8) Detect Illusion ☐ 9) Perceive Power I ☐ 10) Power Typing ☐ 11) Location ☐ 12) Intuitions ☐ 13) Greater Analysis ☐ 14) Perceive Power III ☐ 15) Detect Spell ☐ 16) ☐ 17) Greater Location ☐ 18) Detect True ☐ 19) Perceive Power True ☐ 20) Life Analysis ☐ 25) Intuitions True ☐ 30) Location True ☐ 50) Omniscience	☐ 1) Sense Power I ☐ 2) ☐ 3) Assess Source ☐ 4) Channels I * ☐ 5) Power Storage I ☐ 6) Tap Source I ☐ 7) Channels III * ☐ 8) Sense Power II ☐ 9) Power Storage II ☐ 10) Power Merge ☐ 11) Channels V * ☐ 12) Tap Source II ☐ 13) ☐ 14) Power Storage III ☐ 15) Channels VII * ☐ 16) ☐ 17) Sense Power V ☐ 18) ☐ 19) Power Storage IV ☐ 20) Channels X * ☐ 25) Tap Source V ☐ 30) Lord Channels * ☐ 50) Tap Source True	☐ 1) Detect Magic I ☐ 2) ☐ 3) ☐ 4) Cancel Spell ☐ 5) Detect Magic II ☐ 6) Detect Residual Magic ☐ 7) Study Spell ☐ 8) ☐ 9) Detect Magic III ☐ 10) Three Realms III ☐ 11) Dispel ☐ 12) Spell Wall ☐ 13) Elemental Wall ☐ 14) Block Channel ☐ 15) Unpower ☐ 16) Spell Masking I ☐ 17) Altered Resistance ☐ 18) ☐ 19) Three Realms VI ☐ 20) Spell Masking II ☐ 25) Three Realms X ☐ 30) Spell Masking True ☐ 50) Realm Master
SPELL INHIBITORS	SPELL TRIGGERS		
☐ 1) Sense Inhibition ☐ 2) ☐ 3) ☐ 4) Spell Inhibition II ☐ 5) ☐ 6) Realm Inhibition II ☐ 7) ☐ 8) Total Inhibition II ☐ 9) ☐ 10) Spell Inhibition IV ☐ 11) ☐ 12) Realm Inhibition IV ☐ 13) ☐ 14) Total Inhibition IV ☐ 15) ☐ 16) Spell Inhibition VI ☐ 17) ☐ 18) Realm Inhibition VI ☐ 19) ☐ 20) Total Inhibition VI ☐ 25) Spell Inhibition True ☐ 30) Realm Inhibition True ☐ 50) Total Inhibition True	☐ 1) Detect Trigger ☐ 2) ☐ 3) Analyze Trigger ☐ 4) ☐ 5) Trigger V ☐ 6) Sense Trigger I ☐ 7) Time Delay I ☐ 8) Enhanced Sense Trigger I ☐ 9) ☐ 10) Trigger X ☐ 11) Bypass Trigger ☐ 12) Sense Trigger II ☐ 13) ☐ 14) Time Delay II ☐ 15) Trigger XV ☐ 16) Enhanced Sense Trigger II ☐ 17) ☐ 18) Sense Trigger True ☐ 19) ☐ 20) Time Delay True ☐ 25) Enh.d Sense Trigger True ☐ 30) Lord Trigger ☐ 50) Trigger True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____



CLOSED ARCANES SPELL LISTS



ARCANE HEALING	ARCANE SUMMONS	ARCANE VISIONS	AURA LORE
☐ 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) 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) 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) 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
BLADERUNES	FIRE MANIPULATION	GARGOYLE MASTERY	LIGHT MANIPULATION
☐ 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) 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) Work Stone ☐ 2) Cleanse Stone ☐ 3) Detect Spirits ☐ 4) Instruct ☐ 5) Alarm ☐ 6) Minor Gargoyle ☐ 7) Expel Spirit I ☐ 8) Daily Imbed I ☐ 9) Mobility I ☐ 10) Modify Instruction ☐ 11) Lesser Gargoyle ☐ 12) Expel Spirit II ☐ 13) Daily Imbed II ☐ 14) Mobility II ☐ 15) Work Magic Stone ☐ 16) Cleanse Magic Stone ☐ 17) Daily Imbed V ☐ 18) Major Gargoyle ☐ 19) Expel Spirit III ☐ 20) Purpose ☐ 25) Expel Spirit IV ☐ 30) Greater Gargoyle ☐ 50) Reversion	☐ 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
NATURE MANIPULATION	POWER MASTERY	SHIFTING LAW	
☐ 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) 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) 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	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

ARCANIST BASE LISTS

MANA LAW	POWER FOCUS
☐ 1) Power Feel ☐ 2) Magelight I ☐ 3) Mana Wall ☐ 4) Mana Bolt I ☐ 5) Magelight V ☐ 6) Eldrich Weapon ☐ 7) Mana Ball I ☐ 8) Mana Bolt III ☐ 9) Mana Channel ☐ 10) Mana Ball II ☐ 11) Arcane Weapon ☐ 12) Magelight X ☐ 13) Mana Bolt V ☐ 14) Empower ☐ 15) Animate Mana ☐ 16) Mana Pool	☐ 1) Assess Source ☐ 2) Tap Source I ☐ 3) Increase Limit I * ☐ 4) Lesser Power Merge ☐ 5) Recharge Item I ☐ 6) Tap Source III ☐ 7) Increase Limit II * ☐ 8) Greater Power Merge ☐ 9) Recharge Item II ☐ 10) Increase Limit III * ☐ 11) Connect to Source ☐ 12) Tap Source VI ☐ 13) Recharge Item III ☐ 14) Increase Limit V * ☐ 15) Power Merge True ☐ 16) Recharge Item V ☐ 17) Increase Limit True * ☐ 18) Tap Source True
POWER'S MASTER	SPELL SHAPING
☐ 1) Detect Store ☐ 2) Power Storage I ☐ 3) Drain Power I ☐ 4) Power Storage III ☐ 5) Create Store I ☐ 6) Store V ☐ 7) Power Storage V ☐ 8) Drain Power ☐ 9) Create Store III ☐ 10) Store X ☐ 11) Power Storage X ☐ 12) Drain Power V ☐ 13) Create Store V ☐ 14) Lord Store ☐ 15) Drain Power True ☐ 16) Lord Power Storage ☐ 17) Store True ☐ 18) Create Store True	☐ 1) Spell Mastery I ☐ 2) Targets * ☐ 3) Spell Mastery II ☐ 4) Range I * ☐ 5) Bolt Form I ☐ 6) Radius * ☐ 7) Range II * ☐ 8) Spell Mastery III ☐ 9) Ball Form I ☐ 10) Wall Form ☐ 11) Range V * ☐ 12) Bolt Form II ☐ 13) Cloud Form ☐ 14) Ball Form II ☐ 15) Circle Form I ☐ 16) Wall Form II ☐ 17) Spell Typing ☐ 18) Circle Form II ☐ 19) Storm Form ☐ 20) Great Storm
VOID LAW	WARDS
☐ 1) Hide Power I ☐ 2) Magedark I ☐ 3) Void Bolt I ☐ 4) Hide Power II ☐ 5) Magedark V ☐ 6) Void Bolt II ☐ 7) Void Ball I ☐ 8) Unpower ☐ 9) Void Bolt III ☐ 10) Magedark X ☐ 11) Void Ball II ☐ 12) Unpower True ☐ 13) Void Bolt V ☐ 14) Long Void Ball ☐ 15) Disjunction ☐ 16) Mass Unpower ☐ 17) Great Disjunction	☐ 1) Detect Ward ☐ 2) Ward Lore ☐ 3) Protected Site ☐ 4) Spell Ward I ☐ 5) Alarm Ward I ☐ 6) Spell Ward II ☐ 7) Scrying Ward I ☐ 8) Spell Ward III ☐ 9) Alarm Ward II ☐ 10) Repulsion Ward ☐ 11) Spell Ward IV ☐ 12) Spell Ward V ☐ 13) Scrying Ward II ☐ 14) Spell Ward VII ☐ 15) Alarm Ward III ☐ 16) Exclusion Ward ☐ 17) Spell Ward X ☐ 18) Transport Ward ☐ 19) Lord Spell Ward

CHAOTIC BASE LISTS

ARCANE MOTIONS	CHAOTIC SENSES
☐ 1) Leaping * ☐ 2) Landing * ☐ 3) Leaving I ☐ 4) Fly I ☐ 5) Store Location ☐ 6) Waterwalking ☐ 7) Fly II ☐ 8) Long Door I ☐ 9) Teleport I ☐ 10) Gripping I ☐ 11) Fly III ☐ 12) Merging ☐ 13) Gripping II ☐ 14) Fly True ☐ 15) Leaving True ☐ 16) Teleport V ☐ 17) Returning * ☐ 18) Gripping III ☐ 19) Mass Fly ☐ 20) Mass Teleport ☐ 21) Gripping True ☐ 22) Teleport True	☐ 1) Numbing ☐ 2) Enhance Sense I ☐ 3) Night Vision ☐ 4) Agony ☐ 5) Sense Loss I ☐ 6) Long Sense ☐ 7) Enhance Sense II ☐ 8) Sensory Overload ☐ 9) Circular Vision ☐ 10) Long Sense II ☐ 11) Sense Loss II ☐ 12) Darkvision ☐ 13) Mass Sense Loss ☐ 14) Enhance Sense III ☐ 15) Unsense ☐ 16) Sense Loss III ☐ 17) Touch of Death ☐ 18) Sensory Deprivation ☐ 19) Alternate Reality ☐ 20) Sense Master
CHANGES	HAND OF CHAOS
☐ 1) Freeze Water ☐ 2) Heat Solid ☐ 3) Change to Kind ☐ 4) Reinforce Wood ☐ 5) Brittle ☐ 6) Reinforce Stone ☐ 7) Enlarge ☐ 8) Unbreakable ☐ 9) Changing ☐ 10) Reinforce Iron/Steel ☐ 11) Tunnel ☐ 12) Greater Enlarge ☐ 13) Melt ☐ 14) Stone/Dust ☐ 15) Boil ☐ 16) Impersonation ☐ 17) Shape Shift ☐ 18) Mass Enlarge ☐ 19) Transmute	☐ 1) Ablaze ☐ 2) Call Fog ☐ 3) Hammerhands ☐ 4) Pillar of Winds ☐ 5) Wall of Hail ☐ 6) Excavation ☐ 7) Immolation ☐ 8) Explode ☐ 9) Drowning ☐ 10) Unstone ☐ 11) Unwater ☐ 12) Fissure ☐ 13) Tornado ☐ 14) Flashfire ☐ 15) Tremors ☐ 16) Reign of Chaos



MAGEHUNTER BASE LISTS



WIZARD BASE LISTS



AMPLIFICATIONS	CONTAINING WAYS	FAITH BREAKER	MIND BREAKER
☐ 1) Memorize ☐ 2) ☐ 3) Initiative V * ☐ 4) Speed Reading ☐ 5) Haste I * ☐ 6) Toughness I * ☐ 7) Focus I * ☐ 8) Strength II * ☐ 9) Haste II * ☐ 10) Initiative X * ☐ 11) Focus II * ☐ 12) Toughness II * ☐ 13) Haste III * ☐ 14) Focus III * ☐ 15) Health * ☐ 16) ☐ 17) Haste IV * ☐ 18) ☐ 19) ☐ 20) Unpain IV * ☐ 25) Toughness III * ☐ 30) Focus True * ☐ 50) Toughness True *	☐ 1) Containment Lore ☐ 2) ☐ 3) Impair Limb ☐ 4) ☐ 5) Sound Binding ☐ 6) Binds I ☐ 7) ☐ 8) Hold Kind ☐ 9) ☐ 10) Create Cell ☐ 11) ☐ 12) Binds II ☐ 13) ☐ 14) Hold True ☐ 15) Remove Power I ☐ 16) ☐ 17) Binds III ☐ 18) ☐ 19) Create Prison ☐ 20) Holding ☐ 25) Remove Power II ☐ 30) Mass Hold ☐ 50) Greater Remove Power	☐ 1) Detect Holy/Unholy ☐ 2) ☐ 3) Plantsight ☐ 4) Faith Shell ☐ 5) Block Channel * ☐ 6) ☐ 7) Soul Poison I ☐ 8) Disfavor ☐ 9) Wipe Tracks ☐ 10) Defoliation I ☐ 11) Upower Faith ☐ 12) Cure Disease ☐ 13) ☐ 14) Defoliation III ☐ 15) Remove Curse ☐ 16) Repel Fauna ☐ 17) Soul Poison II ☐ 18) Defoliation V ☐ 19) ☐ 20) False Trail ☐ 25) Unmoving ☐ 30) Doubts ☐ 50) Faith Bane	☐ 1) Detect Unholy ☐ 2) Unmoving ☐ 3) See Invisible ☐ 4) ☐ 5) Mind Shell ☐ 6) ☐ 7) Mind Poison I ☐ 8) ☐ 9) Sever Sense ☐ 10) Noise ☐ 11) Undisguise ☐ 12) Unpower Mind ☐ 13) Mind Poison II ☐ 14) ☐ 15) Cure Mind Disease ☐ 16) Unattune ☐ 17) ☐ 18) Mind Poison III ☐ 19) ☐ 20) True Feeling ☐ 25) Mind Poison True ☐ 30) Mind Trap ☐ 50) Mind Bane
HUNTER'S CALL	POWER LORE	SPELL BANE	SPELL COORDINATION
☐ 1) Question ☐ 2) Detect Lie ☐ 3) Charm Kind ☐ 4) Question V ☐ 5) Suggestion ☐ 6) Fumble Spell I ☐ 7) Question X ☐ 8) Suggestion II ☐ 9) ☐ 10) Telepathy ☐ 11) Master of Kind ☐ 12) Lord Question ☐ 13) Fumble Spell III ☐ 14) Telepathy II ☐ 15) Forget Spell ☐ 16) Mind Scan ☐ 17) ☐ 18) Fumble Spell V ☐ 19) ☐ 20) Mind Probe ☐ 25) Mind Scan II ☐ 30) Thought Steal ☐ 50) Mind Probe True	☐ 1) Spell Signature ☐ 2) Type Spell ☐ 3) Spell Detection ☐ 4) ☐ 5) Detect Past Spell ☐ 6) ☐ 7) Spell Analysis ☐ 8) ☐ 9) Recall Spell ☐ 10) Name Spell ☐ 11) Power Analysis ☐ 12) ☐ 13) Magic Item Lore ☐ 14) ☐ 15) Past Spell Analysis ☐ 16) Spell Typing ☐ 17) ☐ 18) Analyze Curse ☐ 19) ☐ 20) Name Past Spell ☐ 25) Reveal Target ☐ 30) Power Analysis True ☐ 50) Spell History	☐ 1) Cancel ☐ 2) Delay Spell I ☐ 3) Dispel Magic ☐ 4) Fumble I ☐ 5) Distract * ☐ 6) Delay Spell II ☐ 7) Fumble II ☐ 8) Conceal Effect ☐ 9) Forget Spell ☐ 10) Failure I ☐ 11) Alter Information ☐ 12) ☐ 13) Delay Spell III ☐ 14) Failure III ☐ 15) Dispel Magic II ☐ 16) Transfigure Spell * ☐ 17) ☐ 18) Failure IV ☐ 19) Disjunction ☐ 20) Dispel True ☐ 25) Great Disjunction ☐ 30) Failure V ☐ 50) Spell Bane	☐ 1) ☐ 2) Spell Store I ☐ 3) ☐ 4) ☐ 5) Bypass Stored Spell ☐ 6) Store Other's Spell ☐ 7) ☐ 8) Reverse Spells * ☐ 9) ☐ 10) Complex Spell II ☐ 11) Spell Store II ☐ 12) ☐ 13) Contingency ☐ 14) ☐ 15) Complex Spell III ☐ 16) Multi-User Complex ☐ 17) Auto Response V ☐ 18) Spell Store III ☐ 19) Bypass All Stored ☐ 20) Complex Spell IV ☐ 25) Complex Contingency ☐ 30) Auto Response X ☐ 50) Continuous Spell
SPELL PROTECTION	SPELL TRACKER	SPELL HAND	SPELL SHIELD
☐ 1) Protect I ☐ 2) Resist Heat ☐ 3) Resist Cold ☐ 4) ☐ 5) Spellshielding I ☐ 6) Protect II ☐ 7) ☐ 8) Spell Parry I * ☐ 9) ☐ 10) Spellshielding II ☐ 11) Protect III ☐ 12) ☐ 13) Light Shield ☐ 14) Heat Shield ☐ 15) Cold Shield ☐ 16) Spell Parry II * ☐ 17) ☐ 18) Reverse Spells * ☐ 19) ☐ 20) Spell Parry III * ☐ 25) Elemental Shield ☐ 30) Reverse Spells True ☐ 50) True Protection	☐ 1) Store Spell Signal ☐ 2) ☐ 3) Sense I * ☐ 4) ☐ 5) Tracker ☐ 6) Locate Spell I ☐ 7) ☐ 8) Sense II * ☐ 9) ☐ 10) Shadow Mage I ☐ 11) ☐ 12) Locate Spell V ☐ 13) ☐ 14) Direction ☐ 15) ☐ 16) Locate Spell X ☐ 17) ☐ 18) Sense III * ☐ 19) ☐ 20) Shadow Mage III ☐ 25) Locate Spell True ☐ 30) Sense True ☐ 50) Spell Tracker	☐ 1) Extend Range I ☐ 2) Extend Duration III ☐ 3) Instant Ranging I * ☐ 4) Extend Range II ☐ 5) Increase Radius I ☐ 6) Extend Duration IV ☐ 7) Instant Ranging II * ☐ 8) ☐ 9) Extend Range III ☐ 10) Increase Radius II ☐ 11) Extend Duration IV ☐ 12) Extend Range IV ☐ 13) Increase Radius III ☐ 14) Extend Duration X ☐ 15) Extend Range V ☐ 16) Instant Ranging IV * ☐ 17) ☐ 18) Increase Radius IV ☐ 19) ☐ 20) Increase Radius V ☐ 25) Great Extension ☐ 30) Extend Range True ☐ 50) Permanent	☐ 1) Protect I ☐ 2) Resist Element ☐ 3) Protect II ☐ 4) ☐ 5) Spell Shield I ☐ 6) Element Shield I ☐ 7) Spell Shield II ☐ 8) Protect Sphere I ☐ 9) Element Shield II ☐ 10) Realm Armor I ☐ 11) ☐ 12) Element Armor I ☐ 13) Protect Sphere II ☐ 14) ☐ 15) Protect III ☐ 16) Realm Armor II ☐ 17) Element Armor I ☐ 18) ☐ 19) Protect Sphere III ☐ 20) Mass Shield ☐ 25) Mass Armor ☐ 30) Realm Resistance ☐ 50) Spell Defense

EVIL ARCANES LISTS

DARK ENTITIES

- ☐ 1) Detect Entity
- ☐ 2) Origin of Entity
- ☐ 3)
- ☐ 4) Control Entity II *
- ☐ 5) Gate I
- ☐ 6) Circle I
- ☐ 7) Seize Control I
- ☐ 8) Master Entity II *
- ☐ 9) Gate II
- ☐ 10) Seize Control II
- ☐ 11) Seize Mastery I
- ☐ 12) Circle II
- ☐ 13) Control Entity IV *
- ☐ 14) Seize Control III
- ☐ 15) Master Entity IV *
- ☐ 16) Circle III
- ☐ 17) Seize Mastery III
- ☐ 18) Control Entity V *
- ☐ 19) Master Entity V *
- ☐ 20) Seize Control V
- ☐ 25) Seize Mastery V
- ☐ 30) Gate III
- ☐ 50) Master Entity VI *

POWER LEECH

- ☐ 1)
- ☐ 2) Lose Power I
- ☐ 3)
- ☐ 4) Leak Power I
- ☐ 5) Power Drain I
- ☐ 6) Transfer Power I
- ☐ 7) Lose Power III
- ☐ 8) Leak Power II
- ☐ 9) Transfer Power II
- ☐ 10) Power Drain III
- ☐ 11) Transfer Power III
- ☐ 12) Lose Power V
- ☐ 13) Transfer Power V
- ☐ 14) Leak Power III
- ☐ 15) Power Drain V
- ☐ 16) Transfer Power V
- ☐ 17) Lose Power X
- ☐ 18) Leak Power IV
- ☐ 19) Power Drain X
- ☐ 20) Transfer Power X
- ☐ 25) Lord Power Drain
- ☐ 30) Leak Power V
- ☐ 50) Lose Power True

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POWER SUBVERSION

- ☐ 1) Seed of Corruption
- ☐ 2)
- ☐ 3) Dark Temptation
- ☐ 4)
- ☐ 5) Magical Frenzy
- ☐ 6)
- ☐ 7) Corruption III
- ☐ 8) Corrupting Influence I
- ☐ 9)
- ☐ 10) Call of Darkness
- ☐ 11) Corrupting Influence II
- ☐ 12)
- ☐ 13) Berserk Mage
- ☐ 14) Corruption V
- ☐ 15) Corrupting Influence III
- ☐ 16)
- ☐ 17) Corruption VII
- ☐ 18) Corrupting Influence IV
- ☐ 19)
- ☐ 20) Corruption X
- ☐ 25) Call of Darkness True
- ☐ 30) Corrupting Influence V
- ☐ 50) Corruption True

TERROR

- ☐ 1) Spook I
- ☐ 2)
- ☐ 3) Spook II
- ☐ 4) Fear
- ☐ 5) Spook III
- ☐ 6) Cold Spot
- ☐ 7) Look of Fear
- ☐ 8) Terror
- ☐ 9) Phobia
- ☐ 10) Word of Fear *
- ☐ 11) Fear III
- ☐ 12) Startle
- ☐ 13) Phobia II
- ☐ 14) Terror II
- ☐ 15) Shout of Fear *
- ☐ 16) Greater Paranoia
- ☐ 17)
- ☐ 18) Phobia III
- ☐ 19)
- ☐ 20) Mass Fear
- ☐ 25) Shout of Terror *
- ☐ 30) Mass Hysteria
- ☐ 50) Reign of Terror

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TRAINING PACKAGE SPELL LISTS

ARACHNEMANCY	BREWING LORE	CORPIST CASTING	CRYSTALIST CASTING
☐ 1) Spider Familiar ☐ 2) Web Movement ☐ 3) Minor Web Rope ☐ 4) Minor Web ☐ 5) Charm Spider ☐ 6) Spider Climb ☐ 7) Lesser Spider Summons ☐ 8) Major Web Rope ☐ 9) Major Web ☐ 10) Drain Poison ☐ 11) Spider Control ☐ 12) Poison Attack ☐ 13) Greater Spider Summons ☐ 14) Lesser Spider Shapechange ☐ 15) Web Rope True ☐ 16) Web True ☐ 17) Web Cocoon ☐ 18) Ceilingwalking ☐ 19) Major Spider Summons ☐ 20) Spider Plague ☐ 25) Greater Spider Shapechange ☐ 30) Spider Mastery ☐ 50) Arachnemancy	☐ 1) Identify Drug ☐ 2) Brew Alcohol ☐ 3) Identify Poison ☐ 4) Detect Poison/Intoxicant ☐ 5) Soriel's Brew ☐ 6) Devlin's Curse ☐ 7) Syleg's Relief ☐ 8) Brew Minor Poison ☐ 9) Ristead's Relief ☐ 10) Tyd's Potion ☐ 11) Brew Healing Herbs ☐ 12) Alicon's Cure ☐ 13) Brew Acid ☐ 14) Brew Major Poison ☐ 15) Jemer's Philtre ☐ 16) Magic Cauldron ☐ 17) Beaver's Brew ☐ 18) Brew Antidote ☐ 19) Brew Truth Potion ☐ 20) True Brew ☐ 25) Magic Cauldron True ☐ 30) Poison True ☐ 50) Philosopher's Elixir	☐ 1) Fauna Lore ☐ 2) Call Catalyst * ☐ 3) Enchant Corpus I ☐ 4) Perserve Organic I ☐ 5) Create Minor Focus ☐ 6) Sustain Animal ☐ 7) Enchant Corpus II ☐ 8) Animal Summons I ☐ 9) Divide Corpus II ☐ 10) Create Lesser Focus ☐ 11) Animal Sleep III ☐ 12) Enchant Corpus III ☐ 13) Befriending ☐ 14) Preserve Organic II ☐ 15) Create Greater Focus ☐ 16) Animal Summons III ☐ 17) Divide Corpus III ☐ 18) Enchant Corpus IV ☐ 19) Animal Sleep V ☐ 20) Create Major Focus ☐ 25) Enchant Corpus V ☐ 30) Call of the Wild ☐ 50) Create True Focus	☐ 1) Tap Tiny Crystal ☐ 2) Charge Tiny Crystal ☐ 3) Detect Charge ☐ 4) Common Gem Seed ☐ 5) Tap Small Crystal ☐ 6) Charge Small Crystal ☐ 7) Grow Common Seed ☐ 8) Precious Gem Seed ☐ 9) Tap Medium Crystal ☐ 10) Charge Medium Crystal ☐ 11) Create Crystal Focus ☐ 12) Grow Precious Seed ☐ 13) Tap Large Crystal ☐ 14) Charge Large Crystal ☐ 15) Precious Gem Seed ☐ 16) Tap Large Crystal ☐ 17) Charge Large Crystal ☐ 18) Grow Precious Seed ☐ 19) Rare Gem Seed ☐ 20) Tap Huge Crystal ☐ 25) Charge Huge Crystal ☐ 30) Grow Rare Seed ☐ 50) Crystal Rebirth
GLASS/CERAMIC CRAFTING	GUILDRAFT MASTERY	HEARTH MAGIC	HERBALIST CASTING
☐ 1) ☐ 2) Make/Work Ceramic ☐ 3) Make/Work Glass ☐ 4) Heat Resistance ☐ 5) ☐ 6) Color Glass ☐ 7) Anneal Glass ☐ 8) Glaze ☐ 9) Grind Glass ☐ 10) Polish Glass ☐ 11) Etch ☐ 12) ☐ 13) Gather Glass ☐ 14) Glass Furnace ☐ 15) Plane Glass ☐ 16) ☐ 17) Purify Glass ☐ 18) Harden Glass ☐ 19) ☐ 20) Fuse ☐ 25) Repair Glass ☐ 30) Mass Production ☐ 50) Glass/Ceramic Mastery	☐ 1) Book Analysis ☐ 2) Detect Copy ☐ 3) Dictate ☐ 4) Clean ☐ 5) Repel Small Vermin ☐ 6) Locate Copy I ☐ 7) Repel Filth ☐ 8) Lesser Seal ☐ 9) Sterilize ☐ 10) Key Book ☐ 11) Book Ward III ☐ 12) Locate Copy II ☐ 13) Preserve Book ☐ 14) Greater Seal ☐ 15) Book Ward V ☐ 16) Repel Large Vermin ☐ 17) Locate Copy III ☐ 18) Revitalize Manuscript ☐ 19) Spell Lore ☐ 20) Mass Clean ☐ 25) Book Ward X ☐ 30) Exterminate ☐ 50) Spell Book	☐ 1) Food Preparation ☐ 2) Flame Starter ☐ 3) Food Preservation ☐ 4) Food Dehydration I ☐ 5) Condensation I ☐ 6) Sustenance Purification ☐ 7) Heat/Cook ☐ 8) Season ☐ 9) Chill/Ice/Freeze ☐ 10) Create Setting ☐ 11) Food Dehydration III ☐ 12) Cookery ☐ 13) Condensation III ☐ 14) Forage ☐ 15) Age ☐ 16) Detect Poison ☐ 17) Sustenance Purification True ☐ 18) Food Dehydration V ☐ 19) Condensation V ☐ 20) True Cookery ☐ 25) Forage True ☐ 30) Banquet ☐ 50) Hearth Mastery	☐ 1) Flora Lore ☐ 2) Call Catalyst * ☐ 3) Enchant Herb I ☐ 4) Plant Stasis I ☐ 5) Create Minor Focus ☐ 6) Optimum Conditions ☐ 7) Enchant Herb II ☐ 8) Locate Herb ☐ 9) Divide Herb II ☐ 10) Create Lesser Focus ☐ 11) Plant Restore ☐ 12) Enchant Herb III ☐ 13) Protect Plant ☐ 14) Plant Stasis II ☐ 15) Create Greater Focus ☐ 16) Speed Growth II ☐ 17) Divide Herb III ☐ 18) Enchant Herb IV ☐ 19) Tree Restore ☐ 20) Create Major Focus ☐ 25) Enchant Herb V ☐ 30) Protect Plant True ☐ 50) Create True Focus
ITEM ENHANCEMENTS	MAGICAL ROPES	MENDING WAYS	
☐ 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) Magical Rope I ☐ 2) Personal Rope ☐ 3) Mystical Bond I ☐ 4) Magical Rope II ☐ 5) Carpet Flying I ☐ 6) Multiple Ropes II ☐ 7) ☐ 8) Magical Rope III ☐ 9) Carpet Flying II ☐ 10) Mystical Bond II ☐ 11) Rigidity ☐ 12) Multiple Ropes III ☐ 13) Flying Carpet ☐ 14) Magical Rope IV ☐ 15) Carpet Flying III ☐ 16) ☐ 17) Multiple Ropes V ☐ 18) ☐ 19) Carpet Flying IV ☐ 20) Flying Carpet True ☐ 25) Carpet Flying True ☐ 30) Multiple Ropes True ☐ 50) Rope Mastery	☐ 1) Mend String ☐ 2) Mend Parchment ☐ 3) Mend Rope ☐ 4) Mend Cloth ☐ 5) Mend Leather ☐ 6) Mend Wood ☐ 7) Mend Earth & Ceramics ☐ 8) Mend Horn/Bone/Antler ☐ 9) Mend Base Metal ☐ 10) Mend Common Stone ☐ 11) Mend Precious Metal ☐ 12) Mend Semi-Precious Stone ☐ 13) Mend Precious Stone ☐ 14) Mend Magic Parchment ☐ 15) Mend Magic Cloth/Rope ☐ 16) Mend Magic Leather ☐ 17) Mend Magic Wood ☐ 18) Mend Magic Horn ☐ 19) Mend Magic Earth ☐ 20) Mend Magic Stone ☐ 25) Mend Magic Metals ☐ 30) Mending True ☐ 50) Mending Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

