



ROLEMASTER™

THE STANDARD SYSTEM

Game Aid

ROLEMASTER™

CHARACTER RECORDS



Customized character sheets
for all the Rolemaster Standard System
character professions.

ROLEMASTERTM CHARACTER RECORDS

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HOW TO USE THIS BOOK

This book is divided into three main parts: the collection of front pages, the collection of skill pages, and two extra pages (for use when the normal skill pages are not enough).

FRONT PAGE

The front page of the character record sheet is race specific. Select the front page that corresponds to the race of your character. If your race is not represented in this book, you can use the blank record found in the *RMSR*.

There are some specific entry notes for the front page:

Racial Stat Bonuses — All racial stat bonuses are entered for you in the Stats section.

Resistance Rolls — Listed with each RR is the standard racial modifier (i.e., the base) for that RR. Simply record the rest of your bonus (from your stats) to the left of your base RR.

Soul Departure — The standard soul departure time is listed.

Recovery Multiplier — Multiply all recovery times by this to determine the actual time needed to recover from an injury. For example, if a broken arm would take 12 days to heal and you have a recovery multiplier of 0.5, you will actually heal in 6 days.

Body Development Progression — The standard progress for the Body Development skill is listed.

SKILL PAGES

The next part of the book contains skill pages broken down by profession. Select the four pages that correspond to your profession. If your profession is not in this book, you will have to use the record sheets provided with the *RMSR*.

The skills are grouped according to their category (as presented in *RMSR*). At the top of each skill grouping is the category information for all the skills in that category. This category information includes any profession bonus (the standard profession bonuses are already filled in), the stat bonus, the rank bonus (and number of ranks), any special bonus, and a total. Also noted is the progression that each category (and the skills under that category) use. Finally, the standard cost is shown for the skill category and skills.

The skill listing has a place for indicating how many ranks the character has in each skill. Also available is a place to indicate the classification (Occupational, Everyman, or Restricted) of the skill. For the skills that have a standard classification (for that profession), the classification is entered for you. Finally, is a place to total out the full skill bonus (including rank bonus, any bonus from items, the category bonus, and any other special bonuses).

There are a few special notes that must be made.

Spell Skills — For each spell using profession, the open and closed lists for that profession are given. In addition, for the Pure Spell Users, a place to indicate other realm lists and other base lists are shown. Semi Spell Users have less space for spells (because they have a few weapon skills on that page). If there is not enough room to indicate all of the spells that your character knows, you can use the Spell Category/Skill Record Sheet (on page 96).

Weapon Skills — For each nonspell using profession, a list of all the weapons is shown. Simply indicate the cost assignment for each weapon category. For spell using professions, there is a slot to indicate what weapons the character has learned (in primary and maybe the secondary and tertiary weapon categories). You must indicate the stats associated with the weapon category (as the costs are already entered). See *RMSR* for a full listing of all weapon skill category costs.



Character Record Sheet T-6.1

COMMON ORC

Character Name: _____

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: COMMON ORC

Profession: _____

Training Packages: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

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



COMMONLY USED SKILLS

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

RESISTANCE ROLLS:

Base

Channeling (3 x In): +0

Essence (3 x Em): +0

Mentalism (3 x Pr): +0

Chan/Ess (In + Em): +0

Chan/Ment (In + Pr): +0

Ess/Ment (Em + Pr): +0

Arcane (Em + In + Pr): +0

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

Fear (3 x SD): +0

RACE/STAT FIXED INFO:

Soul Departure: 1 rounds

Recovery Multiplier: x 0.5

Body Development Progression:

0 • 6 • 3 • 2 • 1

PP Development Progression:

Recover: _____ hits/hour resting

_____ hits/sleep cycle

_____ PPs/hour resting

_____ PPs/sleep cycle

ROLE TRAITS:

Appearance: _____

Sex: _____ Skin: _____

Apparent Age: _____ Actual Age: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____

Personality: _____

Motivations: _____

Alignment: _____

COMMONLY USED ATTACKS

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

COMMONLY USED EQUIPMENT

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

BACKGROUND INFORMATION:

Nationality: _____

Home Town/City: _____

Deity: _____

Patron/Lord: _____

Parents: _____

Spouse: _____

Children: _____

Other: _____

Hits:

Exhaustion Points:

Power Points:

Character Record Sheet T-6.1

HIGH MAN

Character Name: _____

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: HIGH MAN

Profession: _____

Training Packages: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

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



COMMONLY USED SKILLS

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

RESISTANCE ROLLS:

Base

Channeling (3 x In): -5

Essence (3 x Em): -5

Mentalism (3 x Pr): -5

Chan/Ess (In + Em): -10

Chan/Ment (In + Pr): -10

Ess/Ment (Em + Pr): -10

Arcane (Em + In + Pr): -15

Poison/Disease (3 x Co): +0

Fear (3 x SD): +0

RACE/STAT FIXED INFO:

Soul Departure: 10 rounds

Recovery Multiplier: x0.75

Body Development Progression:
0 • 7 • 5 • 3 • 1

PP Development Progression:

Recover: _____ hits/hour resting

_____ hits/sleep cycle

_____ PPs/hour resting

_____ PPs/sleep cycle

ROLE TRAITS:

Appearance: _____

Sex: _____ Skin: _____

Apparent Age: _____ Actual Age: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____

Personality: _____

Motivations: _____

Alignment: _____

BACKGROUND INFORMATION:

Nationality: _____

Home Town/City: _____

Deity: _____

Patron/Lord: _____

Parents: _____

Spouse: _____

Children: _____

Other: _____

COMMONLY USED ATTACKS

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

COMMONLY USED EQUIPMENT

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

Hits:

Exhaustion Points:

Power Points:



Fighter Category/Skill Record Sheet (part I)

ARMOR • HEAVY Profession Bonus: +10
 Rank Cost: 2/2/2 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: +10
 Rank Cost: 1/1/1 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: +10
 Rank Cost: 2/2/2 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 Pt+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+Pt 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: 2/5 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: 2/6 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.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character: _____ Level: _____

ATHLETIC • GYMNASTICS Profession Bonus: _____
 Rank Cost: 2/5 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: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS Profession Bonus: _____
 Rank Cost: 2/9 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: 2/5 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: 2/6 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: _____	_____	_____	_____	_____
Sit. Aware. Combat	_____	E	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT Profession Bonus: +10
 Rank Cost: 2/5 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: _____	_____	_____	_____	_____

Fighter Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 3/9
 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-weapon Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

may select one non-restricted skill in this category to classify as Everyman

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: 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: 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	_____	E	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: 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: 3/5
 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	_____	E	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____



Fighter Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 3/5
 Category Progression: Standard
 Skill Progression: Standard

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

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

OUTDOOR • ANIMAL

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.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 2/5
 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.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 8
 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.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 18
 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.
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
 Category Progression: na
 Skill Progression: see Table T-1.1

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

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

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 3/6
 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.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

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

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

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

SELF CONTROL

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.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	E	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 2/6
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

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

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

SPECIAL DEFENSES

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

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

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

SUBTERFUGE • ATTACK

Rank Cost: 6/10
 Category Progression: Standard
 Skill Progression: Standard

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

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



Fighter Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 3/8
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: 2/5
Category Progression: Standard
Skill Progression: Standard

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

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

TECHNICAL/TRADE • GENERAL

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

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

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

TECHNICAL/TRADE • PROFESSIONAL

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

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

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

TECHNICAL/TRADE • VOCATIONAL

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

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

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

URBAN

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

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

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

WEAPON • 1-H CONCUSSION

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Club	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mace	_____	_____	Bonuses: _____	_____	_____	_____	_____
Morning Star	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Hammer	_____	_____	Bonuses: _____	_____	_____	_____	_____
Whip	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 1-H EDGED

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Broadsword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dagger	_____	_____	Bonuses: _____	_____	_____	_____	_____
Falchion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Handaxe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Main Gauche	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapier	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scimitar	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 2-HANDED

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Battle Axe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flail	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quarterstaff	_____	_____	Bonuses: _____	_____	_____	_____	_____
Two-hand Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Mattock	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Composite Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heavy Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Long Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sling	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE ARTILLERY

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

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

WEAPON • POLE ARM

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Javelin	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Polearm	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spear	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • THROWN

Rank Cost: _____
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +20
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

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



Thief Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 4/4/4
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.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

Rank Cost: 2/2/2
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.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Rank Cost: 3/3/3
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.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

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

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

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

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: 3/6
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.
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

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

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

ATHLETIC • GYMNASTICS

Rank Cost: 1/3
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.
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: 2/5
Category Progression: 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +10
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: 1/3
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.
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: 2/5
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.
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: _____	_____	_____	_____	_____

may select one Situational Awareness skill to classify as Everyman

BODY DEVELOPMENT

Rank Cost: 5/12
Category Progression: na
Skill Progression: see Table T-11

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: +10
Total Category Bonus: _____

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

Thief Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 4/12

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

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	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: 2/5

Category Progression: Standard

Skill Progression: Standard

Pr+Em+In

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	E	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: 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.
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: 2/4