TRAINING PACKAGE SPELL LISTS

METAL CRAFTING	MIRROR MAGIC	NOMENIST CASTING	OCEAN LAW
☐ 1) Metal Analysis ☐ 2) Work Metal ☐ 3) Make Alloy ☐ 4) Heat Resistance ☐ 5) ☐ 6) Polish Metal ☐ 7) Anneal Metal ☐ 8) ☐ 9) Temper ☐ 10) Engrave ☐ 11) ☐ 12) Cut Metal ☐ 13) ☐ 14) Metal Furnace ☐ 15) Refine Ore ☐ 16) Shape Metal ☐ 17) Resist Rust ☐ 18) Weld ☐ 19) ☐ 20) Armor/ Weapon I ☐ 25) Repair Metal ☐ 30) Armor/Weapon II ☐ 50) Metal Mastery	☐ 1) Creater Mirror ☐ 2) Steal Reflection ☐ 3) Floating Mirror ☐ 4) Reflection Scry ☐ 5) Mirror Rune ☐ 6) Mirror Wall ☐ 7) Mirror Door I ☐ 8) Reflet Invisible ☐ 9) Mirror Illusion ☐ 10) Mirror Question I ☐ 11) Mirror Trance ☐ 12) Reflection Double ☐ 13) Shatter Mirrors ☐ 14) Reflect Inner Truth ☐ 15) Mirror Question II ☐ 16) Mirror Door II ☐ 17) Soul Trap ☐ 18) Spell Reflection ☐ 19) Steal Reflection True ☐ 20) Mirror Door True ☐ 25) Mirror Maze ☐ 30) Mirror Slave ☐ 50) Mirror Reality	☐ 1) Identify Language ☐ 2) Remember ☐ 3) Dictate ☐ 4) Text Analysis III ☐ 5) Spoken III ☐ 6) Translation III ☐ 7) Preserve Writing ☐ 8) Restore Text I ☐ 9) Text Analysis V ☐ 10) Spoken V ☐ 11) Translation V ☐ 12) Copy ☐ 13) Text Analysis VII ☐ 14) Spoken VII ☐ 15) Translate VII ☐ 16) Locate Text ☐ 17) Restore Text II ☐ 18) Text Analysis X ☐ 19) Spoken X ☐ 20) Translate X ☐ 25) Copy Text ☐ 30) Restore Text True ☐ 50) Locate Magical Text	☐ 1) Identify Vessel ☐ 2) Detect Weather ☐ 3) Compass ☐ 4) Location Marker ☐ 5) Sextant ☐ 6) Read Depth ☐ 7) Clean Hull ☐ 8) Purify Seawater ☐ 9) Set Sails ☐ 10) Row ☐ 11) Remove Water ☐ 12) Spyglass ☐ 13) Predict Wind ☐ 14) Clear Fog ☐ 15) Detect Shallows ☐ 16) Steer ☐ 17) Anchor ☐ 18) Locate Land ☐ 19) Fill Sails ☐ 20) Calm Sea ☐ 25) Captain ☐ 30) Home Port ☐ 50) Windless Sail
PERIMETER WARDINGS	PREDICTIONS	STONE CRAFTING	STRUCTURE WARDINGS
☐ 1) Research Caster ☐ 2) ☐ 3) Privacy Screen † ☐ 4) ☐ 5) Scrying Ward I † ☐ 6) Inner Wardings ☐ 7) Phase Ward I † ☐ 8) Gating Ward I † ☐ 9) Sentry Ward ☐ 10) Scrying Ward II † ☐ 11) Pass Ward ☐ 12) Phase Ward II † ☐ 13) Gating Ward II † ☐ 14) Field Warding † ☐ 15) Scrying Ward III † ☐ 16) Sentry Stone ☐ 17) Phase Ward III † ☐ 18) Gating Ward III † ☐ 19) Outer Warding † ☐ 20) Forbidding Ward I † ☐ 25) Perimeter Ward I † ☐ 30) Center Stone ☐ 50) Forbidding Ward True †	☐ 1) Cryptography ☐ 2) Determine Difficulty ☐ 3) ☐ 4) Educated Guess ☐ 5) Study Patterns ☐ 6) Study Person ☐ 7) Read Person I * ☐ 8) Orienteering I ☐ 9) Probable Location I ☐ 10) Locate Person I ☐ 11) Memory's Path * ☐ 12) Memorize Person ☐ 13) Read Person II * ☐ 14) Orienteering II ☐ 15) Probable Location II ☐ 16) Locate Person II ☐ 17) Find Lost ☐ 18) Verbal Truths ☐ 19) Study Prophecy ☐ 20) Revelation ☐ 25) Know Weakness * ☐ 30) Locate Person III ☐ 50) Hypothesis Mastery	☐ 1) Stone Analysis ☐ 2) ☐ 3) Work Stone ☐ 4) Evaluation ☐ 5) Grind Stone ☐ 6) ☐ 7) Polish Stone ☐ 8) Cut Stone ☐ 9) ☐ 10) Set Stone ☐ 11) Color Stone ☐ 12) Gather Stone ☐ 13) Shape Stone ☐ 14) Facet ☐ 15) Mortar ☐ 16) ☐ 17) Remove Flaw ☐ 18) Join Stone ☐ 19) ☐ 20) Hoist Stone ☐ 25) Repair Stone ☐ 30) Quarry ☐ 50) Stone Mastery	☐ 1) Research ☐ 2) Seal ☐ 3) Portal ☐ 4) ☐ 5) Preservation Ward I † ☐ 6) Resist Ward I † ☐ 7) Flame Ward I † ☐ 8) Reseal ☐ 9) Sentry Ward ☐ 10) Elemental Ward I † ☐ 11) Strength Ward I † ☐ 12) Resist Ward II † ☐ 13) Preservation Ward II † ☐ 14) ☐ 15) Conceal Ward I † ☐ 16) ☐ 17) Preservation Ward III † ☐ 18) Resist Ward III † ☐ 19) Sentry Stone ☐ 20) Strength Ward II † ☐ 25) Elemental Ward II † ☐ 30) Conceal Ward II † ☐ 50) Resist Ward Ward †
TRAVELLER'S WAYS	WOOD CRAFTING		
☐ 1) Compass ☐ 2) Signet ☐ 3) Sew/Patch ☐ 4) Repel Insects ☐ 5) Spyglass ☐ 6) Repel Filth ☐ 7) Repel Rain ☐ 8) Light I ☐ 9) Alarm ☐ 10) Hidden Pouch ☐ 11) Turn Lock ☐ 12) Signal ☐ 13) Protect Package ☐ 14) Read Weather ☐ 15) Steer ☐ 16) Carry ☐ 17) Move ☐ 18) Load ☐ 19) Diminish Weight ☐ 20) Caravan ☐ 25) Beast of Burden ☐ 30) Stasis Pack ☐ 50) Dimensional Pack	☐ 1) Wood Analysis ☐ 2) ☐ 3) Work Wood ☐ 4) Stain ☐ 5) Cut Wood ☐ 6) Finish ☐ 7) ☐ 8) Figure ☐ 9) Inlay ☐ 10) Bend Wood ☐ 11) ☐ 12) Gather Wood ☐ 13) Join Wood ☐ 14) Harden Wood ☐ 15) Waterproofing ☐ 16) ☐ 17) Shape Wood ☐ 18) Insect Proofing ☐ 19) ☐ 20) Fire Proofing ☐ 25) Repair Wood ☐ 30) Wood Production ☐ 50) Wood Mastery	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 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) _____

RACIAL SPELL LISTS

GLYPHSTONES

SCAR UNBINDING

- ☐ 1) Hurlstone I
- ☐ 2) Smitestone
- ☐ 3) Numbstone
- ☐ 4) Stone Ablaze
- ☐ 5) Breakstone
- ☐ 6) Swoonstone
- ☐ 7) Sievestone I
- ☐ 8) Falterstone
- ☐ 9) Mawstone
- ☐ 10) Hurlstone II
- ☐ 11) Hailstone
- ☐ 12) Tramplestone
- ☐ 13) Sievestone II
- ☐ 14) Froststone
- ☐ 15) Drownstone
- ☐ 16) Crushstone
- ☐ 17) Sievestone III
- ☐ 19) Stoning Stone
- ☐ 25) Slayingstone
- ☐ 30) Cripplestone
- ☐ 35) Sunderstone
- ☐ 50) Utterstone

- ☐ 1) Old Wound's Ache I
- ☐ 2) Unbinding I
- ☐ 3) Rive Scar I
- ☐ 4) Old Wound's Ache IV
- ☐ 5) Unbinding III
- ☐ 6) Rive Scar III
- ☐ 7) Unbinding V
- ☐ 8) Old Wound's Ache VIII
- ☐ 9) Rive Scar V
- ☐ 10) Unbinding VIII
- ☐ 11) Rive Scar VIII
- ☐ 12) Old Wound's Ache XV
- ☐ 13) Rive Scar X
- ☐ 14) Scarring Unbound
- ☐ 15) Old Wound's Agony

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2.11.1 AGENT (V)

This is a vocation that encompasses parts of the FBI, Secret Service, and similar agencies that use mostly investigative agents instead of undercover or combat operations. Agent training denotes a direct working style, meaning they operate and interact with citizens on an "honest" level.

Time to Acquire: 44 months

Starting Money: Normal

Special:

Currently assigned to a partner	40
Useful professional contacts	50
Useful underworld contacts	30
Choice of one firearm (+5 quality)	30
Hand gun	0

Category or Skill	# of ranks
Athletic • Endurance skill category	1
Awareness • Searching skill category	4
Lie Perception	1
Observation	1
Surveillance skill	1
choice of one skill	1
Body Development skill category	n/a
Body Development	1
Combat Maneuver skill category	n/a
choice of Quickdraw or Subdual	1
Influence skill category	2
Interrogation	2
Technical/Trade • Vocational skill category	n/a
choice of up to two skills	2 (total)
Weapon skill category (choice)	1
choice of one skill	1

Stat Gains: None

COST BY PROFESSION

Academic	34	Scientist	35
Fighter	28	Technician	31
Layman	30	Thief	26
Rogue	25	Warrior Monk	32

2.11.2 ARTIST (L)

An artist uses some form of alternate communication to express emotions or ideas to others. This person can use almost any form of art, painting, sculpture, light shows, huge umbrellas, or music as their medium. People may or may not like what the artist is doing giving the artist a license to be erratic or eccentric, socially and mentally.

Time to Acquire: 89 months

Starting Money: Normal

Special:

Close friends with an art dealer	50
Close friends with a gallery owner	40
Useful contacts in art community	30
Recent exposure in a well-known publication	20
An art studio	30
Art supplies of chosen medium (+5 quality)	0

Category or Skill	# of ranks
Artistic • Active skill category	3
choice of up to three skills	3 (total)
Artistic • Passive skill category	3
choice of up to three skills	3 (total)
Awareness • Searching skill category	1
Crafts skill category	n/a
choice of up to two skills	3 (total)
Influence skill category	2
Propaganda	1
Urban skill category	2
Contacting	1

Professional Qualifier: one skill in the Artistic group at two ranks

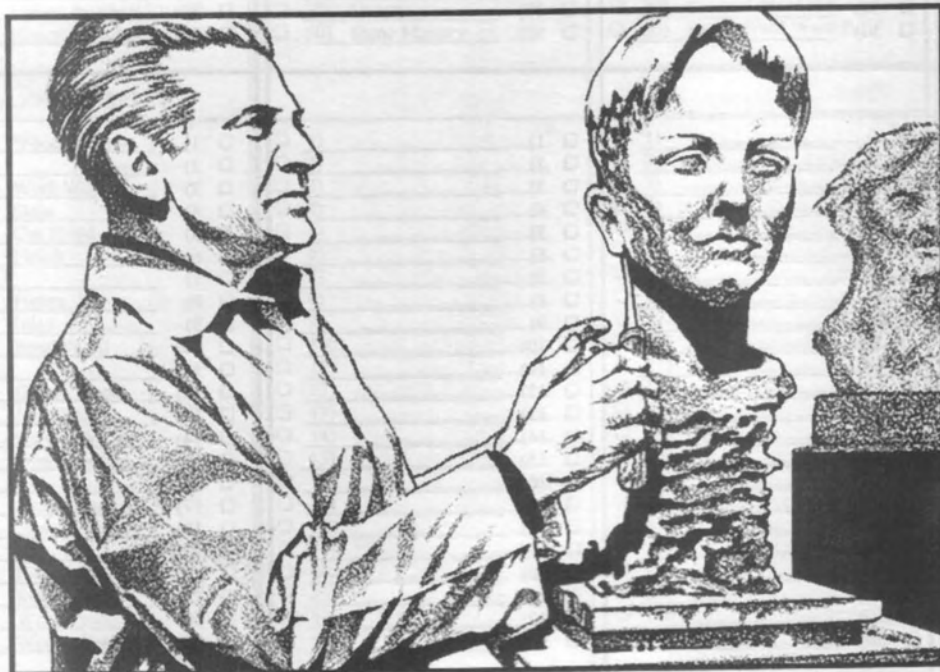
Stat Gains: Empathy and Intuition

COST BY PROFESSION

Academic	34/31	Scientist	34/31
Fighter	33/30	Technician	33/30
Layman	33/30	Thief	32/29
Rogue	32/29	Warrior Monk	34/31

The second number in the listing is the cost paid if the character meets the professional qualifier. See p.19 in *Black Ops* for more information.

These training
Packages are
presented from
Black Ops.



2.11.3 ATHLETE (L)

Athletes are devoted to the pursuit of excellence in physical prowess. This can be in any physical game or challenge. An athlete will be able to overcome the potentially arduous physical rigors of operations without much difficulty.

Time to Acquire: 61 months

Starting Money: Normal

Special:

Several medals or trophies in chosen competition	30
Close friends with another athlete	40
Useful contacts in sports world	50
Recognition in chosen competition	40
A medal or trophy in a chosen competition	0

Category or Skill	# of ranks
Athletic • Brawn skill category	3
choice of up to two skills	3 (total)
Athletic • Endurance skill category	3
choice of up to two skills	3 (total)
Athletic • Gymnastic skill category	3
choice of up to two skills	3 (total)
Body Development skill category	n/a
Body Development	2

Professional Qualifier: one skill in the Athletic group at two ranks.

Stat Gains: Constitution, Self-Discipline and choice of either Quickness or Strength

COST BY PROFESSION

Academic	40/36	Scientist	56/60
Fighter	27/24	Technician	36/32
Layman	34/31	Thief	32/29
Rogue	31/28	Warrior Monk	35/32

The second number in the listing is the cost paid if the character meets the professional qualifier. See p.19 in *Black Ops* for more information.

2.11.4 BOUNTY HUNTER (V)

Of a rarer group of people than in times past, the Bounty Hunter's job entails hunting other humans for profit. Usually the hunted are wanted criminals in courts at some level of government. While a Bounty Hunter does try to work within the law, they will sometimes operate outside the law in an effort to pursue and capture their prey.

Time to Acquire: 41 months

Starting Money: Normal

Special:

Choice of one firearm (+10)	50
Choice of one weapon (+5)	60
Useful law enforcement contacts	50
Durable vehicle	40
Reputation as a hunter	0

Category or Skill	# of ranks
Artistic • Active skill category	1
Acting	1
Awareness • Perceptions skill category	n/a
Alertness	1
Awareness • Searching skill category	4
Lie Perception	1
Observation	2
Surveillance	1
Body Development skill category	n/a
Body Development	1
Combat Maneuver skill category	n/a
Quickdraw	1
Influence skill category	2
Duping	2
Technical/Trade • Vocational skill category	n/a
Law Enforcement	1
Urban skill category	2
Streetwise	1
Weapon skill category (choice)	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Academic	38
Scientist	39
Fighter	30
Technician	34
Layman	32
Thief	28
Rogue	27
Warrior Monk	34

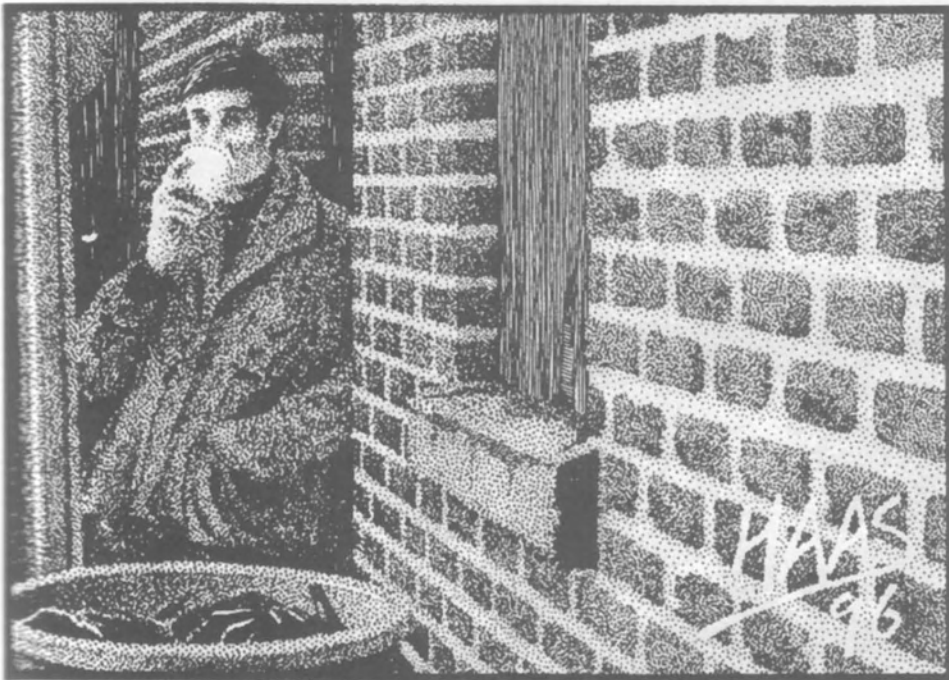
Section 2.11

Athlete (L)

Bounty
Hunter (V)

These training
Packages are
presented from
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2.11.5 CLEANER (L)

This is an individual who "cleans up" botched operations by eliminating all traces of the operation, including, sometimes, the agents themselves. Cleaners are also used on insanely risky operations, not because they are suicidal, but because they will do "anything" to complete an operation.

Note: *This package should be looked at closely by the GM before allowing a PC to enter into this dark lifestyle package. This person will not be liked by anyone and will be feared by most, because sooner or later an agent may meet this person in an official capacity, and who knows who will walk away from such an encounter?*

Time to Acquire: 92 months

Starting Money: Normal

Special:

1-Handed firearm (with illegal ammo)	50
d10 demolition charges	30
2-Handed firearm	40
Type II body armor	20
Type I body armor	0

Category or Skill	# of ranks
Awareness • Search skill category	2
Observation	1
choice of one skill	1
Body Development skill category	n/a
Body Development	3
Self-Control skill category	6
Subterfuge • Stealth skill category	3
Evidence Dispersal	3
Urban skill category	2
Mingling	2
Weapon skill category (choice)	1
choice of one skill	1

Professional Qualifier: at least a +5 total Self-Discipline bonus and a total Empathy bonus no greater than +0

Stat Gains: Self-Discipline and Strength

COST BY PROFESSION

Academic	49/44
Scientist	51/46
Fighter	35/32
Technician	38/34
Layman	37/33
Thief	32/29
Rogue	31/28
Warrior Monk	37/33

The second number in the listing is the cost paid if the character meets the professional qualifier. See p.19 in *Black Ops* for more information.

2.11.6 COMBAT MEDIC (V)

A Combat Medic provides rudimentary medical service to small combat units on the front line or in areas too far away for relatively quick medical attention. These people are trained in field medicine, survival, and tactical skills. While they are medics and under the Hippocratic oath, they must sometimes choose whether to enter combat offensively as opposed to defensively.

Time to Acquire: 35 months

Starting Money: Normal

Special:

Field medical kit (+5)	50
Useful medical contacts	40
Field promotion	30
Close friend in medical profession	40
Medical supplies	0

Category or Skill	# of ranks
Athletic • Endurance skill category	1
Awareness • Searching skill category	1
Observation	1
Outdoor • Environmental skill category	1
Survival	1
Science/Analytical • Medical skill category	1
Medical Diagnosis	1
Technical/Trade • General skill category	2
First Aid	2
Technical/Trade • Profession skill category	n/a
Second Aid	1
Surgery	1
Weapon skill category	1

Stat Gains: None

COST BY PROFESSION

Academic	28	Scientist	26
Fighter	27	Technician	26
Layman	25	Thief	27
Rogue	27	Warrior Monk	28

These training
Packages are
presented from
Black Ops.



2.11.7 FIELD SCIENTIST (V)

A cross between a lab scientists and an academic, members of this vocation pursue hands-on research outside of the lab. Trained to operate in adverse or unusual surroundings and circumstances, this vocation can include Archaeologists, Anthropologists, Ecologists and Researchers.

Time to Acquire: 30 months

Starting Money: Normal

Special:

Useful contacts in profession	50
Useful contacts at a university	40
Useful contacts at a corporation	40
Small field laboratory	30
Personal computer	0

Category or Skill	# of ranks
Awareness • Searching skill category	1
Observation	1
Influence skill category	1
Choice of one skill	1
Outdoor • Environmental skill category	3
Choice of up to three skills	3 (total)
Science/Analytic • Specialized skill category	n/a
Choice of up to three skills	3 (total)
Science/Analytic • Basic skill category	1
Research	1
Technical/Trade • General skill category	1
First Aid	1

Stat Gains: None

COST BY PROFESSION

Academic	28	Scientist	22
Fighter	30	Technician	26
Layman	26	Thief	30
Rogue	30	Warrior Monk	30

2.11.8 HACKER (V)

Experts at infiltrating secure network systems of private or government groups, members of this vocation burn the phone lines to get their hands on information stored in files around the world. The darker side of this vocation is the ability to shut down areas of a sensitive or even crucial nature, such as power grids, banks, credit accounts, etc. This person can make life really nasty for computer-dependant targets.

Time to Acquire: 34 months

Starting Money: Normal

Special:

Useful colleague contacts	50
Personal computer	60
Illegal phone company equipment	40
Notebook of passwords to d10 companies	30
Knowledge of backdoor into major system	0

Category or Skill	# of ranks
Science/Analytic • Specialized skill category	n/a
Cryptography	1
Science/Analytic • Engineering skill category	1
Computer Engineering	1
Science/Analytic • Technical skill category	1
Computer Technics	1
Subterfuge • Mechanics skill category	4
Computer Crime	3
Computer Tapping	3
Technical/Trade • General skill category	1
Data Processing	1

Stat Gains: None

COST BY PROFESSION

Academic	36	Scientist	32
Fighter	37	Technician	23
Layman	31	Thief	28
Rogue	34	Warrior Monk	37

Section 2.11

Field
Scientist (V)

Hacker (V)



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Packages are
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Section 2.11

Intelligence
Analyst (V)

Journalist (V)

2.11.9 INTELLIGENCE ANALYST (V)

This is a job in which a person researches a particular area, social structure, or aspect of a given country (e.g., economics, crime, terrorism, etc.). These are usually not field operatives, but their knowledge is very valuable and in-depth in their areas of expertise to operatives in those areas. Analysts have been known to leave their cubicles once in a while on an operation, but it is usually in a consolatory capacity. If this person does make it in the field their knowledge could prove essential to a mission.

Time to Acquire: 47 months

Starting Money: Normal

Special:

Close friend at domestic agency	50
Close friend at foreign agency	50
Useful contact in chosen area/region	40
Useful books (+10 to appropriate Lore skills)	30
Useful books (+5 to appropriate Lore skills)	0

Category or Skill	# of ranks
Communications skill category	4
Choice of one foreign language	4
Influence skill category	1
Choice of one skill	1
Lore • Academic skill category	4
Choice of up to two skills	4 (total)
Science/Analytical • Basic skill category	2
Research	2
Urban skill category	1
Choice of one skill	1

Stat Gains: None

COST BY PROFESSION

Academic	22	Scientist	23
Fighter	28	Technician	24
Layman	24	Thief	25
Rogue	27	Warrior Monk	26

2.11.10 JOURNALIST (V)

Whether it's a world-wide broadcast or local coverage of a community meeting, a Journalist strives to report the events objectively (although that doesn't always happen). A Journalist will travel to where the action is, covertly if need be, to get the story before anyone else. Journalists can usually make good contacts in underworld areas and foreign governments during their search for the truth.

Time to Acquire: 27 months

Starting Money: Normal

Special:

Camera, 35mm	50
Voice operated recorder, small	50
Video camera (and several blank tapes)	40
Useful city contacts	40
Useful professional contacts	40
Close friend in politics	20
Personal computer	0

Category or Skill	# of ranks
Artistic • Active skill category	2
Influence skill category	2
Interrogation	1
Choice of up to two skills	2 (total)
Lore • Academic skill category	3
Journalism	3
Technical/Trade • General skill category	2
Data Processing	1
Communications	1

Stat Gains: None

COST BY PROFESSION

Academic	19	Scientist	22
Fighter	22	Technician	22
Layman	22	Thief	19
Rogue	22	Warrior Monk	19

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Packages are
presented from
Black Ops.

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2.11.11 LAWYER (L)

Not the first choice for a PC, but nonetheless an important character to have around when committing illegal acts. There will be times when an operation goes wrong and ends up being public; that's when a Lawyer comes in handy. In such times a Lawyer is all that stands between you and judgement. In most U.S. law enforcement agencies, this is one of the predominant degrees/vocations for agents.

Time to Acquire: 117 months

Starting Money: Normal +d10 (open-ended)

Special:

Close friend in a profession	40
Useful contact in a profession	50
Useful contact in research	40
Access to large law library (+15 to research)	50
Small law library (+5)	30
Legal assistant	0

Category or Skill # of ranks

Artistic • Active skill category	1
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	3
Public Speaking	2
Choice of one skill	1
Science/Analytical • Basic skill category	2
Research	2
Self-Control skill category	2
Technical/Trade • Professional skill category	n/a
Choice of one law skill	4
Choice of one law skill	2
Technical/Trade • Vocational skill category	n/a
Administration	2
Urban skill category	1
Contacting	1

Professional Qualifier: Acting at 2 ranks and any single skill in the Influence skill category at 2 ranks.

Stat Gains: Memory and Presence

COST BY PROFESSION

Academic	43/39	Scientist	42/38
Fighter	42/38	Technician	41/37
Layman	41/37	Thief	41/37
Rogue	41/37	Warrior Monk	42/38

The second number in the listing is the cost paid if the character meets the professional qualifier. See p.19 in *Black Ops* for more information.

2.11.12 MARINE PILOT (V)

Marine pilots can maneuver into hard-to-reach areas for insertions or retrievals, always a good person to have around on an aquatic adventure. This is mainly for smaller boats, not tanker-sized boats.

Time to Acquire: 39 months

Starting Money: Normal

Special:

Useful professional contacts	50
Set of chosen area marine charts	50
Medium-sized boat	50
Useful marine repair contacts	40
Small boat	0

Category or Skill # of ranks

Athletic • Endurance skill category	2
Swimming	2
Rowing	1
Awareness • Searching skill category	1
Observation	1
Outdoor • Environmental skill category	2
Weather-watching	2
Science/Analytical • Specialized skill category	n/a
Oceanography	1
Technical/Trade • Vocational skill category	n/a
Marine Pilot	2
Navigation	2

Stat Gains: None

COST BY PROFESSION

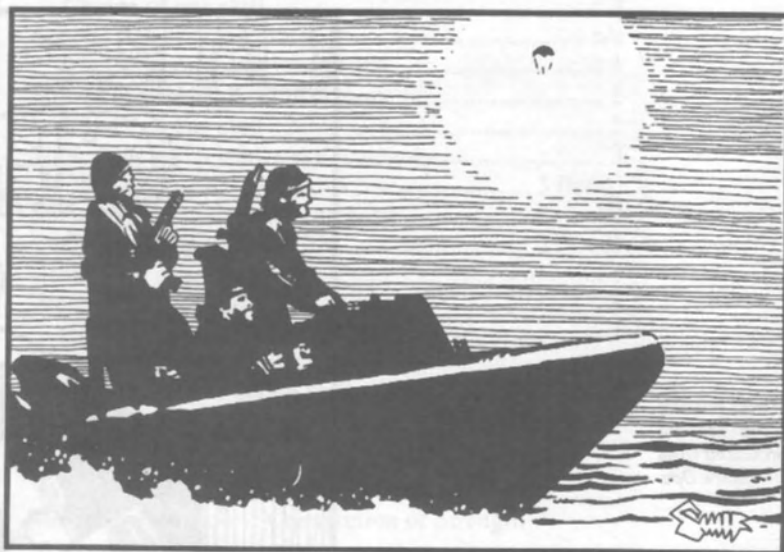
Academic	27	Scientist	25
Fighter	25	Technician	24
Layman	24	Thief	25
Rogue	25	Warrior Monk	25

Section 2.11

Lawyer (L)

Marine Pilot (V)

These training Packages are presented from *Black Ops*.



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Section 2.11

Musician (V)

Politician (V)

2.11.13 MUSICIAN (V)

Musicians seek expression through the sound of music. A musician will usually know more than one instrument, although they will favor one above others.

Time to Acquire: 27 months

Starting Money: Normal

Special:

Useful music industry contacts	50
Close friends with a bar owner	50
Member of a locally-recognized band	40
Musical instrument	40
Member of a nationally-recognized band	30
Other musical gear	30
Formerly part of a locally-recognized band	0

Category or Skill	# of ranks
Artistic • Active skill category	4
Play Instrument (choice of one or two skills)4 (total)	
Choice of up to two skills	2 (total)
Artistic • Passive skill category	1
Music	1
Science/Analytical • Technics skill category	1
Music Technology	1

Stat Gains: None

COST BY PROFESSION

Academic	22	Scientist	19
Fighter	25	Technician	19
Layman	22	Thief	22
Rogue	25	Warrior Monk	25

2.11.14 POLITICIAN (V)

In the local or national arena, politicians operate in bureaucracies of governments. Socially adept and personable, they try to influence the government to their, and hopefully their constituents, viewpoint.

Time to Acquire: 48 months

Starting Money: Normal

Special:

Useful city governmental contacts	50
Useful national governmental contacts	50
Favor from an important politician	40
Favor from an important person	40
Owe a favor to an important person	30
Contacts in the media	0

Category or Skill	# of ranks
Artistic • Active skill category	1
Acting	1
Influence skill category	3
Public Speaking	2
Leadership	2
Choice of up to three skills	3 (total)
Lore • Academic skill category	1
Political Science	1
Self-Control skill category	1
Technical/Trade • Vocational skill category	n/a
Administration	2

Stat Gains: None

COST BY PROFESSION

Academic	22	Scientist	23
Fighter	22	Technician	22
Layman	22	Thief	22
Rogue	22	Warrior Monk	21

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Packages are
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2.11.15

PILOT (V)

Useful in hard-to-reach locales throughout the world, a Pilot can excel in a type of plane or helicopter or can be generally good in all types of flying craft. On more covert ops, this is the character who may be getting others into and out of danger zones.

Time to Acquire: 36 months

Starting Money: Normal

Special:

Useful aviation contacts	50
Useful media contacts	60
Commercial license	40
Useful repair contacts	40
Private license	0

Category or Skill	# of ranks
Awareness • Searching skill category	1
Observation	1
Outdoor • Environmental skill category	2
Weather-watching	2
Science/Analytical • Specialized skill category	n/a
Aerodynamics	1
Atmospherics	1
Technical/Trade • Vocational skill category	n/a
Atmospheric Pilot	3
Navigation	2

Stat Gains: None

COST BY PROFESSION

Academic	25	Scientist	21
Fighter	26	Technician	23
Layman	23	Thief	26
Rogue	26	Warrior Monk	26



2.11.16

SPECIAL FORCES OPERATIVE (L)

This package represents persons who plan, organize, operate and carry-out high-risk black ops for the military. This class is dedicated, loyal, and will follow their orders, sometimes to their own demise.

Time to Acquire: 116 months

Starting Money: Normal

Special:

Close professional friend	50
Firearm (+10 quality)	50
Support weapon (+10 quality)	50
Useful military contacts	0

Category or Skill	# of ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	4
Choice of up to two skills	2 (total)
Athletic • Gymnastics skill category	2
Choice of up to two skills	2 (total)
Awareness • Perceptions skill category	n/a
Choice of one skill	1
Awareness • Searching skill category	2
Choice of up to two skills	2 (total)
Awareness • Senses skill category	2
Choice of up to two skills	2 (total)
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Choice of one skill	1
Communications skill category	1
Influence skill category	1
Martial Arts skill category (choice)	2
Choice of one skill	2
Outdoor • Environmental skill category	1
Choice of one skill	1
Special Attacks skill category	n/a
Choice of one skill	1
Subterfuge • Attack skill category	1
Choice of one skill	1
Subterfuge • Mechanics skill category	3
Choice of up to three skills	3 (total)
Subterfuge • Stealth skill category	2
Choice of up to two skills	2 (total)
Urban skill category	1
Weapon skill category A	3
Choice of one weapon skill	3
Weapon skill category B	2
Choice of one weapon skill	2

Professional Qualifier: A total of 15 ranks in skills from the following groups: Athletic, Awareness, Subterfuge, and/or Weapon.

Stat Gains: choice of Constitution or Strength

COST BY PROFESSION

Academic	104/94	Scientist	116/104
Fighter	64/58	Technician	76/68
Layman	74/67	Thief	57/51
Rogue	59/53	Warrior Monk	73/66

The second number in the listing is the cost paid if the character meets the professional qualifier. See p. 19 in *Black Ops* for more information.

Section 2.11

Pilot (V)

Special Forces
Operative (L)

These training
Packages are
presented from
Black Ops.

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Section 2.11

Student (V)

Terrorist (V)

2.11.17 STUDENT (V)

This package attempts to simulate higher education; B.A., M.S., etc. These degree levels are for academic or science skills, but not for more intense science/vocational skills, i.e. medical or engineering degrees. This is for a person who wants the educational experience of college.

Time to Acquire: 41 months

Starting Money: Normal

Special:

Useful books (+10 to appropriate lores)	50
Close student friend	50
Useful contact with research librarian	40
Close friends with a mentor	40
Useful profession contacts	30
Personal computer	0

Category or Skill	# of ranks
Lore • General skill category	3
Lore • Academic skill category	4
Choice of up to two skills	4 (total)
Science/Analytical • Basic skill category	2
Research	2
Science/Analytical • Specialized skill category	n/a
Choice of up to two skills	2 (total)
Technical/Trade • General skill category	1

Stat Gains: None

COST BY PROFESSION

Academic	19	Scientist	18
Fighter	28	Technician	24
Layman	25	Thief	26
Rogue	28	Warrior Monk	26

2.11.18 TERRORIST (V)

Terrorists use coercion to promote a belief system or a set of goals. This usually translates into the use of violence, or the threat of violence, to advance their cause, but not always. The destruction of property combined with vandalism, usually found with animal rights activists, is another form of terrorism on the rise.

Time to Acquire: 27 months

Starting Money: Normal +d10 (open-ended)

Special:

Close friend in cause	50
Fake ID (+5 to Duping)	50
Useful contact in another group	40
Useful legal contacts	30
Reliable safe house	0

Category or Skill	# of ranks
Influence skill category	1
Propaganda	1
Lore • General skill category	2
Science/Analytical • Technical skill category	1
Subterfuge • Stealth skill category	1
Guerrilla Tactics	1
Subterfuge • Mechanics skill category	2
Choice of up to two skills	2 (total)
Technical/Trade • Vocational skill category	n/a
Choice of one skill	1
Weapon skill category	1
Choice of one skill	1

Stat Gains: None

COST BY PROFESSION

Academic	29	Scientist	29
Fighter	24	Technician	21
Layman	24	Thief	19
Rogue	23	Warrior Monk	27



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2.11.19

THEOLOGIAN (L)

A Theologian has a particular belief, but usually knows something about some other religion's beliefs. This could be anyone from the Catholic priest taking confession to the Jewish Rabbi counseling his followers. Theologians sometimes are instructors in universities throughout the world, such as the Catholic Society of Jesuits.

Time to Acquire: 100 months

Starting Money: Normal

Special:

Useful contacts in religion	50
Useful contacts in congregation	50
Useful books (+5 to appropriate lores)	40
Religious paraphernalia	0

Category or Skill	# of ranks
Artistic • Active skill category	1
Communication skill category	4
Choice of one language *	4 (total)
Influence skill category	3
Choice of up to three skills	3 (total)
Lore • Academic skill category	4
Choice of up to four skills	4 (total)
Science/Analytical • Basic skill category	1
Research	1

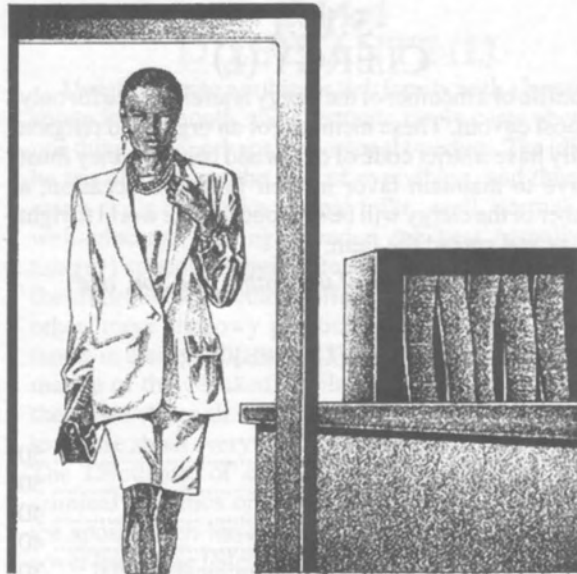
* : This is usually Latin, Greek, or Hebrew

Stat Gains: Presence and Memory

COST BY PROFESSION

Academic	28/25	Scientist	30/27
Fighter	34/31	Technician	31/28
Layman	31/28	Thief	31/28
Rogue	34/31	Warrior Monk	31/28

The second number in the listing is the cost paid if the character meets the professional qualifier. See p. 19 in *Black Ops* for more information.



2.11.20

UNDERCOVER AGENT (V)

Undercover Agents have a very dangerous job; they must cover their identity with either someone else's or a fictitious one without ever forgetting that they are a law enforcement officer. There is only one rule when going under: never, ever blow your cover. This takes a lot of self-control and even more insane courage.

Time to Acquire: 59 months

Starting Money: Normal

Special:

Useful contact in the underworld	50
Useful contact in law enforcement	50
Firearm (+5 quality)	40
Full set of fake ID (+30 to Duping)	40
Full set of fake ID (+15 to Duping)	0

Category or Skill	# of ranks
Artistic • Active skill category	3
Acting	3
Influence skill category	3
Duping	2
Choice of one other skill	1
Technical/Trade • Vocational skill category	n/a
Choice of up to four skills	5 (total)
Weapon skill category (choice)	1
Choice of one skill	1

Stat Gains: None

COST BY PROFESSION

Academic	35	Scientist	36
Fighter	30	Technician	31
Layman	31	Thief	27
Rogue	27	Warrior Monk	35

Section 2.11

Theologian (L)

Undercover
Agent (V)

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Packages are
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3.14.1 CLERGY (L)

The life of a member of the clergy is an existence for only the most devout. These members of an organized religion usually have a strict code of ethics and behavior they must observe to maintain favor in their faith. On occasion, a member of the clergy will be sent out into the world to right wrongs and spread the faith.

Quote: "In the name of the Father, the Son, and the Holy Spirit, Amen."

Time to Acquire: 147 [117 months]

Starting Money: normal

Special:

Religious token/sigil	50
Church and clergy	50
Favor from important person	40
Contact in city administration	40
Favor from higher-ranked hierarchical official	30
Finely crafted religious token/sigil	0

Category or Skill	# of ranks
Communication skill category	2
choice of one skill	2
Influence skill category	2
Leadership	2
Public Speaking	2
Lore • General skill category	4
Religion	8
Lore • Magical skill category	1
choice of one skill	1
Lore • Obscure skill category	2
choice of one skill	2
Power Awareness skill category	0
Divination	1

Stat Gains: Memory

Special: An open Channeling spell list may be developed as a Training Package spell list (GM's discretion)

Professional Qualifier: 1 skill in the Influence group at 2 ranks. [-3 points]

COST BY PROFESSION

Academic	31 [26]*	Warrior Monk	40 [28]*
Fighter	40 [28]*	Healer	32
Layman	32 [26]*	Mystic	29
Noble Savage	47 [35]*	Sorcerer	32
Rogue	37 [28]*	Bard	27
Technician	31 [28]*	Monk	34
Thief	38 [28]*	Ranger	35

* : Use the second cost if playing in a No Magic campaign.

3.14.2 CLOAKED VIGILANTE (L)

The Cloaked Vigilante is an individual who has lost faith in the proficiency of the local constabulary to enforce laws, usually against a criminal element, though sometimes it is those in lawful positions who are the wrong-doers. He therefore endeavors to "take the law into his own hands," and launches his own, personal crusade, functioning outside the law, against injustice (or justice, or whatever other cause he might be campaigning against). He traditionally keeps his identity a secret, to protect his public life and those relations he may keep in it, for these would be obvious targets for the Vigilante's enemies. Famous Cloaked Vigilantes might include The Shadow, The Phantom Detective, The Spider (Master of Men!), The Batman, The Phantom, The Green Hornet, The Avenger.

Quote: "The fear you feel in your heart is justice!"

Time to Acquire: 161 months

Starting Money: normal plus d10

Special:

Weapon (+10 non-magic)	50
Cloak or Costume (+5 Hiding)	50
Useful Contacts (underworld, law-enforcement) ..	40
Disguise kit (+10 non-magic)	30
Cloak or Costume (Camouflaged, +15 magic)	10
Special token/sigil/symbol (Instills fear in enemies) 0	

Category or Skill	# of ranks
Subterfuge • Stealth skill category	4
choice of up to four skills	4 (total)
Subterfuge • Mechanics skill category	2
choice of up to two skills	2 (total)
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Awareness • Perceptions skill category	0
Alertness	1
Communications skill category	2
choice of up to two skills	2 (total)
Influence skill category	2
choice of up to two skills	2 (total)
Lore • General skill category	2
specific lore related to crusade/cause	2
Weapon/Attack skill category	2
choice of one skill	2
Body Development skill category	0
Body Development	1
Self Control skill category	1
choice of one skill	1
Urban skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

Professional Qualifier: 2 skills in the Subterfuge group at 2 ranks each. 1 rank in a skill in the Urban group. [-4 points]

COST BY PROFESSION

Academic	60	Warrior Monk	44
Fighter	42	Healer	80
Layman	44	Mystic	64
Noble Savage	74	Sorcerer	85
Rogue	36	Bard	46
Technician	45	Monk	49
Thief	35	Ranger	44

These training packages appear from Pulp Adventures.

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3.14.3 DAREDEVIL (V)

Those who risk life and limb for nothing more than fame or fortune are Daredevils. From the death-defying circus performer such as a Trapeze Artist or a Human Cannonball, to the unsung heroics of a Hollywood stuntman, Daredevils have found that the general public is thrilled by hazardous tricks and stunts. Usually the more dangerous a feat is the better it would enthuse a crowd, and they constantly try to dream up new perilous ways to excite onlookers. Out of work pilots from the Great War took up aerial acrobatics during the Pulp-era, becoming known as "Barnstormers," and often joining Air Circuses. Circus performers began attempting dangerous stunts such as going over waterfalls (such as Niagara) in nothing more than a wooden barrel, or walking a tightrope from skyscraper to skyscraper over busy metropolitan streets. Sitting on top of a flagpole for long periods of time even became a fad during the 1920's. The Wild West shows churned out their share of Daredevil antics: Sharpshooters, Bronco-busters, lasso-artists, and knife throwers to name a few. Famous Daredevils might include in their ranks the names of Waldo Pepper (Barnstormer), "Buffalo Bill" Cody (cowboy trick shooter), Emanuel Zacchini (Human Cannonball), Jean Lussier (Waterfall Daredevil), Douglas Fairbanks (movie actor; performed all his own stunts).

Quote: "Go ahead. Double-dog dare me."

Time to Acquire: 30 months

Starting Money: normal plus d10

Special:

Useful City contacts	40
Favor from important person	30
High honor (world record, awards, etc.)	20
Close friends with famous person	20
Specialized equipment (dealing with occupation) ...	0

Category or Skill	# of ranks
Athletic • Brawn skill category	1
choice of one skill	1
Athletic • Gymnastics skill category	4
choice of up to four skills	4 (total)
Body Development skill category	0
Body Development	2
Science/Analytic • Basic	1
choice of one skill	1
Technical/Trade • Vocational skill category	0
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Academic	27	Warrior Monk	20
Fighter	20	Healer	24
Layman	22	Mystic	34
Noble Savage	26	Sorcerer	34
Rogue	19	Bard	25
Technician	23	Monk	22
Thief	22	Ranger	24

3.14.4 DILETTANTE (L)

Usually born to a noble, or rich family with a large silver spoon in his mouth, the Dilettante rarely cares about any one thing, save perhaps his personal freedom. The idle rich, he has always had the best of everything, and thus lacks many skills that make normal folks...well, normal. He is well-educated, having attended the best (usually Ivy-League) schools. Herein often lies the greatest irony; for the affairs of the Dilettante offer a most unusual "cover" for other, more shadowy practices. Many heroes are Dilettantes in their public (secret) identities, while wearing the mantle of the Cloaked Vigilante or Gangster to root out their foes. After all, who else would have the time or cash to traipse about everywhere seeking out enemies to thrash? The Dilettante, of course. Whether a facade masking criminal activities or crime-busting, who would suspect the spoiled rich have any interest in such matters? This cover leaves the Dilettante free to conduct his more important affairs in secret, free from the prying eyes of those who might attempt to hinder him. Famous names among the ranks of Dilettantism might include: Lamont Cranston, Bruce Wayne, Howard Hughes, Richard Wentworth, Richard Curtis Van Loan, and Alphonse Capone.

Quote: "What year is this wine? 1904? Well that was an adequate year I suppose, however I always prefer the 1902 vintage."

Time to Acquire: 145 months

Starting Money: normal plus 10d100

Special:

Expensive trinket (watch, cigarette-case, etc.)	50
Useful Contacts (law-enforcement, government) ..	40
Trust Fund (\$1,000-\$10,000 per year)	30
Seat on a Company Board	25
Social Contacts	0

Category or Skill	# of ranks
Awareness • Perceptions skill category	0
Alertness	1
Communications skill category	5
choice of up to three skills	5 (total)
Influence skill category	2
choice of up to two skills	2 (total)
Lore • General skill category	2
specific lore related to crusade/cause	2
Self Control skill category	2
choice of up to two skills	2 (total)
Urban skill category	3
choice of up to two skills	3 (total)
Lore • Academic	4
choice of up to four skills	4 (total)
Technical/Trade • Professional	0
choice of one skill (family business)	1

Stat Gains: Presence

COST BY PROFESSION

Academic	38	Warrior Monk	36
Fighter	38	Healer	38
Layman	35	Mystic	35
Noble Savage	102	Sorcerer	42
Rogue	36	Bard	32
Technician	38	Monk	37
Thief	34	Ranger	38

These training packages appear from *Pulp Adventures*.

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3.14.5 ENTERTAINER (V)

Between movies, books, music, and television, the entertainment industry virtually had its birth during the Pulp era. Entertainment provided an escape from the horrors of the Great Depression, at least for a little while. With the increased popularity in movies, a new breed of celebrity appeared: the movie star. With spotlights, gala premieres, awards ceremonies, and glamorous life styles, movie stars embodied all that Americans wished their lives were. Some famous entertainers include Errol Flynn, Clark Gable, Olivia DeHavilland, Cary Grant, Jimmy Stewart, Kenneth Robeson (actually Lester Dent, author of *Doc Savage*), and George Burns.

Quote: "The play's the thing."

Time to Acquire: 53 months

Starting Money: normal plus d100 (open-ended)

Special:

- Contract with movie studio, publishing house, etc. 50
- Group of adoring fans 40
- Reputation as a great actor/lover 30
- Personal boat, car, or plane 0

Category or Skill	# of ranks
Choice of Artistic skill category	4
choice of up to two skills	4 (total)
Influence skill category	4
Public Speaking	4
Subterfuge • Mechanics skill category	2
Disguise	2
Choice of one specialty skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Academic	30	Warrior Monk	29
Fighter	29	Healer	35
Layman	28	Mystic	29
Noble Savage	35	Sorcerer	34
Rogue	28	Bard	24
Technician	28	Monk	30
Thief	26	Ranger	30



These training
packages
appear from
*Pulp
Adventures.*

3.14.6 ENTREPRENEUR (V)

The Entrepreneur begins his career as a white-collar worker, in an office, working the standard (as of 1938) 40-hour work week. He enters into commercial enterprises on a regular basis, taking risks, endeavoring to rise through the ranks of the business world. Wealth, power and social position are the Entrepreneur's motivating factors, (much as they are to the Dilettante) and he works hard to get ahead (unlike the Dilettante). Famous Entrepreneurs might include: J.D. Rockefeller, Howard Hughes, or Bruce Wayne.

Quote: "Money is Power."

Time to Acquire: 85 months

Starting Money: normal plus d100 (open-ended)

Special:

- Business administration contacts in city 50
- Business administration contacts in city 40
- City administration contacts 30
- Investment (\$1d10 X 100 per year) 30
- Favor from important person 20
- President of a Company 20
- Favor from important person 0

Category or Skill	# of ranks
Awareness • Senses skill category	2
Urban Awareness	2
Time Sense	1
Communication skill category	3
Writing	3
choice of one Professional Language	3
Crafts skill category	0
choice of one skill	2
Influence skill category	4
choice of up to four skills	4 (total)
Lore • Technical skill category	2
choice of one business lore	2
Technical/Trade • Professional skill category	0
choice of up to four skills	4 (total)
Urban skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Academic	39	Warrior Monk	39
Fighter	38	Healer	40
Layman	36	Mystic	34
Noble Savage	71	Sorcerer	40
Rogue	37	Bard	35
Technician	37	Monk	36
Thief	37	Ranger	39

3.14.7 FEMME FATALE (V)

The Femme Fatale is an exercise in seduction. She (a predominantly female vocation) uses those natural gifts to play upon her victim and his resources for her own gain. The seductress will usually present herself as sympathetic to one's plight until she has attained her goal, then will turn on her "benefactor" and betray him in some fashion, even if it is just abandonment. The Femme Fatale has little sense of morality, and will go to great lengths to accomplish her task. It is not to say she will positively attempt to hurt her victim, whether physically or emotionally, but that she is simply out for herself. If she should desire to continue the relationship, then that becomes one of the goals she will attempt to attain. Many Pulp stereotypes the role as that belonging to an Oriental enchantress, with name-tags like: The Dragon Lady, Serpent Lady, Empress of the East, etc. Infamous Femme Fatales might include: Mata Hari, Thelda Blanchet, Elsa Schneider, Princess Aura, Princess Kojii, and Ayesha- She Who Must Be Obeyed.

Quote: "Hello handsome, got a light?"

Time to Acquire: 49 months

Starting Money: normal plus d100

Special:

Expensive jewelry	50
Useful underworld contacts	40
Useful city contacts	40
Favor from high-ranking person	30
Poisoned Lipstick	30
Expensive wardrobe	0

Category or Skill	# of ranks
Artistic • Active skill category	1
choice of one skill	1
Artistic • Passive skill category	1
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Influence skill category	4
Seduction	4
choice of up to two skills	2 (total)
Subterfuge • Mechanics skill category	1
choice of one skill	1
Subterfuge • Stealth skill category	2
choice of up to two skills	2 (total)
Urban skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Academic	34	Warrior Monk	31
Fighter	30	Healer	40
Layman	30	Mystic	28
Noble Savage	53	Sorcerer	39
Rogue	25	Bard	26
Technician	29	Monk	31
Thief	25	Ranger	29

G-MAN (L)

G-Men are government (hence the "G") branch officials, with law enforcement powers that usually focus in a particular area. They can include agents of the Federal Bureau of Investigation (FBI), Treasury Department, Federal Bureau of Narcotics (FBN), Immigration and Naturalization Service (INS), U.S. Marshals Service (Marshal, Deputy Marshal,

etc.) In 1924 J. Edgar Hoover is placed in charge of the FBI. Until that point crime ran rampant. In 1934, the FBI is granted more legal police powers, and they begin cracking down on gangsters. Within a few short years, the FBI will have arrested all of its ten most wanted men. Some famous G-Men might include: Elliot Ness, John Dewey, and Herbert Hoover.

Quote: "You are under arrest by the FBI!"

Time to Acquire: 135 months

Starting Money: normal

Special:

Useful city contacts	50
Useful government contacts	50
Firearm	40
Hand-cuffs	40
Favor from high-ranking official	30
Automobile	30
Reputation as a gangbuster	0

Category or Skill	# of ranks
Armor • Light skill category	1
Bullet-proof vest	1
Awareness • Perceptions skill category	0
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Awareness • Senses skill category	1
Urban Awareness	1
Body Development skill category	0
Body Development	1
Combat Maneuvers skill category	0
choice of one skill	1
Influence skill category	0
Interrogation	1
Leadership	1
Science/Analytic • Specialized skill category	0
Criminology	1
Special Attacks skill category	0
choice of up to one skill	1
Technical/Trade • Professional skill category	0
Law Enforcement	2
Technical/Trade • General skill category	0
Driving (Mechanical) Car	1
Technical/Trade • Vocational skill category	0
Administration	1
Urban skill category	2
choice of up to two skills	2 (total)
Weapon • Firearm skill category (choice)	2
choice of one skill	2

Stat Gains: Intuition

Professional Qualifier: A total of at least 10 ranks in any combination of the following skills: Alertness, Observation, any skills in the Combat Maneuver skill category, any skills in the Influence skill category, Law Enforcement, Criminology, any skills in any Firearm skill category. [-4 points]

COST BY PROFESSION

Academic	55	Warrior Monk	56
Fighter	42	Healer	72
Layman	48	Mystic	71
Noble Savage	82	Sorcerer	81
Rogue	42	Bard	50
Technician	50	Monk	57
Thief	43	Ranger	47

Sections
3.14.6, 3.14.7

Entrepreneur
(V)

Femme
Fatale (V)

These training
packages
appear from
Pulp
Adventures.