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

MARTIAL ARTS • STRIKING

Rank Cost: 3/7

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



Thief Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 3/7
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: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 6
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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

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

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
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: 15
Category Progression: na
Skill Progression: see Table T-1.1

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: _____	_____	_____	_____	_____

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 3/6
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: 12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

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

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

SELF CONTROL

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

SD+Pr+SD
Ranks: _____
Profession Bonus: +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	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 2/8
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: 2/6
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____
Profession Bonus: +15
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

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

Thief Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

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

In+Ag+Re
 # Ranks: _____

Profession Bonus: +15
 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: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+In
 # Ranks: _____

Profession Bonus: +15
 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.	_____	E	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: 1/2
 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: _____	_____	_____	_____	_____

WEAPON • 1-H CONCUSSION

Rank Cost: _____
 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.
Club	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mace	_____	_____	Bonuses: _____	_____	_____	_____	_____
Morning Star	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Hammer	_____	_____	Bonuses: _____	_____	_____	_____	_____
Whip	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 1-H EDGED

Rank Cost: _____
 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.
Broadsword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dagger	_____	_____	Bonuses: _____	_____	_____	_____	_____
Falchion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Handaxe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Main Gauche	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapier	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scimitar	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 2-HANDED

Rank Cost: _____
 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.
Battle Axe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flail	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quarterstaff	_____	_____	Bonuses: _____	_____	_____	_____	_____
Two-hand Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Mattock	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE

Rank Cost: _____
 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.
Composite Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heavy Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Long Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sling	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE ARTILLERY

Rank Cost: _____
 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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • POLE ARM

Rank Cost: _____
 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.
Javelin	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Polearm	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spear	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • THROWN

Rank Cost: _____
 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.
Bola	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____



Rogue Category/Skill Record Sheet (part I)

ARMOR • HEAVY
 Rank Cost: 3/3/3
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks _____
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

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

ARMOR • LIGHT
 Rank Cost: 1/1/1
 Category Progression: Standard
 Skill Progression: Standard

Ag+St+Ag
 # Ranks _____
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

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

ARMOR • MEDIUM
 Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks _____
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

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

ARTISTIC • ACTIVE
 Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

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

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

ARTISTIC • PASSIVE
 Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

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

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

ATHLETIC • BRAWN
 Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

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

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

ATHLETIC • ENDURANCE
 Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

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

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

Character:

Level:

ATHLETIC • GYMNASTICS
 Rank Cost: 1/5
 Category Progression: Standard
 Skill Progression: Standard

Ag+Qu+Ag
 # Ranks _____
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

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

AWARENESS • PERCEPTIONS
 Rank Cost: 2/6
 Category Progression: 0+0+0+0+0
 Skill Progression: 0+1+1+0+0+0

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

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

AWARENESS • SEARCHING
 Rank Cost: 1/5
 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.	Bonuses	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	_____	_____	_____	_____	_____	_____
Lie Perception	_____	_____	_____	_____	_____	_____	_____	_____
Locate Hidden	_____	_____	_____	_____	_____	_____	_____	_____
Observation	_____	_____	_____	_____	_____	_____	_____	_____
Poison Perception	_____	_____	_____	_____	_____	_____	_____	_____
Reading Tracks	_____	_____	_____	_____	_____	_____	_____	_____
Surveillance	_____	_____	_____	_____	_____	_____	_____	_____
Tracking	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

AWARENESS • SENSES
 Rank Cost: 2/6
 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.	Bonuses	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	_____	_____	_____	_____	_____	_____
Reality Awareness	_____	R	_____	_____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	_____	_____	_____	_____	_____	_____
Sense (Sight)	_____	_____	_____	_____	_____	_____	_____	_____
Sense (Smell)	_____	_____	_____	_____	_____	_____	_____	_____
Sense (Taste)	_____	_____	_____	_____	_____	_____	_____	_____
Sense (Touch)	_____	_____	_____	_____	_____	_____	_____	_____
Situational Aware.	_____	_____	_____	_____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	_____	_____	_____	_____	_____	_____
Time Sense	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

may select one Situational Awareness skill to classify as Everyman

BODY DEVELOPMENT
 Rank Cost: 3/9
 Category Progression: na
 Skill Progression: see Table T-11

Co+SD+Co
 # Ranks na
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: +10
 Total Category Bonus: _____

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



Rogue Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

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

Profession Bonus: +5
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: _____	_____	_____	_____	_____
Turnbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weapon Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 3/3/3
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.
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: na
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

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

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

INFLUENCE

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

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	E	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: _____
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: 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.
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

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: 2/5
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.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	E	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

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.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____

may choose either the Boxing or Wrestling skill to classify as Everyman





Rogue Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS		Profession Bonus: _____	
Rank Cost: 3/7	Ag+St+Ag	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

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

may choose either the Boxing or Wrestling skill to classify as Everyman

OUTDOOR • ANIMAL		Profession Bonus: _____	
Rank Cost: 1/5	Em+Ag+Em	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

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

OUTDOOR • ENVIRONMENTAL		Profession Bonus: _____	
Rank Cost: 2/4	SD+In+Me	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

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

POWER AWARENESS		Profession Bonus: _____	
Rank Cost: 7	Em+In+Pr	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

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

POWER MANIPULATION		Profession Bonus: _____	
Rank Cost: 12	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.	Bonuses:	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		Profession Bonus: _____	
Rank Cost: 12		Stat Bonus: _____	
Category Progression: na	# Ranks: na	Rank Bonus: _____	na
Skill Progression: see Table T-1.1		Special Bonus: _____	
		Total Category Bonus: _____	

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

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

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

SCIENCE/ANALYTIC • SPECIALIZED		Profession Bonus: _____	
Rank Cost: 12	Re+Me+Re	Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: _____	na
Skill Progression: Combined		Special Bonus: _____	
		Total Category Bonus: _____	

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

SELF CONTROL		Profession Bonus: _____	
Rank Cost: 2/6	SD+Pr+SD	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

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

SPECIAL ATTACKS		Profession Bonus: _____	
Rank Cost: 2/7	St+Ag+SD	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.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SPECIAL DEFENSES		Profession Bonus: _____	
Rank Cost: 35	none	Stat Bonus: _____	na
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: _____	na
Skill Progression: Combined		Special Bonus: _____	
		Total Category Bonus: _____	

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

SUBTERFUGE • ATTACK		Profession Bonus: +10	
Rank Cost: 4/8	Ag+SD+In	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

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

Rogue Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: +10

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

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

SUBTERFUGE • STEALTH

Profession Bonus: +10

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

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

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

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

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

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

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

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

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

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

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

URBAN

Profession Bonus: _____

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

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

WEAPON • 1-H CONCUSSION

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Club			Bonuses:				
Mace			Bonuses:				
Morning Star			Bonuses:				
War Hammer			Bonuses:				
Whip			Bonuses:				

WEAPON • 1-H EDGED

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Broadsword			Bonuses:				
Dagger			Bonuses:				
Falchion			Bonuses:				
Handaxe			Bonuses:				
Main Gauche			Bonuses:				
Rapier			Bonuses:				
Scimitar			Bonuses:				
Short Sword			Bonuses:				

WEAPON • 2-HANDED

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Battle Axe			Bonuses:				
Flail			Bonuses:				
Quarterstaff			Bonuses:				
Two-hand Sword			Bonuses:				
War Mattock			Bonuses:				

WEAPON • MISSILE

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Composite Bow			Bonuses:				
Heavy Crossbow			Bonuses:				
Light Crossbow			Bonuses:				
Long Bow			Bonuses:				
Short Bow			Bonuses:				
Sling			Bonuses:				

WEAPON • MISSILE ARTILLERY

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

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

WEAPON • POLE ARM

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Javelin			Bonuses:				
Lance			Bonuses:				
Polearm			Bonuses:				
Spear			Bonuses:				

WEAPON • THROWN

Profession Bonus: +15

Rank Cost: _____
 Category Progression: Standard
 Skill Progression: Standard

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



Warrior Monk 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: 9
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____

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

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

ARMOR • MEDIUM

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

St+Ag+St
Ranks: _____

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

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

ARTISTIC • ACTIVE

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

Pr+Em+Ag
Ranks: _____

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

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

ARTISTIC • PASSIVE

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

Em+In+Pr
Ranks: _____

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

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

ATHLETIC • BRAWN

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

St+Co+Ag
Ranks: _____

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

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

ATHLETIC • ENDURANCE

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

Ag+Qu+Ag
Ranks: _____

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

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

ATHLETIC • GYMNASTICS

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

Ag+Qu+Ag
Ranks: _____

Profession Bonus: +5
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: 2/9
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	_____	E	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING

Rank Cost: 2/5
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: 2/5
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: 4/10
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 Monk Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 4/9

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: _____	_____	_____	_____	_____

may select one Combat Maneuver skill to classify as Everyman

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: _____	_____	_____	_____	_____

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: 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: 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: 1/3

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: +15

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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





Warrior Monk Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

Profession Bonus: +15
 Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

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

OUTDOOR • ANIMAL

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

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

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

OUTDOOR • ENVIRONMENTAL

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

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

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

POWER AWARENESS

Rank Cost: 8
 Category Progression: Standard
 Skill Progression: Standard

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

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

POWER MANIPULATION

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

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

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

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

POWER POINT DEVELOPMENT

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

Profession Bonus: _____
 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: 3/6
 Category Progression: Standard
 Skill Progression: Standard

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

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

SCIENCE/ANALYTIC • SPECIALIZED

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

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

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

SELF CONTROL

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

Profession Bonus: +15
 SD+Pr+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

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

SPECIAL ATTACKS

Rank Cost: 2/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

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

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

SPECIAL DEFENSES

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

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

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

SUBTERFUGE • ATTACK

Rank Cost: 6/12
 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.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Warrior Monk Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 3/9 In+Ag+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.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: _____

Rank Cost: 2/4 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.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Rank Cost: 3/7 Re+Me+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.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Rank Cost: 8 Re+Me+In Stat Bonus: _____

Ranks: na Rank Bonus: na

Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____

Skill Progression: Combined Total Category Bonus: _____

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

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

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.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Profession Bonus: _____

Rank Cost: 3/6 In+Pr+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.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 1-H CONCUSSION

Profession Bonus: _____

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.
Club	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mace	_____	_____	Bonuses: _____	_____	_____	_____	_____
Morning Star	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Hammer	_____	_____	Bonuses: _____	_____	_____	_____	_____
Whip	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 1-H EDGED

Profession Bonus: _____

Rank Cost: _____ Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Category Progression: Standard Special Bonus: _____

Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Broadsword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dagger	_____	_____	Bonuses: _____	_____	_____	_____	_____
Falchion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Handaxe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Main Gauche	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapier	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scimitar	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 2-HANDED

Profession Bonus: _____

Rank Cost: _____ Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Category Progression: Standard Special Bonus: _____

Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Battle Axe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flail	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quarterstaff	_____	_____	Bonuses: _____	_____	_____	_____	_____
Two-hand Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Mattock	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE

Profession Bonus: _____

Rank Cost: _____ Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Category Progression: Standard Special Bonus: _____

Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Composite Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heavy Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Long Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sling	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE ARTILLERY

Profession Bonus: _____

Rank Cost: _____ 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: _____	_____	_____	_____	_____

WEAPON • POLE ARM

Profession Bonus: _____

Rank Cost: _____ Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Category Progression: Standard Special Bonus: _____

Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Javelin	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Polearm	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spear	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • THROWN

Profession Bonus: _____

Rank Cost: _____ Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Category Progression: Standard Special Bonus: _____

Skill Progression: Standard Total Category Bonus: _____

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





Layman Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 4/4/4

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

St+Ag+St

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARMOR • LIGHT

Rank Cost: 2/2/2

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

Ag+St+Ag

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARMOR • MEDIUM

Rank Cost: 3/3/3

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

St+Ag+St

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARTISTIC • ACTIVE

Rank Cost: 2/5

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

Pr+Em+Ag

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Profession Bonus: _____

Em+In+Pr

Stat Bonus: _____

Ranks: _____

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: 3/6

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

St+Co+Ag

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ATHLETIC • ENDURANCE

Rank Cost: 2/7

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

Ag+Qu+Ag

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ATHLETIC • GYMNASTICS

Rank Cost: 2/6

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

+5

Ag+Qu+Ag

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

AWARENESS • PERCEPTIONS

Rank Cost: 3/10

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

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

Profession Bonus: _____

+5

In+SD+In

Stat Bonus: _____

Ranks: _____

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

Profession Bonus: _____

+5

In+Re+SD

Stat Bonus: _____

Ranks: _____

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: 2/6

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

+5

In+SD+In

Stat Bonus: _____

Ranks: _____

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

BODY DEVELOPMENT

Rank Cost: 4/12

Category Progression: na

Skill Progression: see Table T-1.1

Profession Bonus: _____

+5

Co+SD+Co

Stat Bonus: _____

Ranks: na

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Layman Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 4/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Qu+SD
Ranks: na

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

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

may select one Crafts skill to classify as Everyman

DIRECTED SPELLS

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

Ag+SD+Ag
Ranks: _____

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

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

INFLUENCE

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

Pr+Em+In
Ranks: _____

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

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

LORE • GENERAL

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

Me+Re+Me
Ranks: _____

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

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

LORE • MAGICAL

Rank Cost: 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.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

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

Me+Re+Me
Ranks: _____

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

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

LORE • TECHNICAL

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

Me+Re+Me
Ranks: _____

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

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

MARTIAL ARTS • STRIKING

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

St+Ag+St
Ranks: _____

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

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





Layman Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

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

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

OUTDOOR • ANIMAL

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

Em+Ag+Em
Ranks: _____
Profession Bonus: +5
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: 2/5
Category Progression: Standard
Skill Progression: Standard

SD+In+Me
Ranks: _____
Profession Bonus: +5
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: 4/7
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: 8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
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: 10
Category Progression: na
Skill Progression: see Table T-1.1

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: _____	_____	_____	_____	_____

Character:

Level:

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: 2/7
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	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 5/11
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: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 30
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: 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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Layman Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 3/6

In+Ag+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

SUBTERFUGE • STEALTH

Profession Bonus: _____

Rank Cost: 2/6

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • GENERAL

Profession Bonus: +5

Rank Cost: 3/7

Re+Me+SD

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: +5

Rank Cost: 8

Re+Me+In

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

URBAN

Profession Bonus: _____

Rank Cost: 2/5

In+Pr+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

WEAPON • 1-H CONCUSSION

Profession Bonus: +5

Rank Cost: _____

St+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.
Club	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mace	_____	_____	Bonuses: _____	_____	_____	_____	_____
Morning Star	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Hammer	_____	_____	Bonuses: _____	_____	_____	_____	_____
Whip	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 1-H EDGED

Profession Bonus: +5

Rank Cost: _____

St+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.
Broadsword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dagger	_____	_____	Bonuses: _____	_____	_____	_____	_____
Falchion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Handaxe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Main Gauche	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapier	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scimitar	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 2-HANDED

Profession Bonus: +5

Rank Cost: _____

St+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.
Battle Axe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flail	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quarterstaff	_____	_____	Bonuses: _____	_____	_____	_____	_____
Two-hand Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Mattock	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE

Profession Bonus: +5

Rank Cost: _____

St+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.
Composite Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heavy Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Long Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sling	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE ARTILLERY

Profession Bonus: +5

Rank Cost: _____

St+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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • POLE ARM

Profession Bonus: +5

Rank Cost: _____

St+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.
Javelin	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Polearm	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spear	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • THROWN

Profession Bonus: +5

Rank Cost: _____

St+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.
Bola	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____





Magician Category/Skill Record Sheet (part I)

ARMOR • HEAVY

Rank Cost: 11
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.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

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.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

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

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

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

ARTISTIC • ACTIVE

Rank Cost: 2/5
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.
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

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: 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.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

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

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

Rank Cost: 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.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

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

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

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

AWARENESS • SEARCHING

Rank Cost: 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.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

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

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

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

BODY DEVELOPMENT

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

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

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

Magician 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: _____
Special Bonus: _____
Total Category Bonus: _____

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

COMMUNICATIONS

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

Re+Me+Em
Ranks: _____

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

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

CRAFTS

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

Ag+Me+SD
Ranks: na

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

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

DIRECTED SPELLS

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

Ag+SD+Ag
Ranks: _____

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

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

INFLUENCE

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

Pr+Em+In
Ranks: _____

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

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

LORE • GENERAL

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

Me+Re+Me
Ranks: _____

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

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

LORE • MAGICAL

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

Me+Re+Me
Ranks: _____

Profession Bonus: +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: 3/7
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: 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: _____	_____	_____	_____	_____





Magician 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: 3
Category Progression: Standard
Skill Progression: Standard

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

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

OUTDOOR • ENVIRONMENTAL

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

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

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

POWER AWARENESS

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

Em+In+Pr
Ranks: _____
Profession Bonus: +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	_____	R	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	E	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

Em
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: _____	_____	_____	_____	_____

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: _____	_____	_____	_____	_____
_____	_____	_____	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: _____	_____	_____	_____	_____

Magician Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

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

In+Ag+Re
Ranks: _____

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

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

SUBTERFUGE • STEALTH

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

Ag+SD+In
Ranks: _____

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

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

TECHNICAL/TRADE • GENERAL

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

Re+Me+SD
Ranks: _____

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

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

TECHNICAL/TRADE • PROFESSIONAL

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

Re+Me+In
Ranks: na

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

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

TECHNICAL/TRADE • VOCATIONAL

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

Me+In+Re
Ranks: na

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

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

URBAN

Rank Cost: 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: +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 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: +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

Em
Ranks: na

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

Skill	# 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: _____	_____	_____	_____	_____
_____	_____	_____	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: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

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

OTHER REALM OPEN LISTS

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

Em
Ranks: na

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

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

WEAPON CATEGORY 1

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

Ranks: _____

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

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



Illusionist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

St+Ag+St _____ Profession Bonus: _____
 Rank Cost: 11 _____ 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

Ag+St+Ag _____ Profession Bonus: _____
 Rank Cost: 9 _____ 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