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3.14.9 GADGETEER (V)

The gadgeteer is an inventor with the ability to create machines that leap over current scientific restrictions. The gadgeteer can invent items that most only dream of and these inventions usually work correctly the first time. Of course, accidents do happen (usually destroying the only working prototype) but the gadgeteer continues undaunted.

Quote: "Let's see, if I adjust the resistance and upgrade the power supply..."

Time to Acquire: 44 months

Starting Money: normal

Special:

Patron (provides financial support)	50
A reliable one-use gadget	40
An unreliable gadget	40
Set of fine crafting tools (+15 to Gadgeteering)	30
Set of good crafting tools (+10 to Gadgeteering) ..	30
A well-stocked workroom	20
A loyal assistant	20
A patent pending	0

Category or Skill	# of ranks
Crafts skill category	0
choice of up to two skills	4 (total)
Lore • Technical skill category	2
choice of up to two skills	2 (total)
Science/Analytic • Technical skill category	0
Gadgeteering	4
choice of up to two other skills	2 (total)
Technical/Trade • Vocational skill category	0
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Academic	30	Warrior Monk	39
Fighter	39	Healer	36
Layman	32	Mystic	36
Noble Savage	44	Sorcerer	36
Rogue	39	Bard	28
Technician	23	Monk	39
Thief	32	Ranger	36



These training packages appear from Pulp Adventures.

3.14.10 GANGSTER (V)

For the first part of the 1920s public opinion of the Gangster was positive, and the FBI's "Ten Most Wanted" list made anti-heroes of its inductees. Legendary Gangsters became household names, and the public often followed their exploits in the papers and on the radio. Toward the end of the decade the popularity of the Gangster waned and the public threw its support with the G-Men, as more and more hapless citizens were caught in the crossfire between gangs.

Gangs were frequently based on the extended family, with the Italian Mafia, Irish toughs, Oriental criminal societies such as the Tongs and Yakuza, and good ol' American street punks often fighting each other for superiority. Famous Gangsters might include: Al Capone, John Dillinger, Bonnie & Clyde, "Dutch" Schultz, "Lucky" Luciano, "Bugs" Moran.

Quote: "I don't think he's gonna fit in the trunk. Hey Guido, bring the chainsaw."

Time to Acquire: 42 months

Starting Money: normal plus d10

Special:

Hand weapon (+10 non-magic)	50
Firearm (+10 non-magic)	40
Automobile	30
Underworld contacts	40
Favor from an Underworld figure	20
Illegal Contraband items	0

Category or Skill	# of ranks
Combat Maneuvers skill category	0
choice of one skill	1
Influence skill category	3
choice of up to three skills	3 (total)
Special Attacks skill category	0
Brawling	1
Subterfuge • Mechanics skill category	1
choice of one skill	1
Urban skill category	2
choice of up to two skills	2 (total)
Weapon/Attack skill category (choice)	1
Weapon/Attack skill (choice)	1
Firearm/Attack skill category (choice)	1
Firearm/Attack skill (choice)	1
Subterfuge • Stealth skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Academic	42	Warrior Monk	32
Fighter	28	Healer	69
Layman	32	Mystic	61
Noble Savage	63	Sorcerer	68
Rogue	27	Bard	34
Technician	34	Monk	36
Thief	26	Ranger	34

3.14.11 GREAT WHITE HUNTER (L)

Great White Hunters (a stereotypical descriptive; not all were white, nor even great) are sometimes arrogant of their abilities, and sometimes need to be taken down a notch or two. They often lead hunting parties and caravans into the wilds of unexplored lands, just for the sake of the adventure. Famous Great White Hunters might include Allan Quatermain, Teddy "Rough Rider" Roosevelt, Charles Remington, "Buffalo Bill" Cody, and "Wild Bill" Hickok.

Quote:

Native porter: "No bwana, no bwana!! No enter!! Simba rules there!!"

Great White Hunter: "That's exactly what I'm counting on."

Time to Acquire: 184 months

Starting Money: normal plus d10 (open ended)

Special:

d10 Animal Pelts (common)	50
d10 Animal Pelts (common)	50
d10 Animal Pelts (rare)	30
Excellent Hunting Rifle (+10 non-magic)	40
Good set of Traps (+5 non-magic)	30
Reliable buyer for animal pelts	25
Good Skinning Knife (+5 non-magic)	0

Category or Skill

of ranks

Weapon • 2-H Firearm skill category	1
choice of one skill	1
Outdoor • Environmental skill category	4
Hunting	2
choice of two skills	2 (total)
Lore • General skill category	3
Culture Lore	1
Fauna Lore	2
Flora Lore	1
Region Lore	1
Craft skill category	0
Skinning	1
Awareness • Perceptions skill category	0
choice of one skill	1
Awareness • Searching skill category	2
Reading Tracks	2
Awareness • Senses skill category	2
choice of one skill	1
Tracking	2
Communication skill category	2
choice of two skills	2 (total)
Subterfuge • Attack skill category	0
Sniping	1
Subterfuge • Stealth skill category	2
Hiding	1
Stalking	1

Stat Gains: Constitution

Professional Qualifier: At least 2 skills in the Outdoor category at 2 ranks each. [-3 points]

COST BY PROFESSION

Academic	55	Warrior Monk	44
Fighter	42	Healer	64
Layman	42	Mystic	52
Noble Savage	40	Sorcerer	64
Rogue	39	Bard	46
Technician	44	Monk	48
Thief	38	Ranger	34

3.14.12 INSIDIOUS VILLAIN (L)

The Insidious Villain is the criminal mastermind. The master schemer, he always hatches some sort of diabolical plan to attain his desires, many times at any cost. He feels himself above the law, and unlike most "ordinary" criminals, fears no lawful repercussions for his actions. The Insidious Villain will go to any length to achieve his goals, whether it be planning a small heist or contriving to rule the world. Morality is not in his vocabulary, and he will always possess a nefarious master plan, some dastardly dark design that lurks in the recesses of his criminal mind, patiently awaiting fruition. Whatever his current activities, it can be a sure bet that it will lead to that grand scheme. Insidious Villains are known for their secret hideouts, which are of course filled with countless deathtraps, yet also contain the spoils of their wicked plots. Infamous Insidious Villains might include: Dr. Fu Manchu, Professor Moriarty, Ming the Merciless, John Sunlight, Mo-gwei, Shiwan Khan, Kathulos, Adolf Hitler, The Nine, Itsu-The Hand Sinister, and Mola Ram.

Quote: "You don't know the power at my command!"

Time to Acquire: 124 months

Starting Money: normal plus 10d100

Special:

Secret Society contacts	50
Useful city contacts	50
Investments	40
Blackmail information	40
Secret hideout(s)	30
Henchman(men)	30
Stolen property	20
Implements of torture	20
Underworld contacts	0

Category or Skill

of ranks

Artistic • Active skill category	1
choice of one skill	1
Artistic • Passive skill category	1
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Communication skill category	2
choice of up to two skills	2 (total)
Influence skill category	3
choice of up to three skills	3 (total)
Lore • General skill category	2
choice of up to two skills	2 (total)
Lore • Obscure skill category	2
choice of up to two skills	2 (total)
Science/Analytic • Specialized skill category	0
choice of up to three skills	3 (total)
Technical/Trade • Professional skill category	0
choice of one skill	1
Technical/Trade • Vocational skill category	0
choice of up to two skills	2 (total)

Stat Gains: Presence

COST BY PROFESSION

Academic	36	Warrior Monk	43
Fighter	43	Healer	39
Layman	37	Mystic	34
Noble Savage	52	Sorcerer	39
Rogue	42	Bard	34
Technician	40	Monk	38
Thief	42	Ranger	38

Sections

3.14.9,
3.14.10

Gadgeteer (V)

Gangster (V)

These training packages appear from *Pulp Adventures*.

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3.14.13 JOURNALIST-PULP (V)

The journalist reports the news to the general public. Whether the journalist works for a newspaper, magazine, or radio, he often goes into dangerous situations to get a scoop. Members of the press often are allowed into places that normal people are forbidden, such as crime scenes or gala events. Examples of noted Journalists might include: Edward R. Morrow, Lois Lane, Walter Burns, and Hildy Johnson.

Quote: "Can I quote you on that?"

Time to Acquire: 89 months

Starting Money: normal plus d10

Special:

Press Pass	50
Typewriter (or camera)	40
Reliable "source" (of information)	30
Favor from important person	30
Underworld contacts	20
City Administration contacts	0

Category or Skill	# of ranks
Awareness • Searching skill category	2
Lie Perception	1
Observation	2
Communication skill category	4
choice of up to two skills	2 (total)
Writing	4
Influence skill category	2
choice of up to two skills	2 (total)
Lore • Academic skill category	2
Journalism	2
Science/Analytic • Basic skill category	2
Research	4
Technical/Trade • Vocational skill category	0
choice of up to three skills	3 (total)
Urban skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Academic	32	Warrior Monk	36
Fighter	36	Healer	34
Layman	32	Mystic	27
Noble Savage	77	Sorcerer	34
Rogue	34	Bard	29
Technician	34	Monk	34
Thief	32	Ranger	33

3.14.14 MECHANIC (V)

It is of some comfort to Mechanics that no matter how advanced technology becomes, machines will still break down and someone will have to repair them. A Mechanic focuses on repairing and improving machines, generally vehicles. With the proper tools and parts, a good Mechanic can bring even the most heavily damaged vehicle back from the dead.

Quote: "Well, it's either a cracked engine block or you've blown a head gasket. Either way, it isn't pretty."

Time to Acquire: 33 months

Starting Money: normal

Special:

Tools (specific to chosen field)	60
Tools (general)	50
Repair manual	40
Famous client	30
A partially rebuilt race car, plane, or boat	20
Mechanic's shop	0

Category or Skill	# of ranks
Lore • Technical skill category	2
Mechanical Lore	2
Specific Repair Lore	2
Technical/Trade • Professional skill category	0
Mechanition	3
Urban skill category	1
choice of one skill	1
Crafts	0
choice of one skill	1
Technical/Trade • Vocational skill category	0
Mechanic	2
choice of one skill	1

Stat Gains: none.

COST BY PROFESSION

Academic	27	Warrior Monk	27
Fighter	26	Healer	27
Layman	26	Mystic	26
Noble Savage	45	Sorcerer	27
Rogue	26	Bard	26
Technician	24	Monk	23
Thief	26	Ranger	27



3.14.15 MILITARIA (L)

This is the professional soldier. Be it Army, Navy, Army Air Corps, or Marines, the military life is well established within twentieth century society. Boot camp usually lasts the first three months; then it's active duty thereafter. In the Militaria, one learns discipline and tactics. During wartime in the Pulp Era, most countries instituted some sort of "draft" to successfully fill out the ranks of their standing army or navy. It is the Militaria's job to defend its nation's boundaries, and sometimes to expand them. Famous members of the Militaria might include: Gen. Douglas MacArthur, George Patton, Dwight Eisenhower, Charles DeGaulle, and Admiral Dewey.

Quote: "Sir, yes sir!!"

Time to Acquire: 150 months

Starting Money: normal plus d10

Special:

Firearm weapon (+10 non-magic)	50
Melee weapon (+10 non-magic)	50
Medal (for wartime performance)	40
Favor from military figure	30
Helmet (+10 non-magic)	30
Friends with ranking officer	20
Promotion	0

Category or Skill	# of ranks
Weapon skill category (choice)	2
choice of one skill	1
Athletic • Endurance skill category	2
choice of up to two skills	2 (total)
Athletic • Gymnastics skill category	2
choice of one skill	1
Body Development skill category	0
Body Development	2
Combat Maneuvers skill category	0
choice of one skill	1
Communication skill category	1
choice of one skill	1
Lore • General skill category	1
choice of one skill	1
Martial Arts • Striking skill category	2
choice of up to two non-restricted skills	2 (total)
Martial Arts • Sweeps skill category	2
choice of up to two non-restricted skills	2 (total)
Outdoor • Environmental skill category	1
choice of one skill	1
Technical/Trade • Professional skill category	0
Military Organization	2
choice of one skill	1
Technical/Trade • Vocational skill category	0
Tactics	2

Stat Gains: none

Professional Qualifier: A total of 7 ranks in any combination of the following skills: any skills in the Weapon group, any skills in the Martial Arts group, any skills in the Combat Maneuvers skill category, Tactics, Military Organization, Body Development. [-4 points]

COST BY PROFESSION

Academic	59	Warrior Monk	43
Fighter	45	Healer	74
Layman	48	Mystic	83
Noble Savage	57	Sorcerer	94
Rogue	46	Bard	51
Technician	54	Monk	44
Thief	48	Ranger	52

3.14.16 OCCULTIST (L)

The Occultist is a scholar of the Paranormal. His greatest love is first and foremost the arts of the unknown; from research of magic and sorcery to investigations of mysterious phenomena, creatures and places. As an actual science, very few schools exist to educate the field. The real prerequisite for advancing in the vocation is an incurable thirst for knowledge, most often of "Things Man Was Not Meant To Know." The information the Occultist seeks is always rare and cryptic, and he usually keeps a tight rein on any knowledge he has thus far acquired, for fear of allowing a competitor any advantage. Famous Occultists might include: Aleister Crowley, Edgar Cayce, Charles Fort, Professor J.B. Rhine, Charles Dexter Ward, Adolf Hitler, Dr. Rudolf Steiner.

Quote: "There are things out there that man was not meant to know."

Time to Acquire: 151 [97 months]

Starting Money: normal

Special:

Token/sigil recognized by occultists or scholars ...	50
Patron (provides financial support)	40
Mystical artifact or relic (Spell adder +2)	40
Book (Daily I item, casting a 3rd level spell)	30
Mystical artifact or relic (Spell adder +1)	20
Book (+10 non-magic to a specific lore)	0

Category or Skill	# of ranks
Lore • General skill category	2
choice of up to two skills	2 (total)
Lore • Magical skill category	3
choice of up to three skills	3 (total)
Lore • Obscure skill category	2
choice of up to two skills	2 (total)
Lore • Academic skill category	4
choice of up to four skills	4 (total)
Science/Analytic • Basic skill category	2
choice of up to two skills	2 (total)
Science/Analytic • Specialized skill category	0
choice of up to two skills	2 (total)
Power • Awareness skill category	1
choice of one skill	1
Power • Manipulation skill category	0
Magical Ritual	1
Spells • Own Realm, Open List skill category	0
choice of up to two skills	2 (total)

Stat Gains: Memory

Professional Qualifier: A total of 5 ranks in any skills in the Lore group. If not playing in a No Magic campaign, a total of 2 ranks split between skills in the following skill categories: Power Awareness and Power Manipulation. [-4 points]

COST BY PROFESSION

Academic	52 [26]*	Warrior Monk	81 [32]*
Fighter	86 [34]*	Healer	43
Layman	60 [30]*	Mystic	43
Noble Savage	114 [62]*	Sorcerer	43
Rogue	74 [34]*	Bard	47
Technician	78 [31]*	Monk	55
Thief	50 [32]*	Ranger	58

*: Use the second cost if playing in a No Magic campaign.

Sections

3.14.13,
3.14.14

Journalist-
Pulp (V)

Mechanic (V)

These training
packages
appear from
Pulp
Adventures.

ROLEMASTER
ANNUAL

Sections

3.14.15,

3.14.16

Militaria (L)

Occultist (L)

3.14.17 PILOT-PULP (V)

The aerial dogfights of The Great War grabbed the attention of thousands, men and women alike. Aviation was in its infancy as a field of endeavor when the Pulp-era arrived. Many ex-military pilots roamed the land with their war surplus "crates" all boxed-up (hence the name) brand-new, and performed in "Air Circuses" for the general public as "Exhibition Fliers." Pilots like Charles Lindbergh and Amelia Earhart became national heroes. Other famous Aviators might include: Patrick O'Malley, Cliff Secord, G-8, Eddie Rickenbacker, Jake Cutter, Howard Hughes, Bill Barnes, Baron Manfred von Richthofen, Dusty Ayres, "Mad Jack" Bannon, and Claire E. Chennault.

Quote: "So there I was in a three G inverted roll..."

Time to Acquire: 35 months

Starting Money: normal plus d10

Special:

Flying leathers	50
Leather helmet	50
Navigational charts/maps	40
Own an aircraft	40
Access to an aircraft	30
Friends with airfield owner	30
Reputation as a stunt pilot	20
Part of an airshow	0

Category or Skill	# of ranks
Awareness • Searching skill category	1
Observation	1
Awareness • Senses skill category	2
Direction Sense	2
Flying Awareness (Situational)	2
Outdoor • Environmental skill category	1
Weather Watching	1
Science/Analytic • Specialized skill category	0
Aerodynamics	2
Technical/Trade • Vocational skill category	0
Navigation	2
Aircraft Pilot	2

Stat Gains: none

COST BY PROFESSION

Academic	27	Warrior Monk	28
Fighter	28	Healer	27
Layman	25	Mystic	25
Noble Savage	31	Sorcerer	27
Rogue	27	Bard	27
Technician	25	Monk	27
Thief	27	Ranger	24

These training packages appear from *Pulp Adventures*.

3.14.18 POLICE OFFICER (V)

Civilized society must have its guardians. Cities and states employ forces of constables representing law and order as dictated by the laws of state and federal governments. These officials are Police Officers. Authorized on a city, state, or county level, Police Officers routinely maintain order and keep the peace. In larger cities, Officers patrol the streets to this end, both on foot and by prowler car. Instructed in a Police Academy, Officers are taught the Law and its penalties, self-defense combat tactics, and firearms training. Some examples of known Police Officers might include: Jimmy Malone, Lieutenant Valcour, Inspector McKee, Inspector Timothy Klein, Det. Sgt. Mayhew, and Commissioner James Gordon.

Quote: "Yeah, yeah, I believe ya. Tell it to the judge. Now assume the position."

Time to Acquire: 48 months

Starting Money: normal plus d10

Special:

Useful city contacts	50
Handcuffs	50
Contacts in city's administration	40
Weapon -Firearm	40
Hand Weapon (+5 non-magic)	30
Favor from important person	30
Uniform	0

Category or Skill	# of ranks
Athletic • Brawn skill category	2
choice of one skill	1
Athletic • Endurance skill category	2
choice of up to two skills	2 (total)
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Body Development skill category	0
Body Development	1
Influence skill category	1
choice of one skill	1
Martial Arts • Strikes skill category	1
choice of one skill	1
Urban skill category	2
choice of up to two skills	2 (total)
Weapon • Firearm skill category	1
choice of one skill	1
Weapon • I-H Concussion skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Academic	43	Warrior Monk	38
Fighter	31	Healer	64
Layman	36	Mystic	66
Noble Savage	61	Sorcerer	73
Rogue	30	Bard	39
Technician	38	Monk	43
Thief	32	Ranger	36

3.14.19 SCIENTIST (L)

White lab coats, mazes of glass tubing connecting beakers of bubbling, colored liquids and sparking electrodes were the typical perceptions of the scientist in the 1930s. While real scientists rarely had labs that resembled Dr. Frankenstein's, they were making significant gains in the various sciences without them. Technology was growing quickly and its effect on the general public was profound. Devices like the telephone, aerosol cans, radio, pressurized airplanes and other inventions changed the world. Famous names in the scientific ranks include: Albert Einstein, Hans Zarkov, Enrico Fermi, Clark Savage, Jr., Andrew Blodgett Mayfair, Thomas J. Roberts, William Harper Littlejohn, and Thomas Edison.

Quote: "They called me mad, but I'll show them. Soon my experiment will be finished and then vengeance will be mine!"

Time to Acquire: 141 months

Starting Money: normal

Special:

Scientific apparatus (microscope, Bunsen burner, beakers, etc.)	50
University appointment	50
A well-stocked lab	40
Grant money	40
A hidden lab	30
Loyal assistant (possibly hunchbacked)	20
Diary of technical notes from a famous scientist ..	20
Minor invention that is patented	0

Category or Skill	# of ranks
Lore • General skill category	2
choice of up to two skills	2 (total)
Lore • Obscure skill category	4
choice of up to four skills	4 (total)
Lore • Technical skill category	4
choice of up to four skills	4 (total)
Science/Analytic • Basic skill category	3
choice of up to two skills	3 (total)
Science/Analytic • Specialized skill category	0
choice of up to two skills	4 (total)
Science/Analytic • Technical skill category	0
choice of up to two skills	2 (total)
Technical/Trade • Professional skill category	0
choice of up to two skills	2 (total)

Stat Gains: Memory and Reasoning

Professional Qualifier: At least 1 skill in the Science/Analytic group at 2 ranks. [-4 points]

COST BY PROFESSION

Academic	44	Warrior Monk	58
Fighter	58	Healer	46
Layman	47	Mystic	46
Noble Savage	68	Sorcerer	46
Rogue	58	Bard	46
Technician	44	Monk	49
Thief	56	Ranger	50

3.14.20 SPORTSMAN (L)

The Sportsman is the professional athlete, from amateur status, Olympic participants, to world-class contenders, such as a Heavyweight World-Champion, to a player on a professional sports team such as baseball or football. Sportsmen spend much of their careers in physical training and practice of their chosen sport. They are often noted personalities, and many have become household names. Famous Sportsmen might include: Babe Ruth, Ty Cobb, Lou Gehrig (baseball); Jesse Owens (track & field); Johnny Weissmuller (swimming); Sonja Henie (figure skating); Jack Dempsey, Joe Louis (boxing); Red Grange (football); Ben Hogan (golf).

Quote: "I coulda' been a contenda'!"

Time to Acquire: 112 months

Starting Money: normal plus d100 (open-ended)

Special:

Athletic equipment (balls, bats, gloves, etc.)	50
Trophy or award	40
Friends with notable personality	40
Corporate Sponsorship	30
Recognizable name	0

Category or Skill	# of ranks
Armor • Light skill category	1
Athletic • Brawn skill category	3
choice of up to two skills	2 (total)
Athletic • Endurance skill category	3
choice of up to two skills	2 (total)
Athletic • Gymnastics skill category	3
choice of up to two skills	2 (total)
choice of one other skill in the Athletic group	3
Awareness • Senses skill category	1
Situational Awareness (sport)	1
Body Development skill category	0
Body Development	2
Self Control skill category	2
choice of up to two skills	2 (total)
Influence skill category	1
Public Speaking	1

Stat Gains: Strength, Constitution, or Agility

Professional Qualifier: At least 1 skill in the Athletic group at 2 ranks. [-3 points]

COST BY PROFESSION

Academic	48	Warrior Monk	35
Fighter	35	Healer	48
Layman	38	Mystic	61
Noble Savage	36	Sorcerer	64
Rogue	33	Bard	41
Technician	39	Monk	40
Thief	36	Ranger	39

Sections

3.14.17,
3.14.18

Pilot-Pulp (V)

Police
Officer (V)

These training
packages
appear from
Pulp
Adventures.

ROLEMASTER
ANNUAL

REVISED ARCANES TRAINING PACKAGES

CONJUROR (L)

Secluded from most of society with only their summoned and conjured companions as friends, the Conjurers venture out only with their thralls (much to the scorn of the local populace).

Thela stood at graveside, staring into the slowly filling barrow and silently wiping at her eyes. The gravedigger paused in his grim task for a moment and looked up at her.

'Knew what he was about, your brother did. He even bought this here plot, knowin' that he would want me to be the one buryin' him.'

Thela knew that one day her brother would invoke something he couldn't control. She also knew that his work must be continued.

Time to Acquire: 84 Months

Starting Money: normal

Special:

Book (+15 to one Lore • Magical skill)	50
Book (+5 to Lore • Obscure skill category)	40
Book (+15 to one Lore • Obscure skill)	40
Summoning Circle on rug (+10 to Spell Casting Static Maneuvers with summoning spells)	30
Ritual Brazier (+15 to Magical Ritual Skill when used for summoning spells)	50
Ritual Altar (+ 30 to Magical Ritual Skill when used for summoning spells)	20
Summoning Circle etched on floor of current abode (+10 to Spell Casting Static Maneuvers with summoning spells)	0

Category or Skill	# of Ranks
Lore • Magical skill category	2
Circle Lore	1
choice of one skill	1
Lore • Obscure skill category	3
choice of up to 3 skills	3 (total)
Power Manipulation skill category	0
choice of up to 2 skills	2 (total)
Spells • Own Realm TP skill category	0
choice of one "summoning" spell list*	3

* The spell list chosen may be developed as a training package spell list. The spell list must be chosen from the following (other lists may be available with GM approval): Summons (Cleric Base), Necromancy (Evil Channeling), Nature's Summons (Ranger Base), Gate Mastery (Closed Essence), Dark Summons (Evil Essence), Arcane Summons (Closed Arcane), Dark Entities (Evil Arcane), any Summoner base list.

Professional Qualifier: At least 2 ranks in Magical Ritual (Summoning), and at least 4 ranks of skills in the Lore • Obscure skill category, and at least 4 ranks in any "summoning" spell list (see the list above).

Stat Gains: Memory

COST BY PROFESSION

Fighter	46	Lay Healer	29
Thief	44	Healer	29
Rogue	40	Mystic	29
Warrior Monk	43	Sorcerer	29
Layman	36	Ranger	33
Magician	28	Paladin	33
Illusionist	28	Monk	33
Cleric	29	Dabbler	32
Animist	29	Bard	29
Mentalist	29	Magent	33
Arcanist	27	Chaotic	31
Wizard	27	Magehunter	32
Channeling Alchemist ..	29	Mentalism Alchemist	29
Essence Alchemist	28		
Taoist Monk	33	Zen Monk	33
Runemage	28	Warrior Mage	32
Mana Molder	27		
Priest	29	Warlock	29
Summoner	29	Mythic	33
Academic (Modern) ..	157*	Scientist (Modern)	142*
Fighter (Modern)	272*	Technician (Modern) ..	156*
Layman (Modern)	176*	Thief (Modern)	260*
Rogue (Modern)	212*	Warrior Monk (Modern)	248*
Academic (Pulp)	46†	Warrior Monk (Pulp)	66†
Fighter (Pulp)	71†	Healer (Pulp)	37
Layman (Pulp)	50†	Mystic (Pulp)	37
Noble Savage (Pulp) ..	90†	Sorcerer (Pulp)	37
Rogue (Pulp)	59†	Bard (Pulp)	43
Technician (Pulp)	43†	Monk (Pulp)	49
Thief (Pulp)	68†	Ranger (Pulp)	49

*: This profession is not normally able to develop this training package because the training package is not appropriate to the genre.

†: This profession is only allowed to develop this training package if the Gamemaster is not running a No-Magic campaign.





MANIPULATOR (L)

Behind the scenes, causing trouble, the Manipulator is rarely perceived as the source of the strife he creates. The extent of his influence is rarely ever known to anyone but himself.

'Leave me be, Decator, I do not wish to play word-games with you this evening.'

'Majesty, I did not wish to offend. I only desire to serve your people as I serve you. I wish to bask in the alkar of your selfless nobility and to learn of it so that I may better serve.'

(laughing) 'Oh, Decator, and how it must try you to display such uncharacteristic humility. How can I help you learn? How could I possibly teach you nobility?'

'Why Majesty, you must only tell me that which you desire, you must tell me what you want.'

Time to Acquire: 120 months

Starting Money: normal

Special:

Know a secret about local noble	40
Know a secret about local noble	40
Contacts with d10 local nobles	30
Close friends with an assassin	30
Know a secret about the local lord/ruler	40
Close friends with a poison merchant	30
Close friends with a handsome NPC	30
Powerful enemies	0

Category or Skill	# of ranks
Influence skill category	4
Bribery	2
Seduction	2
Awareness • Senses skill category	2
choice of one appropriate Situational Awareness	2
Artistic • Active skill category	2
Acting	1
choice of one skill	1
Science/Analytic • Specialized skill category	0
Psychology	2
Spells • Own Realm TP skill category	0
choice of one Evil Mentalism spell list *	3

* The spell list chosen may be developed as a training package spell list.