St+Ag+St _____ Profession Bonus: _____
 Rank Cost: 10 _____ 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

Pt+Em+Ag _____ Profession Bonus: _____
 Rank Cost: 1/5 _____ 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

Em+In+Pt _____ Profession Bonus: _____
 Rank Cost: 2/5 _____ 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

St+Co+Ag _____ Profession Bonus: _____
 Rank Cost: 7 _____ 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

Ag+Qu+Ag _____ Profession Bonus: _____
 Rank Cost: 3 _____ 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: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Ag+Qu+Ag _____ Profession Bonus: _____
 Rank Cost: 3 _____ 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

In+SD+In _____ Profession Bonus: +5
 Rank Cost: 4 _____ Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 • 0 • 0 • 0
 Total Category Bonus: _____

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

AWARENESS • SEARCHING

In+Re+SD _____ Profession Bonus: +5
 Rank Cost: 3 _____ 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

In+SD+In _____ Profession Bonus: +5
 Rank Cost: 2/6 _____ 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	_____	T	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Co+SD+Co _____ Profession Bonus: _____
 Rank Cost: 15 _____ 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: _____	_____	_____	_____	_____

Illusionist Category/Skill Record Sheet (part II)

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: _____
 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

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

Ag+SD+Ag
 # 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

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

Pr+Em+In
 # Ranks: _____

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

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

Character:

Level:

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: _____	_____	_____	_____	_____
_____	_____	_____	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: 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: _____	_____	_____	_____	_____



Illusionist Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

Ag+St+Ag
Ranks: _____
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: _____
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: 3
Category Progression: Standard
Skill Progression: Standard

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

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

POWER AWARENESS

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

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

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

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

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

SPECIAL DEFENSES

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

none
Ranks: na
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: 9
Category Progression: Standard
Skill Progression: Standard

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

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

Illusionist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 8

In+Ag+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

SUBTERFUGE • STEALTH

Profession Bonus: _____

Rank Cost: 3

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Rank Cost: 3/7

Re+Me+SD

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Rank Cost: 8

Re+Me+In

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

Rank Cost: 5/12

Me+In+Re

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

URBAN

Profession Bonus: _____

Rank Cost: 3

In+Pr+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

OPEN ESSENCE LISTS

Profession Bonus: +5

Rank Cost: 4/4/4

Em

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

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

CLOSED ESSENCE LISTS

Profession Bonus: +5

Rank Cost: 4/4/4

Em

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

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

BASE LISTS

Profession Bonus: +5

Rank Cost: 3/3/3

Em

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Feel-Taste-Smell	_____	_____	Bonuses: _____	_____	_____	_____	_____
Guises	_____	_____	Bonuses: _____	_____	_____	_____	_____
Illusion Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Sense Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Molding	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER ESSENCE BASE LISTS

Profession Bonus: +5

Rank Cost: 8/8

Em

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

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

OTHER REALM OPEN LISTS

Profession Bonus: +5

Rank Cost: 10/10

Em

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

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

WEAPON CATEGORY I

Profession Bonus: _____

Rank Cost: 9

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: _____	_____	_____	_____	_____



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

ARMOR • LIGHT

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

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

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

ARMOR • MEDIUM

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

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

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

ARTISTIC • ACTIVE

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

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

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

ARTISTIC • PASSIVE

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

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

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

ATHLETIC • BRAWN

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

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

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

ATHLETIC • ENDURANCE

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

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

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

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

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

AWARENESS • PERCEPTIONS

Rank Cost: 6
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: _____	_____	_____	_____	_____

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	_____	E	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 10
Category Progression: na
Skill Progression: see Table T-1.1

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

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



Cleric Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

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

Ag+Qu+SD
 # Ranks: na

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

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

COMMUNICATIONS

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

Re+Me+Em
 # Ranks: _____

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

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

CRAFTS

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

Ag+Me+SD
 # Ranks: na

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

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

DIRECTED SPELLS

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

Ag+SD+Ag
 # Ranks: _____

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

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

INFLUENCE

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

Pr+Em+In
 # Ranks: _____

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

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

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

Me+Re+Me
 # Ranks: _____

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

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

LORE • OBSCURE

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

Me+Re+Me
 # Ranks: _____

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

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

LORE • TECHNICAL

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

Me+Re+Me
 # Ranks: _____

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

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

MARTIAL ARTS • STRIKING

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

St+Ag+St
 # Ranks: _____

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

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



Cleric Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Profession Bonus: _____

Rank Cost: 6

Ag+St+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.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Profession Bonus: +5

Rank Cost: 3

Em+Ag+Em

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

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

OUTDOOR • ENVIRONMENTAL

Profession Bonus: +5

Rank Cost: 2/7

SD+In+Me

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

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: +10

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	_____	O	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Profession Bonus: +5

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	_____	E	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: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Profession Bonus: +5

Rank Cost: 4

In

Stat Bonus: _____

Category Progression: na

Ranks: 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	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Profession Bonus: _____

Rank Cost: 1/4

Re+Me+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

SCIENCE/ANALYTIC • SPECIALIZED

Profession Bonus: _____

Rank Cost: 6/14

Re+Me+Re

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

SELF CONTROL

Profession Bonus: _____

Rank Cost: 5

SD+Pr+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.
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

Profession Bonus: _____

Rank Cost: 10

St+Ag+SD

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.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Profession Bonus: _____

Rank Cost: 40

none

Stat Bonus: na

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.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Profession Bonus: _____

Rank Cost: 15

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

Cleric Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

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

In+Ag+Re
 # Ranks: _____

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

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

SUBTERFUGE • STEALTH

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

Ag+SD+In
 # Ranks: _____

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

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

TECHNICAL/TRADE • GENERAL

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

Re+Me+SD
 # Ranks: _____

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

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

TECHNICAL/TRADE • PROFESSIONAL

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

Re+Me+In
 # Ranks: na

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

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

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: _____	_____	_____	_____	_____

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
 # 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: _____	_____	_____	_____	_____

CLOSED CHANNELING LISTS

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

In
 # 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: _____	_____	_____	_____	_____

BASE LISTS

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

In
 # Ranks: na

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channels	_____	_____	Bonuses: _____	_____	_____	_____	_____
Communal Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Life Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Protections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Repulsions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Summons	_____	_____	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

In
 # Ranks: na

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

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

OTHER REALM OPEN LISTS

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

In
 # Ranks: na

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

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

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: _____	_____	_____	_____	_____



Animist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Rank Cost: 11

Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARMOR • LIGHT

Rank Cost: 2/2/2

Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARMOR • MEDIUM

Rank Cost: 10

Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARTISTIC • ACTIVE

Rank Cost: 2/5

Category Progression: Standard
Skill Progression: Standard

Pr+Em+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ARTISTIC • PASSIVE

Rank Cost: 2/5

Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ATHLETIC • BRAWN

Rank Cost: 4

Category Progression: Standard
Skill Progression: Standard

St+Co+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ATHLETIC • ENDURANCE

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

Ag+Qu+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

ATHLETIC • GYMNASTICS

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

Ag+Qu+Ag
Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

AWARENESS • PERCEPTIONS

Rank Cost: 6

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

In+SD+In
Ranks: _____

Profession Bonus: +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: 1/5

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	_____	E	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 8

Category Progression: na
Skill Progression: see Table T-11

Co+SD+Co
Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: +10

Total Category Bonus: _____

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

Animist Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 10

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

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

DIRECTED SPELLS

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

Ag+SD+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

INFLUENCE

Rank Cost: 2/6

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	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/5

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: 6

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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





Animist Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Profession Bonus: _____

Rank Cost: 6

Ag+St+Ag

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

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: +20

Rank Cost: 1/2

Em+Ag+Em

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

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: +20

Rank Cost: 1/2

SD+In+Me

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

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: 2/6

Em+In+Pr

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Skill Progression: Standard

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

Profession Bonus: +5

Rank Cost: 4/10

Em+In+Pr

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Special Bonus: _____

Skill Progression: Combined

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: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Profession Bonus: +5

Rank Cost: 4

In

Stat Bonus: _____

Category Progression: na

Ranks: na

Rank Bonus: na

Special Bonus: _____

Skill Progression: see Table T-1.1

Total Category Bonus: _____

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

SCIENCE/ANALYTIC • BASIC

Profession Bonus: _____

Rank Cost: 1/4

Re+Me+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

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: 6/14

Re+Me+Re

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Special Bonus: _____

Skill Progression: Combined

Total Category Bonus: _____

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

SELF CONTROL

Profession Bonus: _____

Rank Cost: 5

SD+Pr+SD

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

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	_____	E	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Profession Bonus: _____

Rank Cost: 10

St+Ag+SD

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

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: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Profession Bonus: _____

Rank Cost: 40

none

Stat Bonus: na

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

Ranks: na

Rank Bonus: na

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: 10

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Skill Progression: Standard

Total Category Bonus: _____

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

Animist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 8
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: 3
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____

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

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

TECHNICAL/TRADE • GENERAL

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

Re+Me+SD
Ranks: _____

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

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

TECHNICAL/TRADE • PROFESSIONAL

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

Re+Me+In
Ranks: na

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

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

TECHNICAL/TRADE • VOCATIONAL

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

Me+In+Re
Ranks: na

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

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

URBAN

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

In+Pr+Re
Ranks: _____

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

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

OPEN CHANNELING LISTS

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

In
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: _____	_____	_____	_____	_____

CLOSED CHANNELING LISTS

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

In
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: _____	_____	_____	_____	_____

BASE LISTS

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

In
Ranks: na

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herb Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Move./Sen.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Protections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Plant Mastery	_____	_____	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

In
Ranks: na

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

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

OTHER REALM OPEN LISTS

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

In
Ranks: na

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

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

WEAPON CATEGORY 1

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

Ranks: _____

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

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



Mentalist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Profession Bonus: _____

Rank Cost: 7/7/7
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

ARMOR • LIGHT

Profession Bonus: _____

Rank Cost: 4/4/4
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

ARMOR • MEDIUM

Profession Bonus: _____

Rank Cost: 6/6/6
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

ARTISTIC • ACTIVE

Profession Bonus: _____

Rank Cost: 2/5
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
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

Profession Bonus: _____

Rank Cost: 2/5
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Special Bonus: _____

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: 5
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
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: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Profession Bonus: _____

Rank Cost: 3
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
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: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Profession Bonus: _____

Rank Cost: 3/9
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
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: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Profession Bonus: +5

Rank Cost: 5
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

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

Profession Bonus: +5

Rank Cost: 3
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

AWARENESS • SENSES

Profession Bonus: +5

Rank Cost: 3/7
Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Category Progression: Standard
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	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Profession Bonus: +5

Rank Cost: 12
Ranks: na

Stat Bonus: _____

Rank Bonus: na

Category Progression: 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: _____	_____	_____	_____	_____

Mentalist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

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

Ag+Qu+SD
 # Ranks: na

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

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

COMMUNICATIONS

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

Re+Me+Em
 # Ranks: _____

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
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: 2/6
 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: +10
 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	_____	E	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: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

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

Me+Re+Me
 # Ranks: _____

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

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

LORE • OBSCURE

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

Me+Re+Me
 # Ranks: _____

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

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

LORE • TECHNICAL

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

Me+Re+Me
 # Ranks: _____

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

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

MARTIAL ARTS • STRIKING

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

St+Ag+St
 # Ranks: _____

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

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



Mentalist Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

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

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

OUTDOOR • ANIMAL

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

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

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

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

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

POWER MANIPULATION

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

Em+In+Pr
Ranks: na
Profession Bonus: +5
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: 4
Category Progression: na
Skill Progression: see Table T-1.1

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: _____	_____	_____	_____	_____

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: 3
Category Progression: Standard
Skill Progression: Standard

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

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

SPECIAL ATTACKS

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

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

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

SPECIAL DEFENSES

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

none
Ranks: na
Profession Bonus: _____
Stat Bonus: _____
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: _____	_____	_____	_____	_____

Mentalist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 7

Category Progression: Standard

Skill Progression: Standard

In+Ag+Re

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

SUBTERFUGE • STEALTH

Rank Cost: 5

Category Progression: Standard

Skill Progression: Standard

Ag+SD+In

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7

Category Progression: Standard

Skill Progression: Standard

Re+Me+SD

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8

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

Skill Progression: Combined

Re+Me+In

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12

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

Skill Progression: Combined

Me+In+Re

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

URBAN

Rank Cost: 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 MENTALISM LISTS

Rank Cost: 4/4/4

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

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

Pr

Ranks: na

Profession Bonus: +5

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: 4/4/4

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

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

Pr

Ranks: na

Profession Bonus: +5

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: 3/3/3

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

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

Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Mind Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Control	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Merge	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Speech	_____	_____	Bonuses: _____	_____	_____	_____	_____
Presence	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Control	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER MENTALISM BASE 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: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

OTHER REALM OPEN LISTS

Rank Cost: 10/10

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

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

Pr

Ranks: na

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

WEAPON CATEGORY I

Rank Cost: 6

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Lay Healer Category/Skill Record Sheet (part I)

ARMOR • HEAVY

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

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

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

ARMOR • LIGHT

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

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

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

ARMOR • MEDIUM

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

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

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

ARTISTIC • ACTIVE

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

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

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

ARTISTIC • PASSIVE

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

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

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

ATHLETIC • BRAWN

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

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

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

ATHLETIC • ENDURANCE

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

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

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

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

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

AWARENESS • PERCEPTIONS

Rank Cost: 5
 Category Progression: 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: 3
 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: _____	_____	_____	_____	_____

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	_____	E	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 12
 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: _____	_____	_____	_____	_____

Lay Healer Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 14

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

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____ na

Special Bonus: _____

Total Category Bonus: _____

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

COMMUNICATIONS

Rank Cost: 2/2/2

Category Progression: Standard

Skill Progression: Standard

Re+Me+Em

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

DIRECTED SPELLS

Rank Cost: 2/7

Category Progression: Standard

Skill Progression: Standard

Ag+SD+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

INFLUENCE

Rank Cost: 2/6

Category Progression: Standard

Skill Progression: Standard

Pr+Em+In

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

LORE • GENERAL

Rank Cost: 1/3

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

LORE • MAGICAL

Rank Cost: 2/5

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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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





Lay Healer Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

Ag+St+Ag
Ranks: _____

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

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

OUTDOOR • ANIMAL

Rank Cost: 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	_____	E	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	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: 2/6
Category Progression: Standard
Skill Progression: Standard

Em+In+Pr
Ranks: _____

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

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

POWER MANIPULATION

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

Em+In+Pr
Ranks: na

Profession Bonus: +5
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: 4
Category Progression: na
Skill Progression: see Table T-1.1

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: _____	_____	_____	_____	_____

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: 3
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	_____	E	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: 12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

St+Ag+SD
Ranks: na

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

Skill	# Ranks	Class.	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: 25
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

none
Ranks: na

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

Skill	# Ranks	Class.	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: _____	_____	_____	_____	_____

Lay Healer Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Rank Cost: 8
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	_____	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

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: _____	_____	_____	_____	_____

may select one of Second Aid, Surgery, or Midwifery to classify as Everyman

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: _____	_____	_____	_____	_____

may select one of Second Aid, Surgery, or Midwifery to classify as Everyman

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 MENTALISM LISTS

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

Pr
Ranks: na

Profession Bonus: +5
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: 4/4/4
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Pr
Ranks: na

Profession Bonus: +5
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: 3/3/3
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

Pr
Ranks: na

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blood Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bone Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Concussion Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Muscle Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nerve/Organ Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Prosthetics	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER MENTALISM BASE 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: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

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

OTHER REALM OPEN LISTS

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

Pr
Ranks: na

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

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

WEAPON CATEGORY 1

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

Ranks: _____

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

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





Healer Category/Skill Record Sheet (part I)

ARMOR • HEAVY

Rank Cost: 7/7/7
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: 4/4/4
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: 6/6/6
Category Progression: Standard
Skill Progression: Standard

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
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: 6
Category Progression: Standard
Skill Progression: Standard

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

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

ATHLETIC • ENDURANCE

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

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

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

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

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

AWARENESS • PERCEPTIONS

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

In+SD+In
Ranks: _____
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: 3
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: _____	_____	_____	_____	_____
_____	_____	_____	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	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

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

Healer 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: _____
Special Bonus: _____
Total Category Bonus: _____

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

COMMUNICATIONS

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

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

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

CRAFTS

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

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

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

DIRECTED SPELLS

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

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

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

INFLUENCE

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

LORE • MAGICAL

Rank Cost: 2/5
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	_____	E	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

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

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

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





Healer Category/Skill Record Sheet (part III)

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	_____	O	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	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	_____	E	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 2/6
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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

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

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

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

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: _____	_____	_____	_____	_____

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

SELF CONTROL

Rank Cost: 2/7
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	_____	E	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

Rank Cost: 15
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

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

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

SPECIAL DEFENSES

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

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

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



Healer Category/Skill Record Sheet (part IV)

SUBTERFUGE • MECHANICS

Rank Cost: 8
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	_____	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

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: _____	_____	_____	_____	_____

may select one of Second Aid, Surgery, or Midwifery to classify as Everyman

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: _____	_____	_____	_____	_____

may select one of Second Aid, Surgery, or Midwifery to classify as Everyman

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/Pr]
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 MENTALISM LISTS

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

[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.
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

[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.
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

[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.
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: _____	_____	_____	_____	_____
Telekenesis	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

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

[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.
Blood Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bone Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Muscle Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Organ Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surface Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____



Mystic Category/Skill Record Sheet (part I)

ARMOR • HEAVY

Rank Cost: 7/7/7
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: 4/4/4
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: 6/6/6
Category Progression: Standard
Skill Progression: Standard

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

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

ARTISTIC • ACTIVE

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

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

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

ARTISTIC • PASSIVE

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

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

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

ATHLETIC • BRAWN

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

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

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

ATHLETIC • ENDURANCE

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

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

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

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

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

AWARENESS • PERCEPTIONS

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

AWARENESS • SENSES

Rank Cost: 2/6
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	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