Professional Qualifier: A total of at least 6 ranks of skills in the Influence skill category.

Stat Gains: Presence

COST BY PROFESSION

Fighter	37	Lay Healer	30
Thief	37	Healer	30
Rogue	37	Mystic	26
Warrior Monk	37	Sorcerer	30
Layman	34	Ranger	32
Magician	30	Paladin	30
Illusionist	28	Monk	32
Cleric	30	Dabbler	32
Animist	30	Bard	29
Mentalist	30	Magent	30
Arcanist	30	Chaotic	31
Wizard	30	Magehunter	32
Channeling Alchemist ..	30	Mentalism Alchemist	30
Essence Alchemist	28		
Taoist Monk	32	Zen Monk	32
Runemage	30	Warrior Mage	32
Mana Molder	30		
Priest	30	Warlock	27
Summoner	30	Mythic	30
Academic (Modern) ...	97*	Scientist (Modern)	95*
Fighter (Modern)	100*	Technician (Modern)	98*
Layman (Modern)	98*	Thief (Modern)	100*
Rogue (Modern)	100*	Warrior Monk (Modern)	100*
Academic (Pulp)	39†	Warrior Monk (Pulp)	43†
Fighter (Pulp)	43†	Healer (Pulp)	32
Layman (Pulp)	40†	Mystic (Pulp)	28
Noble Savage (Pulp) ..	48†	Sorcerer (Pulp)	32
Rogue (Pulp)	43†	Bard (Pulp)	33
Technician (Pulp)	40†	Monk (Pulp)	37
Thief (Pulp)	43†	Ranger (Pulp)	37

*: This profession is not normally able to develop this training package because the training package is not appropriate to the genre.

†: This profession is only allowed to develop this training package if the Gamemaster is not running a No-Magic campaign.

Digging up the past to work with the dead (hopefully to animate them), with plans of world domination are all part of day-to-day life for the Necromancer. His knowledge of the past allows him to find the remains of dead lords for the creation of the most powerful Undead.

'Rise, my deathless legions, RISE!'

Time to Acquire: 106 months

Starting Money: normal

Weapon or Armor (+10 non-magical)	20
Close friends with a grave digger	30
Ancient family heirloom (from a dead lord)	30
Book (+20 to History)	30
Assorted jewelry (worth 2d10 sp)	30
Faithful assistant	30
Digging tools (+10 non-magical)	0

Category or Skill	# of ranks
Technical/Trade • Professional skill category	0
Second Aid	1
Surgery	1
Science/Analytic • Specialized skill category	0
Anatomy	3
Power Manipulation skill category	0
choice of one skill	2
Lore • Magical skill category	2
Undead Lore	2
Lore • General skill category	2
choice of up to two history/culture skills	2 (total)
Spells • Own Realm TP skill category	0
Necromancy spell list *	3

* This spell list may be developed as a training package spell list.



Professional Qualifier: At least 7 ranks in Undead Lore and at least 4 ranks in the Necromancy spell list.

Stat Gains: Intuition

Fighter	57	Lay Healer	35
Thief	56	Healer	35
Rogue	51	Mystic	35
Warrior Monk	55	Sorcerer	35
Layman	44	Ranger	41
Magician	34	Paladin	41
Illusionist	34	Monk	41
Cleric	35	Dabbler	40
Animist	35	Bard	38
Mentalist	35	Magent	41
Arcanist	33	Chaotic	37
Wizard	33	Magehunter	40
Channeling Alchemist ..	35	Mentalism Alchemist	35
Essence Alchemist	31		
Taoist Monk	41	Zen Monk	41
Runemage	34	Warrior Mage	40
Mana Molder	33		
Priest	35	Warlock	35
Summoner	35	Mythic	41
Academic (Modern) ..	162*	Scientist (Modern)	142*
Fighter (Modern)	281*	Technician (Modern) ..	161*
Layman (Modern)	181*	Thief (Modern)	269*
Rogue (Modern)	221*	Warrior Monk (Modern)	257*
Academic (Pulp)	51†	Warrior Monk (Pulp)	74†
Fighter (Pulp)	79†	Healer (Pulp)	40
Layman (Pulp)	56†	Mystic (Pulp)	40
Noble Savage (Pulp) ..	86†	Sorcerer (Pulp)	40
Rogue (Pulp)	67†	Bard (Pulp)	49
Technician (Pulp)	48†	Monk (Pulp)	54
Thief (Pulp)	77†	Ranger (Pulp)	54

*: This profession is not normally able to develop this training package because the training package is not appropriate to the genre.

†: This profession is only allowed to develop this training package if the Gamemaster is not running a No-Magic campaign.

RUNEMASTER (L)

The intricacies of magical symbology intrigue the Runemaster, driving him to delve deeper into their secrets. He is seldom without a parchment nearby.

Nakkar's hand, white knuckled, gripped the stylus as he pressed the last few strokes of the fire-rune into the clay. As the nib came free of the tablet, the final runic element formed, the had gripping it instinctively came up to cover his eyes.

A moment later, a bright flash of light signaled the activation of the rune. Nakkar reached out to his penstand for a blotter to cover the arcane sigil; it would do him no good to activate it before he had a chance to put it into place. Soon enough he would know who was stealing the turnips from his garden.

Time to Acquire: 120 months

Starting Money: normal

Special:

Book (+10 to Lore • Magical skill category)	30
Rune Paper (10th level)	20
Book (+15 to one Magic Lore)	50
Rune Paper (5th level)	30
Rune Paper (3rd level)	40
Rune Paper (1st level)	0

Category or Skill	# of ranks
Power Awareness skill category	3
Read Runes	3
Lore • Magical skill category	5
Symbol Lore	3
choice of up to two skills	2 (total)
Crafts skill category	0
Paper-making	2
Spells • Own Realm TP spell list category	0
Rune Mastery spell list *	3

* This spell list may be developed as a training package spell list. The GM may also allow the Closed Channeling list 'Symbolic Ways' or the Open Arcane list 'Arcane Signs' to be substituted for this list.

Professional Qualifiers: At least 4 ranks in the Rune Mastery spell list, and at least 5 ranks in the Read Runes skill, and at least 3 ranks in Symbol Lore, and a total of at least 25 ranks in written languages..

Stat Gains: Memory, Empathy

Lifestyle Skills: The Read Runes skill is designated as a lifestyle skill.

COST BY PROFESSION

Fighter	60	Lay Healer	34
Thief	54	Healer	34
Rogue	52	Mystic	34
Warrior Monk	60	Sorcerer	34
Layman	44	Ranger	44
Magician	29	Paladin	46
Illusionist	29	Monk	40
Cleric	34	Dabbler	36
Animist	34	Bard	34
Mentalist	34	Magent	40
Arcanist	29	Chaotic	36
Wizard	29	Magehunter	34
Channeling Alchemist ..	34	Mentalism Alchemist	34
Essence Alchemist	29		
Taoist Monk	40	Zen Monk	40
Runemage	29	Warrior Mage	36
Mana Molder	29		
Priest	34	Warlock	34
Summoner	34	Mythic	44
Academic (Modern) ..	222*	Scientist (Modern)	175*
Fighter (Modern)	416*	Technician (Modern) ...	206*
Layman (Modern) ...	254*	Thief (Modern)	350*
Rogue (Modern)	338*	Warrior Monk (Modern)	416*
Academic (Pulp)	61†	Warrior Monk (Pulp)...	100†
Fighter (Pulp)	100†	Healer (Pulp)	47
Layman (Pulp)	67†	Mystic (Pulp)	47
Noble Savage (Pulp) ..	100†	Sorcerer (Pulp)	47
Rogue (Pulp)	84†	Bard (Pulp)	48
Technician (Pulp)	49†	Monk (Pulp)	60
Thief (Pulp)	86†	Ranger (Pulp)	67

*: This profession is not normally able to develop this training package because the training package is not appropriate to the genre.

†: This profession is only allowed to develop this training package if the Gamemaster is not running a No-Magic campaign.





WARLOCK (L)

Where subtle machinations would fail, the overt power of magic will prevail. The Warlock seeks to control those around him with magic.

Daloch Zar wheeled about suddenly, turning to face the council one final time. As his clenched fist rose from his hip to his shoulder, elbow locked, black fire began to coalesce about the knuckles. The arrogant smirk wiped from his face, Praelector Evan started for behind his chair.

As the fire arced towards him, he knew that he would never make it.

Time to Acquire: 76 months

Starting Money: normal

Special:

+2 Spell Adder	20
Faithful servant/lackey	20
Faithful servant/lackey	30
Knowledge of the location of an Earthnode	20
Knowledge of the location of an Earthnode	20
Knowledge of the location of an Earthnode	20
Knowledge of the location of an Earthnode	20
+1 Spell Adder	0

Category or Skill	# of ranks
Power Manipulation skill category	0
choice of up to two skills	2 (total)
Power Awareness skill category	2
Directed Spells skill category	1
Self Control skill category	1
Meditation	1
Spells • Own Realm TP spell list category	0
choice of one Evil Essence spell list *	3

* The spell list chosen may be developed as a training package spell list.

Professional Qualifiers: At least 4 ranks in any Spell Mastery skills and at least 3 ranks in any one Direct Spells skill.

Stat Gains: Empathy

COST BY PROFESSION

Fighter	45	Lay Healer	25
Thief	44	Healer	24
Rogue	41	Mystic	26
Warrior Monk	42	Sorcerer	26
Layman	32	Ranger	33
Magician	26	Paladin	35
Illusionist	26	Monk	30
Cleric	26	Dabbler	29
Animist	26	Bard	30
Mentalist	25	Magent	30
Arcanist	25	Chaotic	31
Wizard	25	Magelhunter	30
Channeling Alchemist ..	26	Mentalism Alchemist	25
Essence Alchemist	26		
Taoist Monk	30	Zen Monk	30
Runemage	26	Warrior Mage	28
Mana Molder	26		
Priest	27	Warlock	26
Summoner	27	Mythic	34
Academic (Modern) ..	152*	Scientist (Modern)	138*
Fighter (Modern)	250*	Technician (Modern) ...	145*
Layman (Modern)	161*	Thief (Modern)	238*
Rogue (Modern)	208*	Warrior Monk (Modern)	226*
Academic (Pulp)	44†	Warrior Monk (Pulp)	68†
Fighter (Pulp)	74†	Healer (Pulp)	32
Layman (Pulp)	47†	Mystic (Pulp)	34
Noble Savage (Pulp) ..	66†	Sorcerer (Pulp)	34
Rogue (Pulp)	66†	Bard (Pulp)	48
Technician (Pulp)	39†	Monk (Pulp)	47
Thief (Pulp)	22†	Ranger (Pulp)	53

*: This profession is not normally able to develop this training package because the training package is not appropriate to the genre.

†: This profession is only allowed to develop this training package if the Gamemaster is not running a No-Magic campaign.

MASTER HEIGHT TABLE

D100 (OE)	Common Orc	Dwarf, male	Dwarf, female	Greater Orc	Grey Elf, male	Grey Elf, female	Half-elf, male	Half-elf, female	Half-orc, male	Half-orc, female	Halfling, male	Halfling, female	High Elf, male	High Elf, female	High Man, male	High Man, female	Hillman, male	Hillman, female
less than -169	3' 1"	3' 6"	3' 3"	3' 10"	4' 1"	3' 11"	4' 1"	3' 10"	3' 10"	3' 8"	2' 9"	2' 7"	4' 2"	3' 11"	4' 4"	3' 11"	3' 11"	3' 8"
-169	3' 2"	3' 7"	3' 4"	3' 11"	4' 2"	4' 0"	4' 2"	3' 11"	3' 11"	3' 9"	2' 9"	2' 8"	4' 3"	4' 1"	4' 5"	4' 0"	4' 0"	3' 9"
-167	3' 2"	3' 7"	3' 4"	3' 11"	4' 2"	4' 0"	4' 2"	3' 11"	3' 11"	3' 9"	2' 9"	2' 8"	4' 3"	4' 1"	4' 5"	4' 0"	4' 0"	3' 10"
-164	3' 2"	3' 7"	3' 4"	4' 0"	4' 4"	4' 1"	4' 4"	4' 1"	4' 1"	3' 11"	2' 10"	2' 8"	4' 5"	4' 3"	4' 6"	4' 2"	4' 1"	3' 11"
-162	3' 2"	3' 7"	3' 4"	4' 0"	4' 5"	4' 2"	4' 5"	4' 2"	4' 2"	3' 11"	2' 10"	2' 8"	4' 6"	4' 4"	4' 7"	4' 2"	4' 2"	3' 11"
-159	3' 3"	3' 8"	3' 5"	4' 1"	4' 6"	4' 3"	4' 5"	4' 3"	4' 3"	4' 0"	2' 10"	2' 9"	4' 7"	4' 5"	4' 8"	4' 3"	4' 3"	4' 0"
-157	3' 3"	3' 8"	3' 5"	4' 1"	4' 6"	4' 3"	4' 5"	4' 3"	4' 3"	4' 0"	2' 10"	2' 9"	4' 8"	4' 5"	4' 9"	4' 3"	4' 3"	4' 0"
-154	3' 3"	3' 9"	3' 6"	4' 2"	4' 7"	4' 4"	4' 6"	4' 4"	4' 4"	4' 1"	2' 11"	2' 9"	4' 9"	4' 6"	4' 10"	4' 4"	4' 4"	4' 2"
-144	3' 4"	3' 10"	3' 7"	4' 3"	4' 8"	4' 5"	4' 7"	4' 5"	4' 5"	4' 2"	2' 11"	2' 9"	4' 10"	4' 7"	4' 11"	4' 5"	4' 5"	4' 3"
-139	3' 4"	3' 10"	3' 7"	4' 3"	4' 9"	4' 6"	4' 8"	4' 5"	4' 5"	4' 2"	2' 11"	2' 9"	4' 11"	4' 7"	4' 11"	4' 5"	4' 5"	4' 3"
-134	3' 5"	3' 11"	3' 8"	4' 5"	4' 10"	4' 7"	4' 10"	4' 6"	4' 6"	4' 4"	2' 10"	2' 10"	5' 0"	4' 8"	5' 0"	4' 6"	4' 6"	4' 4"
-121	3' 5"	3' 11"	3' 8"	4' 5"	4' 11"	4' 8"	4' 10"	4' 7"	4' 7"	4' 4"	2' 10"	2' 10"	5' 1"	4' 9"	5' 1"	4' 7"	4' 7"	4' 4"
-109	3' 5"	3' 11"	3' 8"	4' 5"	5' 0"	4' 9"	4' 11"	4' 8"	4' 7"	4' 4"	3' 0"	2' 10"	5' 2"	4' 10"	5' 2"	4' 8"	4' 8"	4' 5"
-97	3' 5"	3' 11"	3' 8"	4' 5"	5' 1"	4' 10"	5' 0"	4' 9"	4' 7"	4' 4"	3' 0"	2' 10"	5' 3"	4' 11"	5' 3"	4' 9"	4' 9"	4' 5"
-84	3' 5"	4' 0"	3' 9"	4' 6"	5' 2"	4' 11"	5' 1"	4' 10"	4' 8"	4' 5"	3' 0"	2' 10"	5' 4"	5' 0"	5' 4"	5' 0"	4' 6"	4' 5"
-79	3' 6"	4' 1"	3' 10"	4' 7"	5' 3"	5' 0"	5' 2"	4' 11"	4' 9"	4' 6"	3' 1"	2' 11"	5' 5"	5' 1"	5' 5"	4' 11"	4' 11"	4' 7"
-74	3' 7"	4' 2"	3' 10"	4' 8"	5' 4"	5' 1"	5' 3"	5' 0"	4' 10"	4' 7"	3' 1"	2' 11"	5' 6"	5' 3"	5' 6"	5' 0"	5' 0"	4' 8"
-69	3' 7"	4' 3"	3' 11"	4' 9"	5' 5"	5' 2"	5' 4"	5' 1"	4' 11"	4' 8"	3' 2"	3' 0"	5' 7"	5' 4"	5' 7"	5' 1"	5' 1"	4' 9"
-65	3' 7"	4' 3"	3' 11"	4' 9"	5' 5"	5' 2"	5' 4"	5' 1"	4' 11"	4' 8"	3' 2"	3' 0"	5' 8"	5' 4"	5' 8"	5' 1"	5' 1"	4' 9"
-64	3' 8"	4' 4"	4' 0"	4' 10"	5' 7"	5' 4"	5' 6"	5' 3"	5' 0"	4' 10"	3' 2"	3' 0"	5' 9"	5' 5"	5' 9"	5' 2"	5' 2"	4' 10"
-59	3' 8"	4' 4"	4' 0"	4' 11"	5' 8"	5' 5"	5' 7"	5' 3"	5' 1"	4' 10"	3' 2"	3' 0"	5' 10"	5' 6"	5' 9"	5' 2"	5' 3"	4' 11"
-54	3' 9"	4' 5"	4' 1"	5' 0"	5' 9"	5' 6"	5' 8"	5' 4"	5' 2"	4' 11"	3' 3"	3' 1"	5' 11"	5' 7"	5' 10"	5' 3"	5' 4"	5' 0"
-49	3' 9"	4' 5"	4' 1"	5' 0"	5' 10"	5' 7"	5' 9"	5' 5"	5' 2"	5' 0"	3' 3"	3' 1"	5' 11"	5' 8"	5' 11"	5' 4"	5' 5"	5' 0"
-44	3' 9"	4' 6"	4' 2"	5' 1"	5' 11"	5' 8"	5' 10"	5' 6"	5' 3"	5' 1"	3' 3"	3' 1"	6' 0"	5' 9"	6' 0"	5' 5"	5' 6"	5' 1"
-19	3' 9"	4' 6"	4' 2"	5' 2"	6' 0"	5' 9"	5' 11"	5' 7"	5' 4"	5' 1"	3' 3"	3' 1"	6' 2"	5' 10"	6' 1"	5' 6"	5' 6"	5' 2"
6	3' 10"	4' 6"	4' 3"	5' 3"	6' 1"	5' 10"	6' 0"	5' 8"	5' 5"	5' 2"	3' 3"	3' 1"	6' 3"	5' 11"	6' 2"	5' 7"	5' 7"	5' 3"
11	3' 11"	4' 7"	4' 4"	5' 4"	6' 2"	5' 11"	6' 1"	5' 9"	5' 6"	5' 3"	3' 4"	3' 2"	6' 4"	6' 0"	6' 3"	5' 8"	5' 8"	5' 4"
16	3' 11"	4' 8"	4' 4"	5' 4"	6' 3"	6' 0"	6' 2"	5' 10"	5' 7"	5' 4"	3' 4"	3' 2"	6' 5"	6' 1"	6' 4"	5' 9"	5' 9"	5' 5"
26	4' 0"	4' 8"	4' 4"	5' 5"	6' 4"	6' 0"	6' 2"	5' 10"	5' 7"	5' 4"	3' 5"	3' 3"	6' 6"	6' 2"	6' 4"	5' 9"	5' 9"	5' 5"
41	4' 0"	4' 9"	4' 5"	5' 5"	6' 5"	6' 1"	6' 3"	5' 11"	5' 8"	5' 5"	3' 5"	3' 3"	6' 7"	6' 3"	6' 5"	5' 10"	5' 10"	5' 6"
51	4' 0"	4' 9"	4' 5"	5' 6"	6' 5"	6' 1"	6' 3"	5' 11"	5' 8"	5' 5"	3' 5"	3' 3"	6' 7"	6' 3"	6' 5"	5' 10"	5' 10"	5' 6"
66	4' 0"	4' 9"	4' 5"	5' 6"	6' 6"	6' 2"	6' 4"	5' 11"	5' 8"	5' 5"	3' 5"	3' 3"	6' 8"	6' 4"	6' 5"	5' 10"	5' 10"	5' 6"
76	4' 0"	4' 10"	4' 6"	5' 7"	6' 7"	6' 3"	6' 5"	6' 0"	5' 9"	5' 6"	3' 5"	3' 3"	6' 9"	6' 5"	6' 6"	5' 11"	5' 11"	5' 7"
86	4' 0"	4' 10"	4' 6"	5' 8"	6' 8"	6' 4"	6' 6"	6' 1"	5' 10"	5' 7"	3' 5"	3' 3"	6' 10"	6' 6"	6' 7"	6' 0"	6' 0"	5' 8"
91	4' 1"	4' 11"	4' 7"	5' 9"	6' 9"	6' 5"	6' 7"	6' 2"	5' 11"	5' 8"	3' 6"	3' 4"	6' 11"	6' 7"	6' 8"	6' 1"	6' 1"	5' 9"
96	4' 2"	4' 11"	4' 7"	5' 10"	6' 10"	6' 6"	6' 8"	6' 3"	6' 0"	5' 9"	3' 6"	3' 4"	7' 0"	6' 8"	6' 9"	6' 2"	6' 2"	5' 10"
146	4' 2"	5' 0"	4' 8"	5' 11"	6' 11"	6' 7"	6' 9"	6' 4"	6' 1"	5' 10"	3' 6"	3' 4"	7' 1"	6' 9"	6' 10"	6' 3"	6' 3"	5' 11"
151	4' 2"	5' 0"	4' 8"	5' 11"	6' 12"	6' 8"	6' 10"	6' 5"	6' 2"	5' 10"	3' 6"	3' 4"	7' 2"	6' 10"	6' 11"	6' 3"	6' 3"	5' 11"
156	4' 3"	5' 1"	4' 9"	6' 0"	7' 1"	6' 9"	6' 11"	6' 6"	6' 3"	5' 11"	3' 7"	3' 5"	7' 3"	6' 11"	7' 0"	6' 4"	6' 4"	5' 11"
161	4' 3"	5' 1"	4' 9"	6' 1"	7' 2"	6' 9"	6' 11"	6' 7"	6' 3"	5' 11"	3' 7"	3' 5"	7' 4"	6' 12"	7' 1"	6' 5"	6' 5"	5' 11"
166	4' 4"	5' 2"	4' 10"	6' 2"	7' 3"	6' 10"	7' 0"	6' 8"	6' 4"	6' 0"	3' 7"	3' 5"	7' 5"	7' 1"	7' 2"	6' 6"	6' 6"	5' 11"
171	4' 4"	5' 3"	4' 11"	6' 3"	7' 4"	6' 11"	7' 1"	6' 9"	6' 5"	6' 1"	3' 8"	3' 6"	7' 6"	7' 2"	7' 3"	6' 7"	6' 7"	5' 11"
173	4' 4"	5' 3"	4' 11"	6' 3"	7' 4"	6' 11"	7' 1"	6' 9"	6' 5"	6' 1"	3' 8"	3' 6"	7' 6"	7' 2"	7' 3"	6' 7"	6' 7"	5' 11"
176	4' 5"	5' 4"	4' 11"	6' 4"	7' 5"	7' 1"	7' 3"	6' 11"	6' 6"	6' 2"	3' 8"	3' 6"	7' 8"	7' 4"	7' 4"	6' 8"	6' 8"	5' 11"
181	4' 6"	5' 5"	5' 0"	6' 5"	7' 7"	7' 2"	7' 4"	7' 0"	6' 7"	6' 4"	3' 9"	3' 7"	7' 9"	7' 5"	7' 5"	6' 9"	6' 9"	5' 11"
186	4' 6"	5' 5"	5' 1"	6' 6"	7' 8"	7' 3"	7' 5"	7' 1"	6' 8"	6' 5"	3' 9"	3' 7"	7' 10"	7' 6"	7' 6"	6' 10"	6' 10"	5' 11"
199	4' 6"	5' 6"	5' 1"	6' 6"	7' 9"	7' 4"	7' 6"	7' 1"	6' 8"	6' 5"	3' 9"	3' 7"	7' 11"	7' 7"	7' 7"	6' 11"	6' 11"	5' 11"
211	4' 6"	5' 6"	5' 1"	6' 6"	7' 10"	7' 5"	7' 7"	7' 2"	6' 9"	6' 5"	3' 9"	3' 7"	8' 0"	7' 8"	7' 8"	7' 0"	7' 0"	5' 11"
223	4' 6"	5' 6"	5' 1"	6' 7"	7' 11"	7' 6"	7' 8"	7' 2"	6' 9"	6' 5"	3' 9"	3' 7"	8' 1"	7' 9"	7' 9"	7' 1"	7' 1"	5' 11"
241	4' 7"	5' 7"	5' 2"	6' 8"	8' 0"	7' 7"	7' 9"	7' 3"	6' 10"	6' 6"	3' 10"	3' 8"	8' 2"	7' 10"	7' 10"	7' 2"	7' 2"	5' 11"
251	4' 8"	5' 8"	5' 3"	6' 9"	8' 1"	7' 8"	7' 10"	7' 4"	6' 11"	6' 7"	3' 10"	3' 8"	8' 3"	7' 11"	7' 11"	7' 3"	7' 3"	5' 11"
266	4' 8"	5' 9"	5' 4"	6' 10"	8' 2"	7' 9"	7' 11"	7' 5"	7' 0"	6' 8"	3' 10"	3' 8"	8' 4"	8' 0"	8' 0"	7' 3"	7' 3"	5' 11"
261	4' 8"	5' 9"	5' 4"	6' 10"	8' 3"	7' 10"	8' 0"	7' 6"	7' 1"	6' 9"	3' 11"	3' 8"	8' 5"	8' 1"	8' 1"	7' 5"	7' 5"	5' 11"
266	4' 9"	5' 10"	5' 5"	6' 11"	8' 4"	7' 11"	8' 1"	7' 7"	7' 2"	6' 10"	3' 11"	3' 8"	8' 6"	8' 2"	8' 2"	7' 6"	7' 6"	5' 11"
268	4' 9"	5' 10"	5' 5"	6' 11"	8' 5"	8' 0"	8' 2"	7' 8"	7' 3"	6' 11"	3' 11"	3' 8"	8' 7"	8' 3"	8' 3"	7' 7"	7' 7"	5' 11"
271	4' 9"	5' 10"	5' 5"	7' 0"	8' 6"	8' 1"	8' 3"	7' 9"	7' 4"	7' 0"	4' 0"	3' 9"	8' 8"	8' 4"	8' 4"	7' 7"	7' 7"	5' 11"
273	4' 9"	5' 10"	5' 5"	7' 0"	8' 7"	8' 1"	8' 3"	7' 10"	7' 4"	7' 0"	4' 0"	3' 9"	8' 9"	8' 5"	8' 5"	7' 7"	7' 7"	5' 11"
more than 273	4' 10"	5' 11"	5' 6"	7' 1"	8' 8"	8' 2"	8' 4"	7' 11"	7' 5"	7' 1"	4' 0"	3' 10"	8' 10"	8' 6"	8' 6"	7' 8"	7' 8"	5' 11"