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

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

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

Mystic Category/Skill Record Sheet (part II)

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: 1/1/1

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

DIRECTED SPELLS

Rank Cost: 2/6

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: _____	_____	_____	_____	_____

Character:

Level:

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: 2/5

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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 6

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Mystic Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

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

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

OUTDOOR • ANIMAL

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

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

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

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	R	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	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: 6
Category Progression: na
Skill Progression: see Table T-1.1

[Em/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: _____	_____	_____	_____	_____

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: 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	_____	E	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: _____	_____	_____	_____	_____

SPECIAL DEFENSES

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

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

Skill	# Ranks	Class.	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: _____	_____	_____	_____	_____

Mystic Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 7

In+Ag+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

SUBTERFUGE • STEALTH

Profession Bonus: +5

Rank Cost: 2/7

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Rank Cost: 3/7

Re+Me+SD

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Rank Cost: 8

Re+Me+In

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

Rank Cost: 5/12

Me+In+Re

Stat Bonus: _____

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

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

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

URBAN

Profession Bonus: _____

Rank Cost: 2/5

In+Pr+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

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

OPEN ESSENCE LISTS

[Em/Pr]

Profession Bonus: +5

Rank Cost: 4/4/4

Ranks: na

Stat Bonus: _____

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

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

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

OPEN MENTALISM LISTS

[Em/Pr]

Profession Bonus: +5

Rank Cost: 4/4/4

Ranks: na

Stat Bonus: _____

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

Rank Bonus: na

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

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 ESSENCE LISTS

[Em/Pr]

Profession Bonus: +5

Rank Cost: 4/4/4

Ranks: na

Stat Bonus: _____

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

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

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

CLOSED MENTALISM LISTS

[Em/Pr]

Profession Bonus: +5

Rank Cost: 4/4/4

Ranks: na

Stat Bonus: _____

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

Rank Bonus: na

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

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: _____	_____	_____	_____	_____
Telekenesis	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

[Em/Pr]

Profession Bonus: +5

Rank Cost: 3/3/3

Ranks: na

Stat Bonus: _____

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

Rank Bonus: na

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

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Confusing Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gas Alteration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid Alteration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mystical Change	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Alteration	_____	_____	Bonuses: _____	_____	_____	_____	_____





Sorcerer Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

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

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

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

ARMOR • LIGHT

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

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

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

ARMOR • MEDIUM

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

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

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

ARTISTIC • ACTIVE

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

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

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

ARTISTIC • PASSIVE

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

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

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

ATHLETIC • BRAWN

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

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

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

ATHLETIC • ENDURANCE

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

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

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

ATHLETIC • GYMNASTICS

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

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

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

AWARENESS • PERCEPTIONS

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

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

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

AWARENESS • SEARCHING

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

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

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

AWARENESS • SENSES

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

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

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

BODY DEVELOPMENT

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

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

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

Sorcerer 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: _____
Special Bonus: _____
Total Category Bonus: _____

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

COMMUNICATIONS

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

Re+Me+Em
Ranks: _____

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

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

CRAFTS

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

Ag+Me+SD
Ranks: na

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

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

DIRECTED SPELLS

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

Ag+SD+Ag
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: _____	_____	_____	_____	_____
_____	_____	_____	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: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/5
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: 3/7
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: 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: _____	_____	_____	_____	_____





Sorcerer Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

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

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

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

OUTDOOR • ANIMAL

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

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	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: 2/5
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: +15
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: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

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

[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.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

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

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

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

SCIENCE/ANALYTIC • SPECIALIZED

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

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

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

SELF CONTROL

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

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

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

SPECIAL ATTACKS

Rank Cost: 15
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

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

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

Sorcerer Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

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

In+Ag+Re
Ranks: _____

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

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

SUBTERFUGE • STEALTH

Rank Cost: 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: _____	_____	_____	_____	_____

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: _____	_____	_____	_____	_____

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.
Flesh Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fluid Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gas Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soul Destruction	_____	_____	Bonuses: _____	_____	_____	_____	_____





Ranger Category/Skill Record Sheet (part I)

ARMOR • HEAVY Profession Bonus: _____
Stat Bonus: _____
Rank Cost: 5/5/5 # 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: _____
Stat Bonus: _____
Rank Cost: 2/2/2 # 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: _____
Stat Bonus: _____
Rank Cost: 4/4/4 # 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: _____
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: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE Profession Bonus: _____
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.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN Profession Bonus: +5
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: +5
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.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character: _____ Level: _____

ATHLETIC • GYMNASTICS Profession Bonus: +5
Stat Bonus: _____
Rank Cost: 3/6 # 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: _____	_____	_____	_____	_____
Confections	_____	_____	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: +10
Stat Bonus: _____
Rank Cost: 3/12 # 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: +10
Stat Bonus: _____
Rank Cost: 1/4 # 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: +10
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.
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: _____	_____	_____	_____	_____
Spacial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT Profession Bonus: +5
Stat Bonus: _____
Rank Cost: 4/12 # 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	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ranger Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 5/12

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: 3/3/3

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: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 15

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: 3/6

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

Me+Re+Me

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Profession Bonus: _____

Me+Re+Me

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

LORE • TECHNICAL

Rank Cost: 2/6

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

Me+Re+Me

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

MARTIAL ARTS • STRIKING

Rank Cost: 4

Category Progression: Standard

Skill Progression: Standard

Profession Bonus: _____

St+Ag+St

Stat Bonus: _____

Ranks: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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





Ranger Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 4
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: 1/5
Category Progression: Standard
Skill Progression: Standard

Em+Ag+Em
Ranks: _____
Profession Bonus: +20
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: 1/3
Category Progression: Standard
Skill Progression: Standard

SD+In+Me
Ranks: _____
Profession Bonus: +20
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: 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	_____	_____	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	_____	_____	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: 8
Category Progression: na
Skill Progression: see Table T-1.1

In
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: 2/7
Category Progression: Standard
Skill Progression: Standard

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

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

SPECIAL ATTACKS

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

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

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

SPECIAL DEFENSES

Rank Cost: 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: 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.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ranger 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: 1/5
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____

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

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

TECHNICAL/TRADE • GENERAL

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

Re+Me+SD
Ranks: _____

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

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

TECHNICAL/TRADE • PROFESSIONAL

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

Re+Me+In
Ranks: na

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

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

TECHNICAL/TRADE • VOCATIONAL

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

Me+In+Re
Ranks: na

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

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

URBAN

Rank Cost: 3/6
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: 8/8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

In
Ranks: na

Profession Bonus: _____
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: _____	_____	_____	_____	_____

CLOSED CHANNELING LISTS

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

In
Ranks: na

Profession Bonus: _____
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: _____	_____	_____	_____	_____

BASE LISTS

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

In
Ranks: na

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

Skill	# 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: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

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

In
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: 4
Category Progression: Standard
Skill Progression: Standard

In
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: 6
Category Progression: Standard
Skill Progression: Standard

In
Ranks: _____

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

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



Paladin Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Profession Bonus: +5

St+Ag+St

Stat Bonus: _____

Rank Cost: 3/3/3

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: +5

Ag+St+Ag

Stat Bonus: _____

Rank Cost: 1/1/1

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: +5

St+Ag+St

Stat Bonus: _____

Rank Cost: 2/2/2

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: 2/5

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: +5

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: +5

Ag+Qu+Ag

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: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Profession Bonus: +5

Ag+Qu+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.
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: +5

In+SD+In

Stat Bonus: _____

Rank Cost: 5/14

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: 3/7

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

BODY DEVELOPMENT

Profession Bonus: +10

Co+SD+Co

Stat Bonus: _____

Rank Cost: 4/10

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: _____	_____	_____	_____	_____

Paladin Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 4/10
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: _____	_____	_____	_____	_____
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: 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: 1/5
Category Progression: Standard
Skill Progression: Standard

Pr+Em+In
Ranks: _____

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

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

LORE • GENERAL

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

Me+Re+Me
Ranks: _____

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	O	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: 6
Category Progression: Standard
Skill Progression: Standard

St+Ag+St
Ranks: _____

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

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

Paladin Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

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

Profession Bonus: _____

Ag+St+Ag Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

OUTDOOR • ANIMAL

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

Profession Bonus: _____

Em+Ag+Em Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

OUTDOOR • ENVIRONMENTAL

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

Profession Bonus: _____

SD+In+Me Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

POWER AWARENESS

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

Profession Bonus: _____

Em+In+Pr Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

Profession Bonus: +5

Em+In+Pr Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

POWER POINT DEVELOPMENT

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

Profession Bonus: _____

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

Profession Bonus: _____

Re+Me+Re Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

SCIENCE/ANALYTIC • SPECIALIZED

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

Profession Bonus: _____

Re+Me+Re Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

SELF CONTROL

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

Profession Bonus: _____

SD+Pr+SD Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

SPECIAL ATTACKS

Rank Cost: 2/8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____

St+Ag+SD Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

SPECIAL DEFENSES

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

Profession Bonus: _____

none Stat Bonus: na

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

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

SUBTERFUGE • ATTACK

Rank Cost: 15
 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.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Paladin 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: na
Special Bonus: _____
Total Category Bonus: _____