MASTER HEIGHT TABLE

d100 (OE)	Mariner, male	Mariner, female	Nomad, male	Nomad, female	Ruralman, male	Ruralman, female	Urbanman, male	Urbanman, female	Wood Elf, male	Wood Elf, female	Woodman, male	Woodman, female
less than -169	4' 2"	3' 10"	3' 8"	3' 5"	3' 11"	3' 7"	3' 11"	3' 7"	4' 0"	3' 10"	4' 0"	3' 7"
-169	4' 3"	3' 11"	3' 9"	3' 6"	4' 0"	3' 8"	4' 0"	3' 8"	4' 1"	3' 11"	4' 1"	3' 8"
-167	4' 3"	4' 0"	3' 10"	3' 6"	4' 0"	3' 8"	4' 0"	3' 8"	4' 1"	4' 0"	4' 2"	3' 8"
-164	4' 4"	4' 1"	3' 11"	3' 7"	4' 1"	3' 9"	4' 1"	3' 9"	4' 2"	4' 1"	4' 3"	3' 9"
-162	4' 5"	4' 1"	3' 11"	3' 7"	4' 1"	3' 9"	4' 1"	3' 9"	4' 3"	4' 1"	4' 4"	3' 10"
-159	4' 6"	4' 2"	4' 0"	3' 9"	4' 2"	3' 10"	4' 2"	3' 10"	4' 4"	4' 2"	4' 5"	3' 11"
-157	4' 7"	4' 2"	4' 1"	3' 10"	4' 2"	3' 11"	4' 2"	3' 11"	4' 4"	4' 3"	4' 5"	4' 0"
-154	4' 8"	4' 3"	4' 2"	3' 10"	4' 3"	4' 0"	4' 3"	4' 0"	4' 5"	4' 3"	4' 6"	4' 1"
-144	4' 9"	4' 4"	4' 3"	3' 11"	4' 4"	4' 1"	4' 4"	4' 1"	4' 6"	4' 4"	4' 7"	4' 2"
-139	4' 9"	4' 4"	4' 3"	3' 11"	4' 4"	4' 2"	4' 5"	4' 2"	4' 7"	4' 4"	4' 7"	4' 2"
-134	4' 10"	4' 5"	4' 4"	4' 0"	4' 6"	4' 3"	4' 6"	4' 3"	4' 7"	4' 5"	4' 8"	4' 3"
-121	4' 11"	4' 6"	4' 4"	4' 0"	4' 7"	4' 3"	4' 7"	4' 3"	4' 8"	4' 6"	4' 9"	4' 3"
-109	5' 0"	4' 7"	4' 5"	4' 1"	4' 8"	4' 3"	4' 8"	4' 3"	4' 9"	4' 7"	4' 10"	4' 4"
-97	5' 1"	4' 8"	4' 5"	4' 1"	4' 9"	4' 3"	4' 9"	4' 3"	4' 10"	4' 8"	4' 11"	4' 4"
-84	5' 2"	4' 9"	4' 6"	4' 2"	4' 10"	4' 4"	4' 10"	4' 4"	4' 11"	4' 9"	5' 0"	4' 5"
-79	5' 3"	4' 10"	4' 7"	4' 3"	4' 11"	4' 5"	4' 11"	4' 5"	5' 0"	4' 10"	5' 1"	4' 6"
-74	5' 4"	4' 11"	4' 8"	4' 4"	5' 0"	4' 6"	5' 0"	4' 6"	5' 1"	4' 11"	5' 2"	4' 7"
-69	5' 5"	5' 0"	4' 9"	4' 5"	5' 1"	4' 7"	5' 1"	4' 7"	5' 2"	5' 0"	5' 3"	4' 8"
-67	5' 6"	5' 0"	4' 10"	4' 5"	5' 1"	4' 8"	5' 1"	4' 8"	5' 3"	5' 0"	5' 4"	4' 8"
-64	5' 7"	5' 1"	4' 11"	4' 6"	5' 2"	4' 9"	5' 2"	4' 9"	5' 4"	5' 1"	5' 5"	4' 9"
-59	5' 7"	5' 1"	4' 11"	4' 7"	5' 3"	4' 9"	5' 3"	4' 9"	5' 4"	5' 2"	5' 5"	4' 10"
-54	5' 8"	5' 2"	5' 0"	4' 8"	5' 4"	4' 10"	5' 4"	4' 10"	5' 5"	5' 3"	5' 6"	4' 11"
-49	5' 9"	5' 3"	5' 0"	4' 8"	5' 4"	4' 10"	5' 4"	4' 10"	5' 6"	5' 3"	5' 7"	5' 0"
-44	5' 10"	5' 4"	5' 1"	4' 9"	5' 5"	4' 11"	5' 5"	4' 11"	5' 7"	5' 4"	5' 8"	5' 1"
-19	5' 11"	5' 5"	5' 2"	4' 9"	5' 6"	5' 0"	5' 6"	5' 0"	5' 8"	5' 5"	5' 9"	5' 1"
6	6' 0"	5' 6"	5' 3"	4' 10"	5' 7"	5' 1"	5' 7"	5' 1"	5' 9"	5' 6"	5' 10"	5' 2"
11	6' 1"	5' 7"	5' 4"	4' 11"	5' 8"	5' 2"	5' 8"	5' 2"	5' 10"	5' 7"	5' 11"	5' 3"
16	6' 2"	5' 8"	5' 5"	5' 0"	5' 9"	5' 3"	5' 9"	5' 3"	5' 11"	5' 8"	6' 0"	5' 4"
26	6' 2"	5' 8"	5' 5"	5' 0"	5' 9"	5' 3"	5' 9"	5' 3"	5' 11"	5' 8"	6' 0"	5' 4"
41	6' 3"	5' 9"	5' 6"	5' 1"	5' 10"	5' 4"	5' 10"	5' 4"	6' 0"	5' 9"	6' 1"	5' 5"
51	6' 3"	5' 9"	5' 6"	5' 1"	5' 10"	5' 4"	5' 10"	5' 4"	6' 0"	5' 9"	6' 1"	5' 5"
66	6' 3"	5' 9"	5' 6"	5' 1"	5' 10"	5' 4"	5' 10"	5' 4"	6' 0"	5' 9"	6' 1"	5' 5"
76	6' 4"	5' 10"	5' 7"	5' 2"	5' 11"	5' 5"	5' 11"	5' 5"	6' 1"	5' 10"	6' 2"	5' 6"
86	6' 5"	5' 11"	5' 8"	5' 3"	5' 11"	5' 6"	5' 11"	5' 6"	6' 2"	5' 11"	6' 3"	5' 7"
91	6' 6"	6' 0"	5' 9"	5' 4"	6' 0"	5' 7"	6' 0"	5' 7"	6' 3"	6' 0"	6' 4"	5' 8"
96	6' 7"	6' 1"	5' 10"	5' 5"	6' 1"	5' 8"	6' 1"	5' 8"	6' 4"	6' 1"	6' 5"	5' 9"
146	6' 8"	6' 2"	5' 11"	5' 6"	6' 2"	5' 9"	6' 2"	5' 9"	6' 5"	6' 2"	6' 6"	5' 10"
151	6' 9"	6' 3"	5' 11"	5' 6"	6' 3"	5' 9"	6' 3"	5' 9"	6' 6"	6' 3"	6' 7"	5' 10"
156	6' 10"	6' 4"	6' 0"	5' 7"	6' 4"	5' 10"	6' 4"	5' 10"	6' 7"	6' 4"	6' 8"	5' 11"
161	6' 11"	6' 4"	6' 0"	5' 7"	6' 5"	5' 10"	6' 5"	5' 10"	6' 7"	6' 4"	6' 9"	6' 0"
166	7' 0"	6' 5"	6' 1"	5' 8"	6' 6"	5' 11"	6' 6"	5' 11"	6' 8"	6' 5"	6' 10"	6' 1"
171	7' 1"	6' 6"	6' 2"	5' 9"	6' 7"	6' 0"	6' 7"	6' 0"	6' 9"	6' 6"	6' 11"	6' 2"
173	7' 2"	6' 7"	6' 3"	5' 9"	6' 8"	6' 1"	6' 8"	6' 1"	6' 10"	6' 7"	7' 0"	6' 2"
176	7' 3"	6' 8"	6' 4"	5' 10"	6' 9"	6' 2"	6' 9"	6' 2"	6' 11"	6' 8"	7' 1"	6' 3"
181	7' 4"	6' 9"	6' 5"	5' 11"	6' 10"	6' 3"	6' 10"	6' 3"	7' 0"	6' 9"	7' 2"	6' 4"
186	7' 5"	6' 10"	6' 6"	6' 0"	6' 11"	6' 4"	6' 11"	6' 4"	7' 1"	6' 10"	7' 3"	6' 5"
199	7' 5"	6' 10"	6' 6"	6' 0"	6' 11"	6' 4"	6' 11"	6' 4"	7' 2"	6' 10"	7' 3"	6' 5"
211	7' 6"	6' 11"	6' 7"	6' 1"	6' 11"	6' 5"	6' 11"	6' 5"	7' 3"	6' 11"	7' 4"	6' 6"
223	7' 6"	6' 11"	6' 7"	6' 1"	6' 11"	6' 5"	6' 11"	6' 5"	7' 4"	6' 11"	7' 4"	6' 6"
241	7' 7"	7' 0"	6' 8"	6' 2"	7' 0"	6' 6"	7' 0"	6' 6"	7' 5"	7' 0"	7' 5"	6' 7"
251	7' 8"	7' 1"	6' 9"	6' 3"	7' 1"	6' 7"	7' 1"	6' 7"	7' 6"	7' 1"	7' 6"	6' 8"
256	7' 9"	7' 2"	6' 10"	6' 3"	7' 2"	6' 7"	7' 2"	6' 7"	7' 6"	7' 2"	7' 7"	6' 9"
261	7' 10"	7' 3"	6' 11"	6' 4"	7' 3"	6' 8"	7' 3"	6' 8"	7' 7"	7' 3"	7' 8"	6' 10"
266	7' 11"	7' 4"	7' 0"	6' 5"	7' 4"	6' 9"	7' 4"	6' 9"	7' 8"	7' 4"	7' 9"	6' 11"
268	8' 0"	7' 5"	7' 0"	6' 6"	7' 5"	6' 10"	7' 5"	6' 10"	7' 9"	7' 5"	7' 10"	7' 0"
271	8' 1"	7' 6"	7' 1"	6' 7"	7' 6"	6' 11"	7' 6"	6' 11"	7' 10"	7' 5"	7' 11"	7' 1"
273	8' 2"	7' 6"	7' 2"	6' 8"	7' 7"	6' 11"	7' 7"	6' 11"	7' 10"	7' 6"	8' 0"	7' 1"
more than	8' 3"	7' 7"	7' 3"	6' 9"	7' 8"	7' 0"	7' 8"	7' 0"	8' 1"	7' 7"	8' 1"	7' 2"

MASTER WEIGHT TABLE

Roll d100 (OE)	Common Orc	Dwarf, male	Dwarf, female	Greater Orc	Grey Elf, male	Grey Elf, female	Half-elf, male	Half-elf, female	Half-orc, male	Half-orc, female	Halfling, male	Halfling, female	High Elf, male	High Elf, female	High Man, male
less than -169	46/49/53	62/66/72	63/67/73	63/67/73	53/56/61	61/65/71	53/56/61	63/67/73	62/66/72	63/67/73	40/43/47	38/41/45	40/43/47	57/61/67	34/36/39
-169—-165	47/50/55	66/70/77	66/70/77	66/70/77	58/62/68	65/69/75	58/62/68	66/70/77	66/70/77	66/70/77	40/43/47	38/41/45	48/51/56	62/66/72	42/45/49
-164—-160	47/50/55	70/74/81	69/73/80	70/74/81	64/68/74	70/74/81	64/68/74	69/73/80	70/74/81	69/73/80	41/44/48	39/42/46	56/59/64	68/72/79	51/54/59
-159—-155	48/51/56	74/78/85	72/76/83	74/78/85	71/75/82	74/78/85	71/75/82	72/76/83	74/78/85	72/76/83	41/44/48	39/42/46	63/67/73	73/77/84	59/63/69
-154—-145	49/52/57	77/82/90	75/79/86	76/81/89	76/81/89	77/82/90	76/81/89	75/79/86	77/82/90	75/79/86	42/45/49	40/43/47	71/75/82	78/83/91	68/72/79
-144—-135	50/53/58	81/86/94	78/83/91	80/85/93	82/87/95	81/86/94	82/87/95	78/83/91	81/86/94	78/83/91	42/45/49	40/43/47	78/83/91	83/88/96	76/81/89
-134—-85	50/53/58	85/90/99	81/86/94	84/89/97	89/94/103	86/91/100	89/94/103	81/86/94	85/90/99	81/86/94	43/46/50	41/44/48	87/92/101	88/93/102	85/90/99
-84—-80	51/54/59	89/94/103	84/89/97	88/93/102	95/100/110	90/95/104	95/100/110	84/89/97	89/94/103	84/89/97	43/46/50	41/44/48	95/100/110	94/99/108	94/99/108
-79—-75	52/55/60	93/98/107	87/92/101	91/96/105	101/107/117	94/99/108	101/107/117	87/92/101	93/98/107	87/92/101	44/47/51	41/44/48	102/108/118	98/104/114	102/108/118
-74—-70	53/56/61	96/102/112	91/96/105	95/100/110	107/113/124	97/103/113	107/113/124	91/96/105	96/102/112	91/96/105	44/47/51	42/45/49	110/116/127	104/110/121	111/117/128
-69—-65	53/56/61	100/106/116	94/99/108	98/104/114	113/119/130	102/108/118	113/119/130	94/99/108	100/106/116	94/99/108	45/48/52	42/45/49	117/124/136	109/115/126	119/126/138
-64—-55	54/57/62	104/110/121	96/102/112	101/107/117	119/126/138	106/112/123	119/126/138	96/102/112	104/110/121	96/102/112	45/48/52	43/46/50	126/133/146	114/120/132	128/135/148
-54—-45	55/58/63	108/114/125	99/105/115	105/111/122	125/132/145	110/116/127	125/132/145	99/105/115	108/114/125	99/105/115	46/49/53	43/46/50	133/141/155	119/126/138	136/144/158
-44—-5	56/59/64	112/118/129	103/109/119	109/115/126	131/138/151	114/120/132	131/138/151	103/109/119	112/118/129	103/109/119	46/49/53	44/47/51	141/149/163	124/131/144	145/153/168
6—-10	57/60/66	119/126/138	109/115/126	115/122/134	143/151/166	122/129/141	143/151/166	109/115/126	119/126/138	109/115/126	47/50/55	45/48/52	156/165/181	134/142/156	162/171/188
11—-15	58/62/68	129/136/149	116/123/135	125/132/145	158/167/183	133/140/154	158/167/183	116/123/135	129/136/149	116/123/135	49/52/57	46/49/53	176/186/204	148/156/171	183/193/212
16—-25	58/62/68	129/136/149	116/123/135	125/132/145	158/167/183	133/140/154	158/167/183	116/123/135	129/136/149	116/123/135	49/52/57	46/49/53	176/186/204	148/156/171	183/193/212
26—-40	61/65/71	142/150/165	128/135/148	137/145/159	180/190/209	147/155/170	180/190/209	128/135/148	142/150/165	128/135/148	51/54/59	48/51/56	204/215/236	166/175/192	213/225/247
41—-50	61/65/71	142/150/165	128/135/148	137/145/159	180/190/209	147/155/170	180/190/209	128/135/148	142/150/165	128/135/148	51/54/59	48/51/56	204/215/236	166/175/192	213/225/247
51—-65	61/65/71	142/150/165	128/135/148	137/145/159	180/190/209	147/155/170	180/190/209	128/135/148	142/150/165	128/135/148	51/54/59	48/51/56	204/215/236	166/175/192	213/225/247
66—-75	61/65/71	142/150/165	128/135/148	137/145/159	180/190/209	147/155/170	180/190/209	128/135/148	142/150/165	128/135/148	51/54/59	48/51/56	204/215/236	166/175/192	213/225/247
76—-85	63/67/73	154/163/179	138/146/160	149/157/172	201/212/233	160/169/185	201/212/233	138/146/160	154/163/179	138/146/160	52/55/60	49/52/57	220/243/267	183/193/212	243/256/281
86—-90	63/67/73	154/163/179	138/146/160	149/157/172	201/212/233	160/169/185	201/212/233	138/146/160	154/163/179	138/146/160	52/55/60	49/52/57	220/243/267	183/193/212	243/256/281
91—-95	65/69/75	165/174/191	146/154/169	158/167/183	216/228/250	171/180/198	216/228/250	146/154/169	165/174/191	146/154/169	54/57/62	50/53/58	250/264/290	206/207/227	265/279/306
96—-145	66/70/77	171/181/199	152/160/176	165/174/191	228/241/265	179/189/207	228/241/265	152/160/176	171/181/199	152/160/176	55/58/63	51/54/59	266/280/308	207/218/239	281/296/325
146—-155	67/71/78	175/185/203	155/164/180	169/178/195	234/247/271	183/193/212	234/247/271	155/164/180	175/185/203	155/164/180	55/58/63	52/55/60	273/288/316	211/223/245	289/305/335
156—-165	68/72/79	179/189/207	158/167/183	172/182/200	240/253/278	187/197/216	240/253/278	158/167/183	179/189/207	158/167/183	56/59/64	52/55/60	281/296/325	217/229/251	298/314/345
166—-170	69/73/80	183/193/212	161/170/187	175/185/203	247/260/286	190/201/221	247/260/286	161/170/187	183/193/212	161/170/187	56/59/64	52/55/60	281/296/325	217/229/251	298/314/345
171—-175	69/73/80	187/197/216	164/173/190	179/189/207	252/266/292	195/206/226	252/266/292	164/173/190	187/197/216	164/173/190	57/60/66	53/56/61	297/313/344	227/239/262	315/332/365
176—-180	70/74/81	190/201/221	168/177/194	183/193/212	258/272/299	199/210/231	258/272/299	168/177/194	190/201/221	168/177/194	57/60/66	54/57/62	304/321/353	232/245/269	323/341/375
181—-185	71/75/82	194/205/225	171/180/198	186/196/215	265/279/306	203/214/235	265/279/306	171/180/198	194/205/225	171/180/198	57/61/67	54/57/62	312/329/361	237/250/282	333/350/385
186—-240	72/76/83	198/209/229	173/183/201	190/204/224	277/292/321	207/218/249	277/292/321	173/183/201	198/209/229	173/183/201	57/61/67	54/57/62	320/337/370	243/256/281	341/359/394
241—-250	72/76/83	202/213/234	176/186/204	193/204/224	277/292/321	211/223/245	277/292/321	176/186/204	202/213/234	176/186/204	58/62/68	55/58/63	328/346/380	247/261/287	349/368/404
251—-260	73/77/84	206/217/238	180/190/209	197/208/228	283/298/327	215/227/249	283/298/327	180/190/209	206/217/238	180/190/209	58/62/68	55/58/63	336/354/389	252/266/292	358/377/414
261—-265	74/78/85	209/221/243	183/193/212	200/211/232	288/304/334	219/231/254	288/304/334	183/193/212	209/221/243	183/193/212	59/63/69	56/59/64	343/362/398	268/272/299	366/386/424
266—-270	75/79/86	213/225/247	186/196/215	204/215/236	293/311/342	223/235/258	293/311/342	186/196/215	213/225/247	186/196/215	59/63/69	56/59/64	351/370/407	263/277/304	375/395/434
271—-275	75/79/86	217/229/251	189/199/218	208/219/240	301/317/348	228/240/264	301/317/348	189/199/218	217/229/251	189/199/218	60/64/70	57/60/66	359/376/415	268/283/311	383/404/444
more than 275	76/80/88	221/233/256	191/202/222	210/222/244	306/323/355	231/244/268	306/323/355	191/202/222	221/233/256	191/202/222	60/64/70	57/60/66	366/386/424	273/288/316	392/413/454

MASTER WEIGHT TABLE

Roll d100 (OE)	Hibg Man, female	Hillman, male	Hillman, female	Mariner, male	Mariner, female	Nomad, male	Nomad, female	Ruralman, male	Ruralman, female	Urbanman, male	Urbanman, female	Wood Elf, male	Wood Elf, female	Woodman, male	Woodman, female
less than -169	62/66/72	57/61/67	63/67/73	40/43/47	63/67/73	63/67/73	57/61/67	61/65/71	62/66/72	61/65/71	62/66/72	62/66/72	62/66/72	50/53/58	63/67/73
-169 - -165	66/70/77	62/66/72	66/70/77	48/51/56	66/70/77	66/70/77	59/63/69	65/69/75	65/69/75	65/69/75	65/69/75	66/70/77	65/69/75	57/60/66	66/70/77
-164 - -160	70/74/81	68/72/79	69/73/80	56/59/64	70/74/81	69/73/80	60/64/70	70/74/81	68/72/79	70/74/81	68/72/79	70/74/81	68/72/79	62/66/72	69/73/80
-159 - -155	74/78/85	73/77/84	72/76/83	63/67/73	74/78/85	72/76/83	62/66/72	74/78/85	71/75/82	74/78/85	71/75/82	74/78/85	71/75/82	69/73/80	72/76/83
-154 - -145	77/82/90	78/83/91	75/79/86	71/75/82	76/81/89	75/79/86	63/67/73	78/83/91	74/78/85	77/82/90	74/78/85	77/82/90	74/78/85	76/80/88	75/79/86
-144 - -135	81/86/94	83/88/96	78/83/91	78/83/91	80/85/93	78/83/91	65/69/75	82/87/95	76/80/88	81/86/94	76/80/88	81/86/94	76/80/88	81/86/94	78/83/91
-134 - -85	85/90/99	88/93/102	81/86/94	87/92/101	84/89/97	81/86/94	67/71/78	87/92/101	78/83/91	86/91/100	78/83/91	85/90/99	78/83/91	88/93/102	81/86/94
-84 - -80	89/94/103	94/99/108	84/89/97	95/100/110	88/93/102	84/89/97	68/72/79	91/96/105	81/86/94	90/95/104	81/86/94	89/94/103	81/86/94	95/100/110	84/89/97
-79 - -75	93/98/107	98/104/114	87/92/101	102/108/118	91/96/105	87/92/101	70/74/81	95/101/111	84/89/97	94/99/108	84/89/97	93/98/107	84/89/97	101/107/117	87/92/101
-74 - -70	96/102/112	104/110/121	91/96/105	110/116/127	95/100/110	91/96/105	71/75/82	99/105/115	86/91/100	97/103/113	86/91/100	96/102/112	86/91/100	107/113/124	91/96/105
-69 - -65	100/106/116	109/115/126	94/99/108	117/124/136	98/104/114	94/99/108	73/77/84	104/110/121	89/94/103	102/108/118	89/94/103	100/106/116	99/94/103	114/120/132	94/99/108
-64 - -55	104/110/121	114/120/132	96/102/112	126/133/146	101/107/117	96/102/112	75/79/86	108/114/125	92/97/106	106/112/123	92/97/106	104/110/121	92/97/106	120/127/139	96/102/112
-54 - -45	108/114/125	119/126/138	99/105/115	133/141/155	105/111/122	99/105/115	76/80/88	113/119/130	95/100/110	110/116/127	95/100/110	108/114/125	95/100/110	127/134/147	99/105/115
-44 - -5	112/118/129	124/131/144	103/109/119	141/149/163	109/115/126	103/109/119	77/82/90	116/123/135	96/102/112	114/120/132	96/102/112	112/118/129	96/102/112	133/140/154	103/109/119
6 - 10	119/126/138	134/142/156	109/115/126	156/165/181	115/122/134	109/115/126	80/85/93	125/132/145	102/108/118	122/129/141	102/108/118	119/126/138	102/108/118	146/154/169	109/115/126
11 - 15	129/136/149	148/156/171	116/123/135	176/186/204	125/132/145	116/123/135	84/89/97	136/144/158	109/115/126	133/140/154	109/115/126	129/136/149	109/115/126	162/171/188	116/123/135
16 - 25	129/136/149	148/156/171	116/123/135	176/186/204	125/132/145	116/123/135	84/89/97	136/144/158	109/115/126	133/140/154	109/115/126	129/136/149	109/115/126	162/171/188	116/123/135
26 - 40	142/150/165	166/175/192	128/135/148	204/215/236	137/145/159	128/135/148	90/95/104	152/160/176	118/125/137	147/155/170	118/125/137	142/150/165	118/125/137	185/195/214	128/135/148
41 - 50	142/150/165	166/175/192	128/135/148	204/215/236	137/145/159	128/135/148	90/95/104	152/160/176	118/125/137	147/155/170	118/125/137	142/150/165	118/125/137	185/195/214	128/135/148
51 - 65	142/150/165	166/175/192	128/135/148	204/215/236	137/145/159	128/135/148	90/95/104	152/160/176	118/125/137	147/155/170	118/125/137	142/150/165	118/125/137	185/195/214	128/135/148
66 - 75	142/150/165	166/175/192	128/135/148	204/215/236	137/145/159	128/135/148	90/95/104	152/160/176	118/125/137	147/155/170	118/125/137	142/150/165	118/125/137	185/195/214	128/135/148
76 - 85	154/163/179	183/193/212	138/146/160	230/243/267	149/157/172	138/146/160	95/100/110	166/175/192	127/134/147	160/169/185	127/134/147	154/163/179	127/134/147	207/218/239	138/146/160
86 - 90	154/163/179	183/193/212	138/146/160	230/243/267	149/157/172	138/146/160	95/100/110	166/175/192	127/134/147	160/169/185	127/134/147	154/163/179	127/134/147	207/218/239	138/146/160
91 - 95	165/174/191	196/207/227	146/154/169	250/264/290	158/167/183	146/154/169	98/104/114	177/187/205	133/141/155	171/180/198	133/141/155	165/174/191	133/141/155	223/235/258	146/154/169
96 - 145	171/181/199	207/218/239	152/160/176	266/280/308	165/174/191	152/160/176	101/107/117	186/196/215	139/147/161	179/189/207	139/147/161	171/181/199	139/147/161	236/249/273	152/160/176
146 - 155	175/185/203	211/223/245	155/164/180	273/288/316	169/178/195	155/164/180	103/109/119	190/200/220	141/149/163	183/193/212	141/149/163	175/185/203	141/149/163	242/255/280	155/164/180
156 - 165	179/189/207	217/229/251	158/167/183	281/296/325	172/182/200	158/167/183	104/110/121	194/205/225	144/152/167	187/197/216	144/152/167	179/189/207	144/152/167	248/262/288	158/167/183
166 - 170	183/193/212	222/234/257	161/170/187	289/305/335	175/185/203	161/170/187	106/112/123	198/209/229	147/155/170	190/201/221	147/155/170	183/193/212	147/155/170	255/269/293	161/170/187
171 - 175	187/197/216	227/239/262	164/173/190	297/313/344	179/189/207	164/173/190	108/114/125	203/214/235	150/158/173	195/206/226	150/158/173	187/197/216	150/158/173	262/276/305	164/173/190
176 - 180	190/201/221	232/245/269	168/177/194	304/321/353	183/193/212	168/177/194	109/115/126	207/218/239	152/160/176	199/210/231	152/160/176	190/201/221	152/160/176	267/282/310	168/177/194
181 - 185	194/205/225	237/250/271	171/180/198	312/329/361	186/196/215	171/180/198	111/117/128	218/234/255	154/163/179	203/214/235	154/163/179	194/205/225	154/163/179	274/289/317	171/180/198
186 - 240	198/209/229	243/256/281	173/183/201	320/337/370	190/200/220	173/183/201	112/118/129	215/227/249	157/166/182	207/218/239	157/166/182	198/209/229	157/166/182	281/296/325	173/183/201
241 - 250	202/213/234	247/261/287	176/186/204	328/346/380	193/204/224	176/186/204	114/120/132	220/232/255	160/169/185	211/223/245	160/169/185	202/213/234	160/169/185	287/303/333	176/186/204
251 - 260	206/217/238	252/266/292	180/190/209	336/354/389	197/208/228	180/190/209	115/122/134	224/236/259	162/171/188	215/227/249	162/171/188	206/217/238	162/171/188	293/309/339	180/190/209
261 - 265	209/221/243	258/272/299	183/193/212	343/362/398	200/211/232	183/193/212	116/123/135	228/241/265	165/174/191	219/231/254	165/174/191	209/221/243	165/174/191	300/316/347	183/193/212
266 - 270	213/225/247	263/277/304	186/196/215	351/370/407	204/215/236	186/196/215	118/125/137	232/245/269	168/177/194	223/235/258	168/177/194	213/225/247	168/177/194	306/323/355	186/196/215
271 - 275	217/229/251	268/283/311	189/199/218	359/378/415	208/219/240	189/199/218	119/126/138	237/250/275	171/180/198	228/240/264	171/180/198	217/229/251	171/180/198	319/336/369	191/202/222
more than 275	221/233/256	273/288/316	191/202/222	366/386/424	210/222/244	191/202/222	121/128/140	241/254/279	173/183/201	231/244/268	173/183/201	221/233/256	173/183/201	319/336/369	191/202/222

MODERN MAN (PULP)

Campaign (GM): _____

Level:

Total DB: _____

Fear (3 x SD): +0

$$0 \cdot 6 \cdot 4 \cdot 2 \cdot 1$$

PPs/sleep cycle

Alignment: _____

Other: _____

Strength +2

Power Points:

Pulp Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • LIGHT

Rank Cost: _____ Ag+St+Ag _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Armor I	_____	_____	Bonuses: _____	_____	_____	_____	_____
Body Armor II	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: _____ St+Ag+St _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Armor III	_____	_____	Bonuses: _____	_____	_____	_____	_____
Body Armor IV	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Rank Cost: _____ Pr+Em+Ag _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Rank Cost: _____ Em+In+Pr _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

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

ATHLETIC • BRAWN

Rank Cost: _____ St+Co+Ag _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: _____ Co+Ag+St _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

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

ATHLETIC • GYMNASTICS

Rank Cost: _____ Ag+Qu+Ag _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

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

AWARENESS • PERCEPTIONS

Rank Cost: _____ In+SD+In _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 Rank Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Special Bonus: _____
 Total Category Bonus: _____

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

AWARENESS • SEARCHING

Rank Cost: _____ In+Re+SD _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard 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: _____ In+SD+In _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: _____ Co+SD+Co _____ Profession Bonus: _____
 # Ranks: na Stat Bonus: _____
 Category Progression: na Rank Bonus: na
 Skill Progression: see Table T-1.1 Special Bonus: +10
 Total Category Bonus: _____

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

Pulp Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: _____ Ag+Qu+SD Stat Bonus: _____
 # 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.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Combat Maneuvers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Crewmember AFV	_____	_____	Bonuses: _____	_____	_____	_____	_____
Demolitions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mntd. Weap. Amb.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: _____ Re+Me+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Speed Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: _____ Ag+Me+SD Stat Bonus: _____
 # 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: _____ Ag+SD+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

INFLUENCE

Rank Cost: _____ Pr+Em+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

LORE • ACADEMIC

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Art History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Canon	_____	_____	Bonuses: _____	_____	_____	_____	_____
Comp. Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Journalism	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Political Science	_____	_____	Bonuses: _____	_____	_____	_____	_____
ReligiousHistory	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sociology	_____	_____	Bonuses: _____	_____	_____	_____	_____
Visual Arts	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

LORE • TECHNICAL

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____ St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____

Pulp Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: _____ Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____ Em+Ag+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: _____ SD+In+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____ Em+In+Pr Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____ Em+In+Pr Stat Bonus: _____
 # 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.
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: 20 _____ Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

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

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 3/6 _____ Re+Me+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

SCIENCE/ANALYTIC • MEDICAL

Rank Cost: _____ Re+Me+Re Stat Bonus: _____
 # Ranks: na Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Autopsy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Drug Therapy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Medical Practice	_____	_____	Bonuses: _____	_____	_____	_____	_____
Medical Sciences	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pharmaceuticals	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: _____ Re+Me+Re Stat Bonus: _____
 # 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • TECHNICAL

Rank Cost: _____ Re+Me+Re Stat Bonus: _____
 # Ranks: na Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Criminal Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Electronic Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gadgeteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Genetic Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Medical Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weapon Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: _____ SD+Pr+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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. Reload	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Toughness	_____	R	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: _____	_____	_____	_____	_____

Pulp Category/Skill Record Sheet (part IV)

SPECIAL ATTACKS

Rank Cost: _____ St+Ag+SD _____ Profession Bonus: _____
 # Ranks: na _____ Stat Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 _____ Rank Bonus: _____
 Skill Progression: Combined _____ Special Bonus: _____
 Total Category Bonus: _____

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

SPECIAL DEFENSES

Rank Cost: _____ none _____ Profession Bonus: _____
 # Ranks: na _____ Stat Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 _____ Rank Bonus: _____
 Skill Progression: Combined _____ Special Bonus: _____
 Total Category Bonus: _____

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

SUBTERFUGE • ATTACK

Rank Cost: _____ Ag+SD+In _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard _____ Rank Bonus: _____
 Skill Progression: Standard _____ Special Bonus: _____
 Total Category Bonus: _____

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

SUBTERFUGE • MECHANICS

Rank Cost: _____ In+Ag+Re _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard _____ 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: _____	_____	_____	_____	_____
Safe Cracking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Security Operations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tax Evasion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: _____ Ag+SD+In _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard _____ 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

Rank Cost: _____ Re+Me+SD _____ Profession Bonus: _____
 # 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: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character:

Level:

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: _____ Re+Me+In _____ Profession Bonus: _____
 # Ranks: na _____ Stat Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 _____ Rank Bonus: _____
 Skill Progression: Combined _____ Special Bonus: _____
 Total Category Bonus: _____

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

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: _____ Me+In+Re _____ Profession Bonus: _____
 # Ranks: na _____ Stat Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 _____ Rank Bonus: _____
 Skill Progression: Combined _____ Special Bonus: _____
 Total Category Bonus: _____

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

URBAN

Rank Cost: _____ In+Pr+Re _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard _____ 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: _____	_____	_____	_____	_____

WEAPON • CATEGORY 1

Rank Cost: _____ _____ Profession Bonus: _____
 # 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: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • CATEGORY 2

Rank Cost: _____ _____ Profession Bonus: _____
 # 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: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • CATEGORY 3

Rank Cost: _____ _____ Profession Bonus: _____
 # 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: _____	_____	_____	_____	_____

SPELLS

Rank Cost: _____ _____ Profession Bonus: _____
 # Ranks: _____ Stat Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 _____ Rank Bonus: _____
 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: _____	_____	_____	_____	_____

Black Ops Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • LIGHT

Rank Cost: _____ Ag+St+Ag _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special Bonus: _____
 Skill Progression: Standard _____ Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Armor I	_____	_____	Bonuses: _____	_____	_____	_____	_____
Body Armor II	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: _____ St+Ag+St _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special Bonus: _____
 Skill Progression: Standard _____ Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Armor III	_____	_____	Bonuses: _____	_____	_____	_____	_____
Body Armor IV	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Rank Cost: _____ Pr+Em+Ag _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Rank Cost: _____ Em+In+Pr _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special Bonus: _____
 Skill Progression: Standard _____ Total Category Bonus: _____

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

ATHLETIC • BRAWN

Rank Cost: _____ St+Co+Ag _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: _____ Co+Ag+St _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special Bonus: _____
 Skill Progression: Standard _____ Total Category Bonus: _____

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

ATHLETIC • GYMNASTICS

Rank Cost: _____ Ag+Qu+Ag _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special Bonus: _____
 Skill Progression: Standard _____ 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: _____	_____	_____	_____	_____
Skydiving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Rank Cost: _____ In+SD+In _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 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.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING

Rank Cost: _____ In+Re+SD _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

Rank Cost: _____ In+SD+In _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard _____ Special Bonus: _____
 Skill Progression: Standard _____ Total Category Bonus: _____

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

BODY DEVELOPMENT

Rank Cost: _____ Co+SD+Co _____ Stat Bonus: +10
 # Ranks: na _____ Rank Bonus: na
 Category Progression: na _____ Special Bonus: +10
 Skill Progression: see Table T-1.1 _____ Total Category Bonus: _____

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

Black Ops Category/Skill Record Sheet (part II)

COMBAT MANEUVERS

Rank Cost: _____ Ag+Qu+SD Stat Bonus: _____
 # 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.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Combat Pilot	_____	_____	Bonuses: _____	_____	_____	_____	_____
Crewmember AFV	_____	_____	Bonuses: _____	_____	_____	_____	_____
Demolitions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mounted Weap. Am.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: _____ Re+Me+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Speed Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: _____ Ag+Me+SD Stat Bonus: _____
 # 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: _____ Pr+Em+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

Character:

Level:

Lore • Academic

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Art History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cannon	_____	_____	Bonuses: _____	_____	_____	_____	_____
Comp. Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Education	_____	_____	Bonuses: _____	_____	_____	_____	_____
Journalism	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Political Science	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religious History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sociology	_____	_____	Bonuses: _____	_____	_____	_____	_____
Visual Arts	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Efficiency Expertise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fashion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Health Care	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interior Design	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: _____ Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

MARTIAL ARTS • STRIKING

Rank Cost: _____ St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____

MARTIAL ARTS • SWEEPS

Rank Cost: _____ Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Black Ops Category/Skill Record Sheet (part III)

Character:

Level:

OUTDOOR • ANIMAL

Rank Cost: _____ Em+Ag+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: _____ SD+In+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

SCIENCE/ANALYTIC • BASIC

Rank Cost: _____ Re+Me+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

SCIENCE/ANALYTIC • ENGINEERING

Rank Cost: _____ Re+Me+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Chemical (Med.)	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Chemical (Ind.)	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Civil	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Computer	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Criminal	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Cybernetic	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Electronic	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Environmental	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Mechanical	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Medical	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Power System Theory	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sanitation	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sound	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Undersea	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Urban Design	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Weapon Design	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SCIENCE/ANALYTIC • MEDICAL

Rank Cost: _____ Re+Me+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Autopsy	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Drug Therapy	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Internal Medicine	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Medical Practice	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Medical Sciences	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Pharmacology	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: _____ Re+Me+Re Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

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

SCIENCE/ANALYTIC • TECHNICAL

Rank Cost: _____ Re+Me+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Computer Techn.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Criminal Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Cryogenic Operation	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Cybernetic Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Electronic Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Genetic Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Mechanical Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Medical Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Music Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Power System Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Weapon Tech.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: _____ SD+Pr+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: _____ St+Ag+SD Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

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

SPECIAL DEFENSES

Rank Cost: _____ none Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

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

Black Ops Category/Skill Record Sheet (part IV)

SUBTERFUGE • ATTACK

Rank Cost: _____ Ag+SD+In _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

SUBTERFUGE • MECHANICS

Rank Cost: _____ In+Ag+Re _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Computer Crime	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Computer Tapping	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Electronic Counter.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Electronic Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Electronic Warfare	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Safe Cracking	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Security Operations	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Tax Evasion	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

Character:

Level:

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12 Me+In+Re _____ Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

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

URBAN

Rank Cost: 2/4 In+Pr+Re _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Booking	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Drug Trafficking	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Organized Crime	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: _____ # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

Taoist Monk Category/Skill Record Sheet (part I)										Character:		Level:						
ARMOR • HEAVY				Profession Bonus: _____						ATHLETIC • GYMNASTICS				Profession Bonus: +5				
Rank Cost: 11				St+Ag+St		Stat Bonus: _____				Rank Cost: 1/5				Ag+Qu+Ag				
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____				Category Progression: Standard				# Ranks: _____				
Skill Progression: Standard				Total Category Bonus: _____		Special Bonus: _____				Skill Progression: Standard				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: _____						AWAWARENESS • PERCEPTIONS				Profession Bonus: +5				
Rank Cost: 9				Ag+St+Ag		Stat Bonus: _____				Rank Cost: 4/14				In+SD+In				
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____				Category Progression: 0 • 0 • 0 • 0 • 0				# Ranks: _____				
Skill Progression: Standard				Total Category Bonus: _____		Special Bonus: _____				Skill Progression: 0 • 1 • 1 • 0.5 • 0				Total Category Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____		Bonuses: _____	_____	_____	_____	_____		Alertness	_____	_____		Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense Ambush	_____	_____		Bonuses: _____	_____	_____	_____	_____
ARMOR • MEDIUM				Profession Bonus: _____						AWAWARENESS • SEARCHING				Profession Bonus: +5				
Rank Cost: 10				St+Ag+St		Stat Bonus: _____				Rank Cost: 2/6				In+Re+SD				
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____				Category Progression: Standard				# Ranks: _____				
Skill Progression: Standard				Total Category Bonus: _____		Special Bonus: _____				Skill Progression: Standard				Total Category Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____		Bonuses: _____	_____	_____	_____	_____		Detect Traps	_____	_____		Bonuses: _____	_____	_____	_____	_____
ARTISTIC • ACTIVE				Profession Bonus: _____						AWAWARENESS • SENSES				Profession Bonus: +5				
Rank Cost: 2/4				Pr+Em+Ag		Stat Bonus: _____				Rank Cost: 3/7				In+SD+In				
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____				Category Progression: Standard				# Ranks: _____				
Skill Progression: Standard				Total Category Bonus: _____		Special Bonus: _____				Skill Progression: Standard				Total Category Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____		Bonuses: _____	_____	_____	_____	_____		Direction Sense	_____	_____		Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____		Bonuses: _____	_____	_____	_____	_____		Reality Awareness	_____	R		Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Hearing)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Sight)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Play _____	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Smell)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Taste)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Touch)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____		Bonuses: _____	_____	_____	_____	_____		Situational Aware.	_____	_____		Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____		Bonuses: _____	_____	_____	_____	_____		Spatial Loc. Aware.	_____	R		Bonuses: _____	_____	_____	_____	_____
	_____	_____		Bonuses: _____	_____	_____	_____	_____		Time Sense	_____	E		Bonuses: _____	_____	_____	_____	_____
ARTISTIC • PASSIVE				Profession Bonus: _____						BODY DEVELOPMENT				Profession Bonus: +5				
Rank Cost: 2/5				Em+In+Pr		Stat Bonus: _____				Rank Cost: 4/14				Co+SD+Co				
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____				Category Progression: na				# Ranks: na				
Skill Progression: Standard				Total Category Bonus: _____		Special Bonus: _____				Skill Progression: see Table T-1.1				Total Category Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____		Bonuses: _____	_____	_____	_____	_____		Body Development	_____	_____		Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____		Bonuses: _____	_____	_____	_____	_____			_____	_____		Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____		Bonuses: _____	_____	_____	_____	_____			_____	_____		Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____		Bonuses: _____	_____	_____	_____	_____			_____	_____		Bonuses: _____	_____	_____	_____	_____
ATHLETIC • BRAWN				Profession Bonus: _____						ATHLETIC • ENDURANCE				Profession Bonus: _____				
Rank Cost: 3/7				St+Co+Ag		Stat Bonus: _____				Rank Cost: 2/7				Co+Ag+St				
Category Progression: Standard				# Ranks: _____		Rank Bonus: _____				Category Progression: Standard				# Ranks: _____				
Skill Progression: Standard				Total Category Bonus: _____		Special Bonus: _____				Skill Progression: Standard				Total Category Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____		Bonuses: _____	_____	_____	_____	_____		Athletic Games	_____	_____		Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____		Bonuses: _____	_____	_____	_____	_____		Distance Running	_____	_____		Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____		Bonuses: _____	_____	_____	_____	_____		Rowing	_____	_____		Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____		Bonuses: _____	_____	_____	_____	_____		Scaling	_____	_____		Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sprinting	_____	_____		Bonuses: _____	_____	_____	_____	_____
	_____	_____		Bonuses: _____	_____	_____	_____	_____		Swimming	_____	_____		Bonuses: _____	_____	_____	_____	_____
	_____	_____		Bonuses: _____	_____	_____	_____	_____			_____	_____		Bonuses: _____	_____	_____	_____	_____

Taoist Monk 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 9
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: 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.
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: 2/5
Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____
Profession Bonus: +10
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: _____	_____	_____	_____	_____

Taoist Monk Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS Profession Bonus: +10
 Rank Cost: 2/5 Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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 Profession Bonus: +5
 Rank Cost: 2/7 Em+Ag+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL Profession Bonus: +5
 Rank Cost: 2/5 SD+In+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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 Profession Bonus: +5
 Rank Cost: 3/7 Em+In+Pr Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

POWER MANIPULATION Profession Bonus: _____
 Rank Cost: 6/12 Em+In+Pr Stat Bonus: _____
 # 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.
Channeling	_____	R	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 Profession Bonus: _____
 Rank Cost: 8 Em Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

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

Character:

Level:

SCIENCE/ANALYTIC • BASIC Profession Bonus: _____
 Rank Cost: 2/5 Re+Me+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

SCIENCE/ANALYTIC • SPECIALIZED Profession Bonus: _____
 Rank Cost: 8 Re+Me+Re Stat Bonus: _____
 # 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: _____	_____	_____	_____	_____

SELF CONTROL Profession Bonus: +10
 Rank Cost: 2/4 SD+Pr+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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	_____	O	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS Profession Bonus: _____
 Rank Cost: 5 St+Ag+SD Stat Bonus: _____
 # 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.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES Profession Bonus: _____
 Rank Cost: 10 none Stat Bonus: na
 # 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.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK Profession Bonus: _____
 Rank Cost: 8 Ag+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

Taoist Monk Category/Skill Record Sheet (part IV)

SUBTERFUGE • MECHANICS

Rank Cost: 4

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: 2/7

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: _____	_____	_____	_____	_____

Character:

Level:

OPEN ESSENCE LISTS

Rank Cost: 8/8

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

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

Em
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

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 Perceptions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lesser Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rune Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Wall	_____	_____	Bonuses: _____	_____	_____	_____	_____
Unbarring Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ESSENCE LISTS

Rank Cost: 10/10

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

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

Em
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

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

Rank Cost: 6/6/6

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

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

Em
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Renewal	_____	_____	Bonuses: _____	_____	_____	_____	_____
Evasions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Inner Eye	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Bridge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Forms	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Harmony	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 5

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: +5

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

WEAPON CATEGORY 2

Rank Cost: 8

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: +5

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

WEAPON CATEGORY 3

Rank Cost: 8

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: +5

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Zen Monk Category/Skill Record Sheet (part I)

ARMOR • HEAVY Profession Bonus: _____
 St+Ag+St Stat Bonus: _____
 Rank Cost: 11 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

ARMOR • LIGHT Profession Bonus: _____
 Ag+St+Ag Stat Bonus: _____
 Rank Cost: 9 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 St+Ag+St Stat Bonus: _____
 Rank Cost: 10 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

ARTISTIC • ACTIVE Profession Bonus: _____
 Pr+Em+Ag Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 Em+In+Pr Stat Bonus: _____
 Rank Cost: 2/4 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 St+Co+Ag 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.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE Profession Bonus: _____
 Co+Ag+St Stat Bonus: _____
 Rank Cost: 2/7 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____

Character: _____ Level: _____

ATHLETIC • GYMNASTICS Profession Bonus: +5
 Ag+Co+Ag Stat Bonus: _____
 Rank Cost: 1/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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 Profession Bonus: +5
 In+SD+In Stat Bonus: _____
 Rank Cost: 4/12 # Ranks: _____ Rank Bonus: _____
 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.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING Profession Bonus: +5
 In+Re+SD Stat Bonus: _____
 Rank Cost: 2/6 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES Profession Bonus: +5
 In+SD+In Stat Bonus: _____
 Rank Cost: 2/6 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT Profession Bonus: +5
 Co+SD+Co Stat Bonus: _____
 Rank Cost: 4/14 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: +10
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

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

Zen Monk Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 5/12

Category Progression: 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: _____	_____	_____	_____	_____

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

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: 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: 2/7

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: 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.
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: 2/5

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: +10

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: _____	_____	_____	_____	_____

Zen Monk Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

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

Ag+St+Ag
Ranks: _____

Profession Bonus: +10
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

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: _____	_____	_____	_____	_____

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: 3/7
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: 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	_____	R	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	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: 8
Category Progression: na
Skill Progression: see Table T-1.1

Pr
Ranks: na

Profession Bonus: _____
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: 2/5
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: 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: 2/4
Category Progression: Standard
Skill Progression: Standard

SD+Pr+SD
Ranks: _____

Profession Bonus: +10
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	_____	O	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 5
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: 10
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: 5/10
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: _____	_____	_____	_____	_____

Zen Monk Category/Skill Record Sheet (part IV)

SUBTERFUGE • MECHANICS

Rank Cost: 4
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: 2/7
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: 3/7
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: _____	_____	_____	_____	_____

Character: _____

Level: _____

OPEN MENTALISM LISTS

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

Pr
Ranks: na

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

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

Pr
Ranks: na

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

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

Pr
Ranks: na

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Control	_____	_____	Bonuses: _____	_____	_____	_____	_____
Body Renewal	_____	_____	Bonuses: _____	_____	_____	_____	_____
Evasions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Awareness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Focus	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Illumination	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

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

Ranks: _____

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: 8
Category Progression: Standard
Skill Progression: Standard

Ranks: _____

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: 8
Category Progression: Standard
Skill Progression: Standard

Ranks: _____

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

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

Mana Molder Category/Skill Record Sheet (part I)

ARMOR • HEAVY Profession Bonus: _____
 Rank Cost: 11 St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

ARMOR • LIGHT Profession Bonus: _____
 Rank Cost: 9 Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 Rank Cost: 10 St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: 1/5 Em+In+Pr Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: 7 St+Co+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: 3 Co+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____

Character:

Level:

ATHLETIC • GYMNASTICS Profession Bonus: _____
 Rank Cost: 3 Ag+Co+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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 Profession Bonus: _____
 Rank Cost: 5 In+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 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.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING Profession Bonus: _____
 Rank Cost: 3/7 In+Re+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES Profession Bonus: _____
 Rank Cost: 3/7 In+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT Profession Bonus: _____
 Rank Cost: 15 Co+SD+Co Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: +10
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

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

Mana Molder 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: _____	_____	_____	_____	_____
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: 3/7

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: 2/7

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: 3/5

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: _____	_____	_____	_____	_____

Mana Molder Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

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

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:				

OUTDOOR • ENVIRONMENTAL

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

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

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

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

POWER POINT DEVELOPMENT

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

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

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

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

SELF CONTROL

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

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

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

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

SUBTERFUGE • ATTACK

Rank Cost: 12
Category Progression: Standard
Skill Progression: Standard

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

Mana Molder Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 6

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: 4

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: _____

Special Bonus: _____

Total Category Bonus: _____

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

Special Bonus: _____

Total Category Bonus: _____

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

URBAN

Rank Cost: 3

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 ESSENCE LISTS

Rank Cost: 4/4/4

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

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

Rank Cost: 4/4/4

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

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

Rank Cost: 3/3/3

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Glyphs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Fields	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Servants	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Warriors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Matter Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER ESSENCE BASE LISTS

Rank Cost: 8/8

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

WEAPON CATEGORY 1

Rank Cost: 9

Category Progression: Standard

Skill Progression: Standard

Em

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Runemage Category/Skill Record Sheet (part I)

ARMOR • HEAVY Profession Bonus: _____
 Rank Cost: 11 St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

ARMOR • LIGHT Profession Bonus: _____
 Rank Cost: 9 Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 Rank Cost: 10 St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: 6 St+Co+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: 3 Co+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____

Character: _____ Level: _____

ATHLETIC • GYMNASTICS Profession Bonus: _____
 Rank Cost: 3 Ag+Co+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard 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 Profession Bonus: _____
 Rank Cost: 4 In+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 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.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING Profession Bonus: _____
 Rank Cost: 3/7 In+Re+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____
 Rank Cost: 3/7 In+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special 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: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT Profession Bonus: _____
 Rank Cost: 15 Co+SD+Co Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: +10
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

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

Runemage Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

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

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: 1/1/1
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.
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: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

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

DIRECTED SPELLS

Rank Cost: 3/7
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.
_____	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	R	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

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.
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

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

Profession Bonus: +15
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	_____	E	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

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.
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: _____
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

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: _____	_____	_____	_____	_____

Runemage Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 9
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: 3
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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 3
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: 1/4
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	_____	E	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	_____	R	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: 6
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: 1/4
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: _____
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	_____	_____	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: 15
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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 40
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: 12
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: _____	_____	_____	_____	_____

Runemage Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 6

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: 4

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:

Special Bonus:

Total Category Bonus:

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

Special Bonus:

Total Category Bonus:

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

URBAN

Rank Cost: 3

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 CHANNELING LISTS

Rank Cost: 4/4/4

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

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

[In/Em]

Ranks: na

Profession Bonus: +5

Stat Bonus:

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:				

OPEN ESSENCE LISTS

Rank Cost: 4/4/4

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

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

[In/Em]

Ranks: na

Profession Bonus: +5

Stat Bonus:

Rank Bonus: na

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 Perceptions			Bonuses:				
Lesser Illusions			Bonuses:				
Physical Enhancement			Bonuses:				
Rune Mastery			Bonuses:				
Spell Wall			Bonuses:				
Unbarring 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

[In/Em]

Ranks: na

Profession Bonus: +5

Stat Bonus:

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:				

CLOSED ESSENCE LISTS

Rank Cost: 4/4/4

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

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

[In/Em]

Ranks: na

Profession Bonus: +5

Stat Bonus:

Rank Bonus: na

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

Rank Cost: 3/3/3

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

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

[In/Em]

Ranks: na

Profession Bonus: +5

Stat Bonus:

Rank Bonus: na

Special Bonus:

Total Category Bonus:

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Commanding Will			Bonuses:				
Inscriptions			Bonuses:				
Nomenclature Mastery			Bonuses:				
Physical Manipulation			Bonuses:				
Symbolism			Bonuses:				
Warding Mastery			Bonuses:				

Warrior Mage Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

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.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

Rank Cost: 8
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: 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.
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: 3/7
Category Progression: Standard
Skill Progression: Standard

St+Co+Ag
Ranks: _____

Profession Bonus: +10
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: 2/7
Category Progression: Standard
Skill Progression: Standard

Co+Ag+St
Ranks: _____

Profession Bonus: +10
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: 3/7
Category Progression: Standard
Skill Progression: Standard

Ag+Qu+Ag
Ranks: _____

Profession Bonus: +10
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: 4/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In
Ranks: _____

Profession Bonus: +5
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: 2/6
Category Progression: Standard
Skill Progression: Standard

In+Re+SD
Ranks: _____

Profession Bonus: +5
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: +5
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: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 6/14
Category Progression: na
Skill Progression: see Table T-1.1

Co+SD+Co
Ranks: na

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

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

Warrior Mage 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: +10
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: 4
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: 2/6
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.
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: 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.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Warrior Mage Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS
 Rank Cost: 4
 Category Progression: Standard
 Skill Progression: Standard

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

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

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

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

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

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

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

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

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

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

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

Character:

Level:

SCIENCE/ANALYTIC • BASIC
 Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

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

SCIENCE/ANALYTIC • SPECIALIZED
 Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

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

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

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

SPECIAL ATTACKS
 Rank Cost: 6
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

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

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

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

SUBTERFUGE • ATTACK
 Rank Cost: 8
 Category Progression: Standard
 Skill Progression: Standard

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

Warrior Mage Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 4

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: 2/7

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: 3/7

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 ESSENCE LISTS

Rank Cost: 8/8

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

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 Perceptions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lesser Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rune Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Wall	_____	_____	Bonuses: _____	_____	_____	_____	_____
Unbarring Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ESSENCE LISTS

Rank Cost: 10/10

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

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

Rank Cost: 6/6/6

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

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

Em

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Combat Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Combat Misdirections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detections/Protections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warrior's Blade	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warrior's Enhance.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Will of the Warrior	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 3/9

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

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

Ranks: _____

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: 7

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Priest Category/Skill Record Sheet (part I)

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 Plate	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			<i>Bonuses:</i>				

ARMOR • LIGHT

Rank Cost: 3/3/3	Ag+St+Ag	Stat Bonus:
Category Progression: Standard	# Ranks: _____	Rank Bonus:
Skill Progression: Standard		Special Bonus:
		Total Category Bonus:

	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
either	—	—	Bonuses:	—	—	—	—
ther	—	—	Bonuses:	—	—	—	—

ARMOR • MEDIUM

Rank Cost: 10	St+Ag+St	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill Chain	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			<i>Bonuses:</i>				

ARTISTIC • ACTIVE

Rank Cost: 2/5	Pr+Em+Ag	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		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	Em+In+Pr	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

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

ATHLETIC • BRAUN

Rank Cost: 5	St+Co+Ag	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		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:	_____	_____	_____	_____
	_____	_____	Bonuses:	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Rank Cost: 3	Co+Ag+St	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		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:	_____	_____	_____	_____
	_____	_____	Bonuses:	_____	_____	_____	_____

Character:

Level:

ATHLETIC • GYMNASTICS

Rank Cost: 3	Ag+Qu+Ag	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		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	In+SD+In	Stat Bonus: _____
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: _____	Rank Bonus: _____
Skill Progression: 0 • 1 • 1 • 0.5 • 0		Special Bonus: _____
		Total Category Bonus: _____

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

AWARENESS • SEARCHING

Rank Cost: 2/7	In+Re+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.
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	In+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.
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:	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses:	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____

BODY DEVELOPMENT

	Co+SD+Co	Stat Bonus:	
Rank Cost: 12	# Ranks: na	Rank Bonus:	na
Category Progression: na		Special Bonus:	+10
Skill Progression: see Table T-1.1		Total Category Bonus:	

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development			<i>Bonuses:</i>				

Priest Category/Skill Record Sheet (part II)