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

TECHNICAL/TRADE • VOCATIONAL

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

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

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

URBAN

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

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

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

Character:

Level:

OPEN CHANNELING LISTS

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

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
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: 10/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
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: 6/6/6
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

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

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Communion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Exorcisms	_____	_____	Bonuses: _____	_____	_____	_____	_____
Holy Arms	_____	_____	Bonuses: _____	_____	_____	_____	_____
Holy Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Holy Shields	_____	_____	Bonuses: _____	_____	_____	_____	_____
Inspiring Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

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

WEAPON CATEGORY 2

Rank Cost: 3/8
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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Rank Cost: 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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____



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

ARMOR • LIGHT

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

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

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

ARMOR • MEDIUM

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

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

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

ARTISTIC • ACTIVE

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

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

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

ARTISTIC • PASSIVE

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

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

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

ATHLETIC • BRAWN

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

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

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

ATHLETIC • ENDURANCE

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

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

Rank Cost: 1/5
Category Progression: Standard
Skill Progression: Standard

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

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

AWARENESS • PERCEPTIONS

Rank Cost: 4/14
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: _____	_____	_____	_____	_____

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	_____	E	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Rank Cost: 6/4
Category Progression: na
Skill Progression: see Table T-1.1

Co+SD+Co
Ranks: na
Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: +10
Total Category Bonus: _____

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

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: 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: _____	_____	_____	_____	_____
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: _____	_____	_____	_____	_____
_____	_____	_____	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: _____	_____	_____	_____	_____



Monk Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 2/5 Ag+St+Ag Profession Bonus: +10
 # Ranks: Stat Bonus:
 Category Progression: Standard Rank Bonus:
 Skill Progression: Standard 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 Em+Ag+Em 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.
Animal Handling			Bonuses:				
Animal Healing			Bonuses:				
Animal Mastery		R	Bonuses:				
Animal Training			Bonuses:				
Herding			Bonuses:				
Riding			Bonuses:				

OUTDOOR • ENVIRONMENTAL

Rank Cost: 2/6 SD+In+Me 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.
Caving			Bonuses:				
Foraging			Bonuses:				
Hunting			Bonuses:				
Star-gazing			Bonuses:				
Survival			Bonuses:				
Weather Watching			Bonuses:				

POWER AWARENESS

Rank Cost: 3/7 Em+In+Pr Profession Bonus: +5
 # Ranks: Stat Bonus:
 Category Progression: Standard 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:				

POWER MANIPULATION

Rank Cost: 6/12 Em+In+Pr Profession Bonus:
 # Ranks: Stat Bonus:
 Category Progression: 0 • 0 • 0 • 0 • 0 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:				
Sp. Mastery			Bonuses:				
Transcend Armor		R	Bonuses:				

POWER POINT DEVELOPMENT

Rank Cost: 8 Em Profession Bonus:
 # Ranks: 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			Bonuses:				

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: 2/5 Re+Me+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.
Basic Math			Bonuses:				
Research			Bonuses:				

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 8 Re+Me+Re Profession Bonus:
 # Ranks: na Stat Bonus:
 Category Progression: 0 • 0 • 0 • 0 • 0 Rank Bonus: na
 Skill Progression: Combined Special Bonus:
 Total Category Bonus:

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

SELF CONTROL

Rank Cost: 2/4 SD+Pr+SD Profession Bonus: +10
 # Ranks: Stat Bonus:
 Category Progression: Standard Rank Bonus:
 Skill Progression: Standard 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 St+Ag+SD Profession Bonus:
 # Ranks: na Stat Bonus:
 Category Progression: 0 • 0 • 0 • 0 • 0 Rank Bonus: na
 Skill Progression: Combined Special Bonus:
 Total Category Bonus:

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

SPECIAL DEFENSES

Rank Cost: 10 none Profession Bonus:
 # Ranks: na Stat Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Rank Bonus: na
 Skill Progression: Combined Special Bonus:
 Total Category Bonus:

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

SUBTERFUGE • ATTACK

Rank Cost: 8 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:				

Monk Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Profession Bonus: _____

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

In+Ag+Re
 # Ranks: _____
 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

Profession Bonus: +5

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

Ag+SD+In
 # Ranks: _____
 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

Profession Bonus: _____

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

Re+Me+SD
 # Ranks: _____
 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

Profession Bonus: _____

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

Re+Me+In
 # Ranks: na
 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

Profession Bonus: _____

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

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

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

URBAN

Profession Bonus: _____

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

In+Pr+Re
 # Ranks: _____
 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

Profession Bonus: _____

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

Em
 # Ranks: na
 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

Profession Bonus: _____

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

Em
 # Ranks: na
 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

Profession Bonus: _____

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

Em
 # Ranks: na
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# 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: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Profession Bonus: +5

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

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

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

WEAPON CATEGORY 2

Profession Bonus: +5

Rank Cost: 8
 Category Progression: Standard
 Skill Progression: Standard

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

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

WEAPON CATEGORY 3

Profession Bonus: +5

Rank Cost: 8
 Category Progression: Standard
 Skill Progression: Standard

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

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





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

ARMOR • LIGHT

Rank Cost: 5/5/5
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.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

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

St+Ag+St
Ranks: _____

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

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

ARTISTIC • ACTIVE

Rank Cost: 2/4
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: 3/9
Category Progression: Standard
Skill Progression: Standard

St+Co+Ag
Ranks: _____

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

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

ATHLETIC • ENDURANCE

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

Ag+Qu+Ag
Ranks: _____

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

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

Character:

Level:

ATHLETIC • GYMNASTICS

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

Ag+Qu+Ag
Ranks: _____

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

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

AWARENESS • PERCEPTIONS

Rank Cost: 4/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In
Ranks: _____

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

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

AWARENESS • SEARCHING

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

In+Re+SD
Ranks: _____

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

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

AWARENESS • SENSES

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

In+SD+In
Ranks: _____

Profession Bonus: +10
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	_____	E	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

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

Co+SD+Co
Ranks: na

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: +10
Total Category Bonus: _____

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

Dabblers Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 6/14

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

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____ na

Special Bonus: _____

Total Category Bonus: _____

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

COMMUNICATIONS

Rank Cost: 2/2/2

Category Progression: Standard

Skill Progression: Standard

Re+Me+Em

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
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: 5

Category Progression: Standard

Skill Progression: Standard

Ag+SD+Ag

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

INFLUENCE

Rank Cost: 2/4

Category Progression: Standard

Skill Progression: Standard

Pr+Em+In

Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

LORE • GENERAL

Rank Cost: 1/3

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

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

LORE • MAGICAL

Rank Cost: 2/6

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: 2/5

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.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	O	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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____





Dabbling Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: 4
Category Progression: Standard
Skill Progression: Standard

Ag+St+Ag
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Em+Ag+Em
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	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	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 2/7
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: +5
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: 8
Category Progression: na
Skill Progression: see Table T-1.1

Em
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: _____	_____	_____	_____	_____

Character:

Level:

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: 2/7
Category Progression: Standard
Skill Progression: Standard

SD+Pr+SD
Ranks: _____
Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 6
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: _____	_____	_____	_____	_____

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: 6/12
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____
Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Dabbler Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

In+Ag+Re
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 1/5
Category Progression: Standard
Skill Progression: Standard

Ag+SD+In
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Re+Me+SD
Ranks: _____

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Re+Me+In
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Me+In+Re
Ranks: na

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 1/5
Category Progression: Standard
Skill Progression: Standard

In+Pr+Re
Ranks: _____

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN 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.
Concealment Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Influences	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mechanisms	_____	_____	Bonuses: _____	_____	_____	_____	_____
Movement Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Thieving Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 3/9
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 2

Rank Cost: 6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Rank Cost: 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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____





Bard Category/Skill Record Sheet (part I)

ARMOR • HEAVY Profession Bonus: _____
St+Ag+St Stat Bonus: _____
Rank Cost: 5/5/5 # 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: 2/2/2 # 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: 3/3/3 # 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: +5
Pr+Em+Ag Stat Bonus: _____
Rank Cost: 1/2 # 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: 1/3 # 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: 4/9 # 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: _____
Ag+Qu+Ag 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: _____
Ag+Qu+Ag 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.
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: 3/7 # 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: +5
Co+SD+Co Stat Bonus: _____
Rank Cost: 6/14 # 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: _____	_____	_____	_____	_____

Bard Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 6/14
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Qu+SD
 # Ranks: na

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 1/1/1
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+Em
 # Ranks: _____

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: _____	_____	_____	_____	_____
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: 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: 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: 1/2
 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.
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: 2/4
 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.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/4
 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.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St
 # Ranks: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____





Bard Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Profession Bonus: _____

Rank Cost: 3

Ag+St+Ag

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

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: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Profession Bonus: _____

Rank Cost: 2/7

Em+Ag+Em

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Profession Bonus: _____

Rank Cost: 2/6

SD+In+Me

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

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: +5

Rank Cost: 3/6

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: 6/12

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: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Profession Bonus: _____

Rank Cost: 8

Pr

Stat Bonus: _____

Category Progression: na

Ranks: 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	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Profession Bonus: _____