COMBAT MANEUVERS

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

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

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

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

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

INFLUENCE

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

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

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:	—	—	—	—

LORE • MAGICAL

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

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

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

LORE • TECHNICAL

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

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:	—	—	—	—

MARTIAL ARTS • STRIKING

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

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:	—	—	—	—

Priest Category/Skill Record Sheet (part III)

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:	_____	_____	_____	_____
			Bonuses:				

OUTDOOR • ANIMAL

Rank Cost: 3/6

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:	_____	_____	_____	_____
Driving	_____	_____	Bonuses:	_____	_____	_____	_____
Herding	_____	_____	Bonuses:	_____	_____	_____	_____
Riding	_____	_____	Bonuses:	_____	_____	_____	_____
			Bonuses:				

OUTDOOR • ENVIRONMENTAL

Rank Cost: 3/6

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:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____

POWER AWARENESS		Profession Bonus: _____
Rank Cost: 2/5	Em+In+Pr _____	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

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

POWER MANIPULATION		Profession Bonus: _____
Rank Cost: 4/10	Em+In+Pr	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.
Channeling	_____	R	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT		Profession Bonus: _____
Rank Cost: 4	# Ranks: na	Stat Bonus: _____
Category Progression: na		Rank Bonus: na _____
Skill Progression: see Table T-1.1		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development			<i>Bonuses:</i>				

Character:

Level

SCIENCE/ANALYTIC - BASIC

Re+3de+Re

Rank Cost: 1/4

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: _____	_____	_____	_____	_____
			Bonuses: _____				

SCIENCE/ANALYTIC • SPECIALIZED	Re+Me+Re	Profession Bonus: _____
		Stat Bonus: _____
Rank Cost: 6/14	# Ranks: na	Rank Bonus: _____
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:				
			Bonuses:				

SELF CONTROL		Profession Bonus: _____
	SD+Pr+SD	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.
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:	_____	_____	_____	_____
			Bonuses:	_____	_____	_____	_____

SPECIAL ATTACKS		Profession Bonus: _____
	St+Ag+SD	Stat Bonus: _____
Rank Cost: 11	# 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.
Brawling	_____	_____	Bonuses:	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses:	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses:	_____	_____	_____	_____
Jousting	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____

SPECIAL DEFENSES		Profession Bonus:	_____
	none	Stat Bonus:	na
Rank Cost: 40	# 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.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____
	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK		Profession Bonus: _____
	Ag+SD+In	Stat Bonus: _____
Rank Cost: 15	# Ranks: _____	Rank Bonus: _____
Category Progression: Standard		Special Bonus: _____
Skill Progression: Standard		Total Category Bonus: _____

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

Priest Category/Skill Record Sheet (part IV)

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: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	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: _____
Special Bonus: _____
Total Category Bonus: _____

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

URBAN

Rank Cost: 3
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: _____	_____	_____	_____	_____

Character:

Level:

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	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: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

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

WEAPON CATEGORY I

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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Summoner Category/Skill Record Sheet (part II)

Character:

Level:

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: 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

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: na

Special Bonus: _____

Total Category Bonus: _____

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

DIRECTED SPELLS

Rank Cost: 3
 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: 2/6
 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: _____	_____	_____	_____	_____

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: 2/4
 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	_____	E	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 2/5
 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.
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: _____	_____	_____	_____	_____

Summoner Category/Skill Record Sheet (part III)

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: 2/5
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: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herdng	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	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: 2/4
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____

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

Em+In+Pr
Ranks: na

Profession Bonus: +10
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	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 6
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
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: 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: _____	_____	_____	_____	_____

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: _____	_____	_____	_____	_____

Summoner Category/Skill Record Sheet (part IV)

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: 6
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: 3
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: _____	_____	_____	_____	_____

Character:

Level:

OPEN CHANNELING LISTS

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

[In/Em]
Ranks: na

Profession Bonus: +5
Stat Bonus: _____
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: _____	_____	_____	_____	_____

OPEN ESSENCE LISTS

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

[In/Em]
Ranks: na

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
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 Perceptions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lesser Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rune Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Wall	_____	_____	Bonuses: _____	_____	_____	_____	_____
Unbarring 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

[In/Em]
Ranks: na

Profession Bonus: +5
Stat Bonus: _____
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: _____	_____	_____	_____	_____

CLOSED ESSENCE LISTS

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

[In/Em]
Ranks: na

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
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

Rank Cost: 3/3/3
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

[In/Em]
Ranks: na

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Summoning Bond	_____	_____	Bonuses: _____	_____	_____	_____	_____
Summoning Circles	_____	_____	Bonuses: _____	_____	_____	_____	_____
Summoning Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Teleportals	_____	_____	Bonuses: _____	_____	_____	_____	_____

Warlock Category/Skill Record Sheet (part I)										Character:		Level:						
ARMOR • HEAVY				Profession Bonus: _____						ATHLETIC • GYMNASTICS				Profession Bonus: _____				
Rank Cost: 7/7/7				St+Ag+St		Stat Bonus: _____		Rank Bonus: _____		Ag+Qu+Ag		Stat Bonus: _____		Rank Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Category Progression: Standard		# Ranks: _____		Special Bonus: _____				
Skill Progression: Standard										Skill Progression: Standard				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 • GYMNASTICS				Profession Bonus: _____				
Rank Cost: 4/4/4				Ag+St+Ag		Stat Bonus: _____		Rank Bonus: _____		Climbing				Stat Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Athletic Games				Rank Bonus: _____				
Skill Progression: Standard										Contortions				Special 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: _____						ATHLETIC • GYMNASTICS				Profession Bonus: _____				
Rank Cost: 6/6/6				St+Ag+St		Stat Bonus: _____		Rank Bonus: _____		Flying/Gliding				Stat Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Rappelling				Rank Bonus: _____				
Skill Progression: Standard										Skating				Special Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____		Bonuses: _____	_____	_____	_____	_____		Skating	_____	_____		Bonuses: _____	_____	_____	_____	_____
ARTISTIC • ACTIVE				Profession Bonus: _____						ARTISTIC • ACTIVE				Profession Bonus: _____				
Rank Cost: 2/5				Pr+Em+Ag		Stat Bonus: _____		Rank Bonus: _____		Alertness				Stat Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Sense Ambush				Rank Bonus: _____				
Skill Progression: Standard										Sense Ambush				Special 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: _____	_____	_____	_____	_____
Mimery	_____	_____		Bonuses: _____	_____	_____	_____	_____										
Mimicry	_____	_____		Bonuses: _____	_____	_____	_____	_____										
Play	_____	_____		Bonuses: _____	_____	_____	_____	_____										
Poetic Improv.	_____	_____		Bonuses: _____	_____	_____	_____	_____										
Singing	_____	_____		Bonuses: _____	_____	_____	_____	_____										
Tale Telling	_____	_____		Bonuses: _____	_____	_____	_____	_____										
Ventriloquism	_____	_____		Bonuses: _____	_____	_____	_____	_____										
ARTISTIC • PASSIVE				Profession Bonus: _____						ARTISTIC • PASSIVE				Profession Bonus: _____				
Rank Cost: 2/5				Em+In+Pr		Stat Bonus: _____		Rank Bonus: _____		Lie Perception				Stat Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Locate Hidden				Rank Bonus: _____				
Skill Progression: Standard										Observation				Special Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____		Bonuses: _____	_____	_____	_____	_____		Poison Perception	_____	_____		Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____		Bonuses: _____	_____	_____	_____	_____		Reading Tracks	_____	_____		Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____		Bonuses: _____	_____	_____	_____	_____		Surveillance	_____	_____		Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____		Bonuses: _____	_____	_____	_____	_____		Tracking	_____	_____		Bonuses: _____	_____	_____	_____	_____
ATHLETIC • BRAUN				Profession Bonus: _____						ATHLETIC • BRAUN				Profession Bonus: _____				
Rank Cost: 7				St+Co+Ag		Stat Bonus: _____		Rank Bonus: _____		Direction Sense				Stat Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Reality Awareness				Rank Bonus: _____				
Skill Progression: Standard										Sense (Hearing)				Special Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Sight)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Smell)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Taste)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Touch)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____		Bonuses: _____	_____	_____	_____	_____		Situational Aware.	_____	_____		Bonuses: _____	_____	_____	_____	_____
				Bonuses: _____	_____	_____	_____	_____		Spatial Loc. Aware.	_____	_____		Bonuses: _____	_____	_____	_____	_____
				Bonuses: _____	_____	_____	_____	_____		Time Sense	_____	_____		Bonuses: _____	_____	_____	_____	_____
ATHLETIC • ENDURANCE				Profession Bonus: _____						ATHLETIC • ENDURANCE				Profession Bonus: _____				
Rank Cost: 3				Co+Ag+St		Stat Bonus: _____		Rank Bonus: _____		Direction Sense				Stat Bonus: _____				
Category Progression: Standard				# Ranks: _____		Special Bonus: _____		Total Category Bonus: _____		Reality Awareness				Rank Bonus: _____				
Skill Progression: Standard										Sense (Hearing)				Special Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Sight)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Smell)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Taste)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Touch)	_____	_____		Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____		Bonuses: _____	_____	_____	_____	_____		Situational Aware.	_____	_____		Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____		Bonuses: _____	_____	_____	_____	_____		Spatial Loc. Aware.	_____	_____		Bonuses: _____	_____	_____	_____	_____
				Bonuses: _____	_____	_____	_____	_____		Time Sense	_____	_____		Bonuses: _____	_____	_____	_____	_____
BODY DEVELOPMENT				Profession Bonus: _____						BODY DEVELOPMENT				Profession Bonus: _____				
Rank Cost: 15				Co+SD+Co		Stat Bonus: _____		Rank Bonus: _____		Direction Sense				Stat Bonus: _____				
Category Progression: na				# Ranks: na		Special Bonus: _____		Total Category Bonus: _____		Reality Awareness				Rank Bonus: _____				
Skill Progression: see Table T-1.1										Sense (Hearing)				Special Bonus: _____				
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____		Bonuses: _____	_____	_____	_____	_____		Sense (Sight)	_____	_____		Bonuses: _____	_____	_____	_____	_____

Warlock 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: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	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: 2/5

Category Progression: Standard

Skill Progression: Standard

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	E	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: +10
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	E	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	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: 6

Category Progression: na

Skill Progression: see Table T-1.1

[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.
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: +5
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	_____	_____	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: 14

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: 35

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: _____	_____	_____	_____	_____

Warlock Category/Skill Record Sheet (part IV)

SUBTERFUGE • MECHANICS

Rank Cost: 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: 5
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	_____	O	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	E	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: _____	_____	_____	_____	_____

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: _____	_____	_____	_____	_____

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: _____	_____	_____	_____	_____

Character:

Level:

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/Pr] 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: _____	_____	_____	_____	_____

OPEN MENTALISM 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/Pr] Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

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 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/Pr] 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: _____	_____	_____	_____	_____

CLOSED MENTALISM 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/Pr] Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

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

Rank Cost: 3/3/3
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5

[In/Pr] Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Doom's Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faith Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Look of Terror	_____	_____	Bonuses: _____	_____	_____	_____	_____
Revening Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transformations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wyrd Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____

Mythic Category/Skill Record Sheet (part I)

ARMOR • HEAVY

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

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

ARMOR • LIGHT

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

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

ARMOR • MEDIUM

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

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

ARTISTIC • ACTIVE

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

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

ARTISTIC • PASSIVE

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

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

ATHLETIC • BRAWN

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

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

ATHLETIC • ENDURANCE

Rank Cost: 1/5
Category Progression: Standard
Skill Progression: Standard

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

Character:

ATHLETIC • GYMNASTICS

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

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

AWARENESS • PERCEPTIONS

Rank Cost: 3/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

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

AWARENESS • SEARCHING

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

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

AWARENESS • SENSES

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

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

BODY DEVELOPMENT

Rank Cost: 4/12
Category Progression: na
Skill Progression: see Table T-1.1

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

Mythic 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: _____	_____	_____	_____	_____
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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 20

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: 1/4

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	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 3/6

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.
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	_____	O	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: _____	_____	_____	_____	_____

Mythic Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 5

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

Sweeps Degree 1

Sweeps Degree 2

Sweeps Degree 3

Sweeps Degree 4

Wrestling

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

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

Animal Healing

Animal Mastery

Animal Training

Driving

Herding

Riding

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

OUTDOOR • ENVIRONMENTAL

Rank Cost: 2/6

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

Foraging

Hunting

Star-gazing

Survival

Weather Watching

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

POWER AWARENESS

Rank Cost: 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.

Attunement

Divination

Power Perception

Read Runes

Bonuses:

Bonuses:

Bonuses:

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:

Special Bonus:

Total Category Bonus:

Skill

Ranks

Class.

Rank

Item

Cat.

Spec.

Tot.

Channeling

Magic Ritual

Sp. Mastery

Sp. Mastery

Sp. Mastery

Sp. Mastery

Sp. Mastery

Transcend. Armor

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

POWER POINT DEVELOPMENT

Rank Cost: 8

Category Progression: na

Skill Progression: see Table T-1.1

In

Ranks: na

Profession Bonus:

Stat Bonus:

Rank Bonus:

Special Bonus:

Total Category Bonus:

Skill

Ranks

Class.

Rank

Item

Cat.

Spec.

Tot.

Development

Bonuses:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 2/5

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

Research

Bonuses:

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:

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

Adr. Concentration

Adr. Landing

Adr. Leaping

Adr. Quickdraw

Adr. Speed

Adr. Stabilization

Adr. Strength

Cleansing Trance

Control Lycanth.

Death Trance

Frenzy

Healing Trance

Meditation

Mnemonics

Sleep Trance

Stun. Maneuvering

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

Bonuses:

SPECIAL ATTACKS

Rank Cost: 2/8

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

Skill Progression: Combined

St+Ag+SD

Ranks: na

Profession Bonus:

Stat Bonus:

Rank Bonus:

Special Bonus:

Total Category Bonus:

Skill

Ranks

Class.

Rank

Item

Cat.

Spec.

Tot.

Brawling

Dis. Foe (Armed)

Dis. Foe (Unarmed)

Jousting

Bonuses:

Bonuses:

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:

Rank Bonus:

Special Bonus:

Total Category Bonus:

Skill

Ranks

Class.

Rank

Item

Cat.

Spec.

Tot.

Adrenal Defense

Adrenal Toughness

Bonuses:

Bonuses:

SUBTERFUGE • ATTACK

Rank Cost: 6/12

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

Silent Attack

Bonuses:

Bonuses:

Mythic Category/Skill Record Sheet (part IV)										Character:		Level:	
SUBTERFUGE * MECHANICS										Profession Bonus: _____		+5	
Rank Cost: 2/8										In+Ag+Re		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category 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: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
SUBTERFUGE * STEALTH										Profession Bonus: _____		+5	
Rank Cost: 1/4										Ag+SD+In		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
TECHNICAL/TRADE * GENERAL										Profession Bonus: _____		+5	
Rank Cost: 3/7										Re+Me+SD		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category 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: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
TECHNICAL/TRADE * PROFESSIONAL										Profession Bonus: _____		+5	
Rank Cost: 8										Re+Me+In		Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0										# Ranks: na		Rank Bonus: _____	
Skill Progression: Combined										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
TECHNICAL/TRADE * VOCATIONAL										Profession Bonus: _____		+5	
Rank Cost: 5/12										Me+In+Re		Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0										# Ranks: na		Rank Bonus: _____	
Skill Progression: Combined										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
URBAN										Profession Bonus: _____		+5	
Rank Cost: 2/4										In+Pr+Re		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
OPEN CHANNELING LISTS										Profession Bonus: _____		+5	
Rank Cost: 8/8										In		Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0										# Ranks: na		Rank Bonus: _____	
Skill Progression: 0 • 1 • 1 • 0.5 • 0										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category 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										Profession Bonus: _____		+5	
Rank Cost: 10/10										In		Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0										# Ranks: na		Rank Bonus: _____	
Skill Progression: 0 • 1 • 1 • 0.5 • 0										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category 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										Profession Bonus: _____		+5	
Rank Cost: 6/6/6										In		Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0										# Ranks: na		Rank Bonus: _____	
Skill Progression: 0 • 1 • 1 • 0.5 • 0										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
Holy Mission	_____	_____	Bonuses: _____	_____	_____	_____	_____						
The Defender	_____	_____	Bonuses: _____	_____	_____	_____	_____						
The Eye	_____	_____	Bonuses: _____	_____	_____	_____	_____						
The Mask	_____	_____	Bonuses: _____	_____	_____	_____	_____						
The Will	_____	_____	Bonuses: _____	_____	_____	_____	_____						
Vengeance	_____	_____	Bonuses: _____	_____	_____	_____	_____						
WEAPON CATEGORY 1										Profession Bonus: _____		+5	
Rank Cost: 3/9										In		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
WEAPON CATEGORY 2										Profession Bonus: _____		+5	
Rank Cost: 5/8										In		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
WEAPON CATEGORY 3										Profession Bonus: _____		+5	
Rank Cost: 6										In		Stat Bonus: _____	
Category Progression: Standard										# Ranks: _____		Rank Bonus: _____	
Skill Progression: Standard										Special Bonus: _____		na	
Total Category Bonus: _____												Special Bonus: _____	
Total Category Bonus: _____												Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____						

Channeling Spell List Record Sheet

OPEN CHANNELING LISTS [RMSR]								Total Category Bonus: _____
List	# 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 [RMSR]								Total Category Bonus: _____
List	# 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:	_____	_____	_____	_____	_____
Sacred Grounds*	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Symbolic Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____

EXTRA BASE LISTS								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____

ANIMIST BASE LISTS [RMSR]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Animal Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Herb Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature's Lore	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature's Move/Sense	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature's Protection	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Plant Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____

CHAN. ALCHEMIST BASE LISTS [TREASCo]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Inorganic Lists	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Liquid/Gas Lists	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Other Realm Imbed	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Own Realm Imbed	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Armoring	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Office	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Wards	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Weapons	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Works	_____	_____	Bonuses:	_____	_____	_____	_____	_____

CLERIC BASE LISTS [RMSR]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Channels	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Communal Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Life Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Protections	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Repulsions	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Summons	_____	_____	Bonuses:	_____	_____	_____	_____	_____

HEALER BASE LISTS [RMSR]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Blood Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Bone Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Cleansing	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Miscellaneous Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Organ Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Surface Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____

MYTHIC BASE LISTS [ChanCo]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Holy Mission	_____	_____	Bonuses:	_____	_____	_____	_____	_____
The Defender	_____	_____	Bonuses:	_____	_____	_____	_____	_____
The Eye	_____	_____	Bonuses:	_____	_____	_____	_____	_____
The Mask	_____	_____	Bonuses:	_____	_____	_____	_____	_____
The Will	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Vengeance	_____	_____	Bonuses:	_____	_____	_____	_____	_____

Character: _____								Level: _____
PALADIN BASE LISTS [RMSR]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Communion	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Exorcisms	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Arms	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Healing	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Shields	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Inspiring Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____

RANGER BASE LISTS [RMSR]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Inner Walls	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Moving Ways	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature's Guises	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature's Summons	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature's Way	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Path Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____

SUMMONER BASE LISTS [CHANCo]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Animal Summons	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Planar Summons	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Summoning Bond	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Summoning Circles	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Summoning Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Teleportals	_____	_____	Bonuses:	_____	_____	_____	_____	_____

WARLOCK BASE LISTS [CHANCo]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Doom's Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Faith Destruction	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Look of Terror	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Revenging Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Transformations	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Wyrd Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____

PRIEST BASE LISTS [CHANCo]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Aquatic Forms	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Banishments	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Battlefield Healing	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Ceremonies	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Chants	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Crusade	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Death Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Divine Aura	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Divine Magic	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Faith's Shield	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Defenses	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Discipline	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Element	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Symbol	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Trances	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Weapon	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Wind	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Holy Wrath	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Horse Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Hunting Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Insect Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Land Forms	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Nature Domination	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Proselyting	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Serpent Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Spirit Domination	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Spirit Law	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Stone Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
The Hunter	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Time Lore	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Tree Mastery	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Voodoo Magic	_____	_____	Bonuses:	_____	_____	_____	_____	_____

EVIL CHANNELING LISTS [RMSR]								Total Category Bonus: _____
List	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.
Curses	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Dark Channels	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Dark Lore	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Disease	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Necromancy	_____	_____	Bonuses:	_____	_____	_____	_____	_____
Wounding	_____	_____	Bonuses:	_____	_____	_____	_____	_____

RMSR: Rolemaster Standard Rules; ChanCo: Channeling Companion;
 TreasCo: Treasure Companion
 *: This list appears in the Castles & Ruins sourcebook.

Essence Spell List Record Sheet

Character:

Level:

OPEN ESSENCE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Air Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Allurement*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Delving Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detecting Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Elemental Shields	_____	_____	Bonuses: _____	_____	_____	_____	_____
Essence Hand	_____	_____	Bonuses: _____	_____	_____	_____	_____
Essence's Percept.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fey Conjury*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lesser Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Enhance.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rune Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shadow Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Wall	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sustain Body*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Unbarring Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ESSENCE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Circle Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterspells*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dispelling Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Earth Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Elemental Summ.*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Familiar Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gate Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Invisible Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Living Change	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locating Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lofty Bridge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Staff*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Matter Shaping*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mechanism's Way*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapid Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shield Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Reins	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spirit Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Water Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____

EXTRA BASE LISTS

Total Category Bonus: _____

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

ESSENCE ALCHEMIST BASE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Inorganic Lists	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid/Gas Lists	_____	_____	Bonuses: _____	_____	_____	_____	_____
Other Realm Imbed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Own Realm Imbed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Armor Enchant.	_____	_____	Bonuses: _____	_____	_____	_____	_____
General Enchant.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Item Analysis	_____	_____	Bonuses: _____	_____	_____	_____	_____
Organic Skills	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weapon Enchant.	_____	_____	Bonuses: _____	_____	_____	_____	_____

DABBLER BASE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Concealment Mast.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Influences	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mechanisms	_____	_____	Bonuses: _____	_____	_____	_____	_____
Movement Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Thieving Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

ILLUSIONIST BASE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Feel-Taste-Smell	_____	_____	Bonuses: _____	_____	_____	_____	_____
Guises	_____	_____	Bonuses: _____	_____	_____	_____	_____
Illusion Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Sense Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____

MAGICIAN BASE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Earth Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ice Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Water Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wind Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

MANA MOLDER BASE LISTS [EssCo]

Total

Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Glyphs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Servants	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mana Warriors	_____	_____	Bonuses: _____	_____	_____	_____	_____

MONK BASE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Reins	_____	_____	Bonuses: _____	_____	_____	_____	_____
Body Renewal	_____	_____	Bonuses: _____	_____	_____	_____	_____
Evasions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Over Matter	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Bridge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____

RUNEMAGE BASE LISTS [EssCo]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Commanding Will	_____	_____	Bonuses: _____	_____	_____	_____	_____
Inscriptions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nomenclature Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Manipulations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbolism	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

SORCERER BASE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Flesh Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fluid Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gas Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soul Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____

TAOIST MONK BASE LISTS [MarCo]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Renewal	_____	_____	Bonuses: _____	_____	_____	_____	_____
Evasions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Inner Eye	_____	_____	Bonuses: _____	_____	_____	_____	_____
Monk's Bridge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Forms	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Harmony	_____	_____	Bonuses: _____	_____	_____	_____	_____

WARRIOR MAGE BASE LISTS [EssCo]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Combat Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Combat Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warrior's Blade	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warrior's Enhance.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Will of the Warrior	_____	_____	Bonuses: _____	_____	_____	_____	_____

EVIL ESSENCE LISTS [RMSR]

Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Dark Contacts	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dark Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Darkness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Entity Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Matter Disruption	_____	_____	Bonuses: _____	_____	_____	_____	_____
Physical Erosion	_____	_____	Bonuses: _____	_____	_____	_____	_____

RMSR: Rolemaster Standard Rules; EssCo: Channeling Companion; TreasCo: Treasure Companion; MarCo: Martial Arts Companion.
*: This list appears in the Essence Companion.

Mentalism Spell List Record Sheet

Character:

Level:

OPEN MENTALISM LISTS [RMSR] Total Category Bonus: _____

List	# 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 [RMSR] Total Category Bonus: _____

List	# 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: _____	_____	_____	_____	_____
Telekenisis	_____	_____	Bonuses: _____	_____	_____	_____	_____

EXTRA BASE LISTS Total Category Bonus: _____

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

LAY HEALER BASE LISTS [RMSR] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blood Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bone Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Concussion Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Muscle Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nerve and Organ Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Prosthetics	_____	_____	Bonuses: _____	_____	_____	_____	_____

MENT. ALCHEMIST BASE LISTS [TREASCO] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Inorganic Lists	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid/Gas Lists	_____	_____	Bonuses: _____	_____	_____	_____	_____
Other Realm Imbed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Own Realm Imbed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Attack Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Defense Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
External Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditative Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Understanding Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____

MENTALIST BASE LISTS [RMSR] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Mind Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Control	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Merge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Speech	_____	_____	Bonuses: _____	_____	_____	_____	_____
Presence	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Control	_____	_____	Bonuses: _____	_____	_____	_____	_____

BARD BASE LISTS [RMSR] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Controlling Songs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Entertaining Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Item Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lores	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Control	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Projection	_____	_____	Bonuses: _____	_____	_____	_____	_____

MAGENT BASE LISTS [RMSR] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Assassination Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Escapes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gathering Secrets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Midirections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____

MYSTIC BASE LISTS [RMSR] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Confusing Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gas Alteration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid Alteration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mystical Change	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Alteration	_____	_____	Bonuses: _____	_____	_____	_____	_____

EVIL MENTALISM LISTS [RMSR] Total Category Bonus: _____

List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Mind Death	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Disease	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Domination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Erosion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Illusion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Subversion	_____	_____	Bonuses: _____	_____	_____	_____	_____

RMSR: Rolemaster Standard Rules; MentCo: Mentalism Companion;

TreasCo: Treasure Companion

*: This list appears in the Mentalism Companion.

Arcane Spell List Record Sheet

OPEN ARCANE LISTS [ARCO]				Total Category Bonus: _____			
List	# 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 ESSENCE LISTS [RMSR]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gargoyle Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

EXTRA BASE LISTS				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARCANIST BASE LISTS [ARCO]				Total Category Bonus: _____			
List	# 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: _____	_____	_____	_____	_____

WIZARD BASE LISTS [ARCO]				Total Category Bonus: _____			
List	# 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: _____	_____	_____	_____	_____

CHAOTIC BASE LISTS [ARCO]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Motions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Chaotic Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Changes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hand of Chaos	_____	_____	Bonuses: _____	_____	_____	_____	_____

MAGEHUNTER BASE LISTS [ARCO]				Total Category Bonus: _____			
List	# 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: _____	_____	_____	_____	_____

EVIL ARCANE LISTS [RMSR]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Dark Entities	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Leech	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Subversion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Terror	_____	_____	Bonuses: _____	_____	_____	_____	_____

ArcCo: Arcane Companion.

*: This list appears in the Castles & Ruins sourcebook.

Special Spell List Record Sheet

GENERAL TP SPELL LISTS [C&R]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Item Enhancements	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Crafting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Crafting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Glass/Ceramic Craft	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wood Crafting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CHANNELING TP SPELL LISTS [C&R]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Perimeter Wardings	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

ESSENCE TP SPELL LISTS [C&R]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arachnemancy*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Brewing Lore*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Corpist Casting*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Crystalist Casting*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Guildcraft Mastery*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hearth Magic*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herbalist Casting*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magical Ropes*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mending Ways*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mirror Magic*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nomenist Casting*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ocean Law*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Predictions*	_____	_____	Bonuses: _____	_____	_____	_____	_____
Structure Wardings	_____	_____	Bonuses: _____	_____	_____	_____	_____
Traveller's Way*	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MENTALISM TP SPELL LISTS [C&R]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

RACIAL SPELL LISTS [R&C:UND]				Total Category Bonus: _____			
List	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Glyphstones	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scar Unbinding	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

C&R: Castles & Ruins Sourcebook; R&C: Und: Races & Cultures: Underground Races.

*: This list appears in the Essence Companion.

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- Blank record sheets have been added for the genre books (*Black Ops* and *Pulp Adventures*).
- A new spell skill development record (showing all spell lists for all realms).
- Master spell list pages have been updated to reflect the new spell lists in the system.
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