Rank Cost: 2/5

Re+Me+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Profession Bonus: _____

Rank Cost: 8

Re+Me+Re

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Profession Bonus: +5

Rank Cost: 2/7

SD+Pr+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.
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: _____

Rank Cost: 6

St+Ag+SD

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.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Profession Bonus: _____

Rank Cost: 20

none

Stat Bonus: na

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.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Profession Bonus: _____

Rank Cost: 12

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Bard Category/Skill Record Sheet (part IV)

Character:

Level:



SUBTERFUGE • MECHANICS

Profession Bonus: _____

Rank Cost: 4

In+Ag+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: _____

Rank Cost: 2/7

Ag+SD+In

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Rank Cost: 3/7

Re+Me+SD

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Rank Cost: 8

Re+Me+In

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

Rank Cost: 5/12

Me+In+Re

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: Combined

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Profession Bonus: _____

Rank Cost: 2/4

In+Pr+Re

Stat Bonus: _____

Category Progression: Standard

Ranks: _____

Rank Bonus: _____

Skill Progression: Standard

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN MENTALISM LISTS

Profession Bonus: _____

Rank Cost: 8/8

Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Anticipations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Attack Avoidance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Brilliance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cloaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Damage Resistance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Delving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Self Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Resistance	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED MENTALISM LISTS

Profession Bonus: _____

Rank Cost: 10/10

Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Gas Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind's Door	_____	_____	Bonuses: _____	_____	_____	_____	_____
Movement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Telekinesis	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Profession Bonus: _____

Rank Cost: 6/6/6

Pr

Stat Bonus: _____

Category Progression: 0 • 0 • 0 • 0 • 0

Ranks: na

Rank Bonus: na

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Controlling Songs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Entertaining Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Item Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lores	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Control	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound Projection	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Profession Bonus: +5

Rank Cost: 3/9

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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 2

Profession Bonus: +5

Rank Cost: 6

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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Profession Bonus: +5

Rank Cost: 7

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.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____





Magent Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Profession Bonus: _____

St+Ag+St

Stat Bonus: _____

Rank Cost: 6/6/6

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: 2/2/2

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: 4/4/4

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: 2/4

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: 2/5

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: 3/9

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: _____

Ag+Qu+Ag

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: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Profession Bonus: _____

Ag+Qu+Ag

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.
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

In+SD+In

Profession Bonus: +10

Rank Cost: 3/10

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

In+Re+SD

Profession Bonus: +10

Rank Cost: 1/5

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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

In+SD+In

Profession Bonus: +10

Rank Cost: 2/6

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: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Co+SD+Co

Profession Bonus: +5

Rank Cost: 6/14

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: _____	_____	_____	_____	_____

Magent Category/Skill Record Sheet (part II)

Character:

Level:



COMBAT MANEUVERS

Rank Cost: 6/14

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ag+Qu+SD

Ranks: na

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 1/1/1

Category Progression: Standard

Skill Progression: Standard

Re+Me+Em

Ranks: _____

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: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	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: 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: 1/5

Category Progression: Standard

Skill Progression: Standard

Pr+Em+In

Ranks: _____

Profession Bonus: +5

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3

Category Progression: Standard

Skill Progression: Standard

Me+Re+Me

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

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: 2/5

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.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 3

Category Progression: Standard

Skill Progression: Standard

St+Ag+St

Ranks: _____

Profession Bonus: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____



Magent Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Ag+St+Ag Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 2/7
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

Em+Ag+Em Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____

SD+In+Me Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5

Em+In+Pr Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 6/12
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____

Em+In+Pr Stat Bonus: _____

Ranks: na 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: 8
Category Progression: na
Skill Progression: see Table T-1.1

Profession Bonus: _____

Pr Stat Bonus: _____

Ranks: na 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

Profession Bonus: _____

Re+Me+Re Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 8
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____

Re+Me+Re Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +10

SD+Pr+SD Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 4
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____

St+Ag+SD Stat Bonus: _____

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 20
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____

none Stat Bonus: na

Ranks: na Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 5/10
Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5

Ag+SD+In Stat Bonus: _____

Ranks: _____ Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____



Magent Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

In+Ag+Re

Profession Bonus: +5

Rank Cost: 2/7

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Ag+SD+In

Profession Bonus: +5

Rank Cost: 1/4

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

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

Re+Me+SD

Profession Bonus: _____

Rank Cost: 3/7

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Re+Me+In

Profession Bonus: _____

Rank Cost: 8

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ranks: na

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

Me+In+Re

Profession Bonus: _____

Rank Cost: 5/12

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: Combined

Ranks: na

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

In+Pr+Re

Profession Bonus: _____

Rank Cost: 1/4

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN MENTALISM LISTS

Pr

Profession Bonus: _____

Rank Cost: 8/8

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

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

Pr

Profession Bonus: _____

Rank Cost: 10/10

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

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

Pr

Profession Bonus: _____

Rank Cost: 6/6/6

Category Progression: 0 • 0 • 0 • 0 • 0

Skill Progression: 0 • 1 • 1 • 0.5 • 0

Ranks: na

Stat Bonus: _____

Rank Bonus: na

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Assassination Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Escapes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gathering Secrets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Misdirections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Pr

Profession Bonus: +5

Rank Cost: 3/7

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 2

Pr

Profession Bonus: +5

Rank Cost: 4

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Pr

Profession Bonus: +5

Rank Cost: 6

Category Progression: Standard

Skill Progression: Standard

Ranks: _____

Stat Bonus: _____

Rank Bonus: _____

Special Bonus: _____

Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____



Weapon Category/Skill Record Sheet

WEAPON • 1-H CONCUSSION

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.
Blackjack	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cat of Nine Tails	_____	_____	Bonuses: _____	_____	_____	_____	_____
Club	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fist (bare)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jo	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mace	_____	_____	Bonuses: _____	_____	_____	_____	_____
Morning Star	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nunchaku	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shield Bash	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tonfa	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Hammer	_____	_____	Bonuses: _____	_____	_____	_____	_____
Whip	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 1-H EDGED

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.
Bastard Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Broadsword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cutlass	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dagger	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dirk	_____	_____	Bonuses: _____	_____	_____	_____	_____
Falchion	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foil	_____	_____	Bonuses: _____	_____	_____	_____	_____
Handaxe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Katana	_____	_____	Bonuses: _____	_____	_____	_____	_____
Long Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Main Gauche	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rapier	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dagger	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sabre	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sai	_____	_____	Bonuses: _____	_____	_____	_____	_____
Short Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tomahawk	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • 2-HANDED

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.
Axe (woodsman's)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bastard Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
Battle Axe	_____	_____	Bonuses: _____	_____	_____	_____	_____
Claymore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cudgel	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flail	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jo	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quarterstaff	_____	_____	Bonuses: _____	_____	_____	_____	_____
No-Dachi	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nunchaku	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pick	_____	_____	Bonuses: _____	_____	_____	_____	_____
Two-handed Sword	_____	_____	Bonuses: _____	_____	_____	_____	_____
War Mattock	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character:

Level:

WEAPON • MISSILE

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.
Blow Gun	_____	_____	Bonuses: _____	_____	_____	_____	_____
Composite Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heavy Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Crossbow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Long Bow	_____	_____	Bonuses: _____	_____	_____	_____	_____
ShortBow	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • MISSILE ARTILLERY

Rank Cost: _____ In+Ag+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.
Ballistae, Light	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ballistae, Medium	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ballistae, Heavy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Catapults, Light	_____	_____	Bonuses: _____	_____	_____	_____	_____
Catapults, Medium	_____	_____	Bonuses: _____	_____	_____	_____	_____
Catapults, Heavy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trebuchet, Light	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trebuchet, Medium	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trebuchet, Heavy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Battering Ram, Lt.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Battering Ram, Md.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Battering Ram, Hv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Drill, Light	_____	_____	Bonuses: _____	_____	_____	_____	_____
Drill, Medium	_____	_____	Bonuses: _____	_____	_____	_____	_____
Drill, Heavy	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • POLE ARM

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.
Boar Spear	_____	_____	Bonuses: _____	_____	_____	_____	_____
Harpoon	_____	_____	Bonuses: _____	_____	_____	_____	_____
Javelin	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pilum	_____	_____	Bonuses: _____	_____	_____	_____	_____
Polearm	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spear	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trident	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON • THROWN

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.
Bola	_____	_____	Bonuses: _____	_____	_____	_____	_____
Boomerang	_____	_____	Bonuses: _____	_____	_____	_____	_____
Darts	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lasso	_____	_____	Bonuses: _____	_____	_____	_____	_____
Net (gladiator)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Net (fishing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shuriken	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Level:

Profession Bonus: _____

Stat Bonus

Special Bonus

Special Bonus: _____
Total Category Bonus: _____

[illegible]

Profession Bonus:

Stat BonusSpecial Bonus

Special Bonus: _____
Total Category Bonus: _____

[illegible]ProfessionRank BonusSpecial Bonus: _____[illegible]

Profession Bonus: _____

Session Bonus

Rank BonusSpecial Bonus:[illegible]

[illegible]



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