

# General Data

Alex's grand daddy Rolemaster character sheet. Send feedback to [nodeghost@hotmail.com](mailto:nodeghost@hotmail.com)

Character Name \_\_\_\_\_ Race \_\_\_\_\_ Culture \_\_\_\_\_  
 Nationality \_\_\_\_\_ Origin \_\_\_\_\_ Religion \_\_\_\_\_ Profession \_\_\_\_\_  
 Father \_\_\_\_\_ Mother \_\_\_\_\_ Alignment \_\_\_\_\_ Realm \_\_\_\_\_  
 Gender \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_  
 Skin \_\_\_\_\_ Age \_\_\_\_\_ Appearance \_\_\_\_\_ Description \_\_\_\_\_

Personality Traits \_\_\_\_\_  
 Fate Points \_\_\_\_\_ Corruption Points \_\_\_\_\_ Training Packages \_\_\_\_\_

Armor \_\_\_\_\_  
 Armor Type \_\_\_\_\_  
 MMP \_\_\_\_\_  
 Weight Penalty \_\_\_\_\_  
 Missile Penalty \_\_\_\_\_  
 Arm Greaves \_\_\_\_\_  
 Leg Greaves \_\_\_\_\_  
 Helm \_\_\_\_\_  
 Quickness Bonus (3xQu) \_\_\_\_\_  
 Quickness Penalty \_\_\_\_\_  
 Adrenal Defense \_\_\_\_\_  
 Shield Bonus \_\_\_\_\_  
 Magic Bonus(s) \_\_\_\_\_  
 Special Bonus \_\_\_\_\_

Normal Melee DB \_\_\_\_\_  
 Missile DB \_\_\_\_\_  
 Spell DB \_\_\_\_\_  
 DB w/Adrenal Defense \_\_\_\_\_  
 DB w/Shield \_\_\_\_\_

## RESISTANCE ROLLS

Essence (3xIn) \_\_\_\_\_  
 Channeling (3xIn) \_\_\_\_\_  
 Mentalism (3xIn) \_\_\_\_\_  
 Arcane (Em+In+Pr) \_\_\_\_\_  
 Poison (3xCo) \_\_\_\_\_  
 Disease (3xCo) \_\_\_\_\_  
 Fear (3xSD) \_\_\_\_\_  
 Self Control(3xSD) \_\_\_\_\_

## RACE/STAT FIXED INFO

Soul Departure \_\_\_\_\_  
 Recovery Multiplier \_\_\_\_\_  
 Body Dev. Progression  
 ● ● ● ●  
 PP Dev. Progression  
 ● ● ● ●

Recovery: hits&PPs recoverd  
 @1/3 hours active  
 hits/hour resting \_\_\_\_\_  
 hits/3 hours sleep \_\_\_\_\_  
 PPs/hour resting \_\_\_\_\_  
 PPs/3 hours sleep \_\_\_\_\_

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Spec. Bonus	Total Bonus
Agility	_____	_____	_____	_____	_____	_____
Constitution	_____	_____	_____	_____	_____	_____
Memory	_____	_____	_____	_____	_____	_____
Reasoning	_____	_____	_____	_____	_____	_____
Self Discipline	_____	_____	_____	_____	_____	_____
Empathy	_____	_____	_____	_____	_____	_____
Intuition	_____	_____	_____	_____	_____	_____
Presence	_____	_____	_____	_____	_____	_____
Quickness	_____	_____	_____	_____	_____	_____
Strength	_____	_____	_____	_____	_____	_____

Experience \_\_\_\_\_ Level \_\_\_\_\_

## FREQUENTLY USED SKILL LIST

SKILL	TOTAL	SKILL	TOTAL
Ambush	_____	Taste	_____
Armor	_____	Touch	_____
Armor	_____	Trading	_____
Armor	_____	Prim. OB	_____
D. Spell OB	_____	Sec. OB	_____
D. Spell OB	_____	Ter. OB	_____
D. Spell OB	_____		_____
D. Spell OB	_____		_____
D. Spell OB	_____		_____
Eyesight	_____		_____
First Aid	_____		_____
Hearing	_____		_____
Hiding	_____		_____
Observation	_____		_____
Picking Locks	_____		_____
Smell	_____		_____
Stalking	_____		_____

## MOVEMENT

Base Move(50'+[Stride Mod]+[3xQu]=Wt. Penalty)   
 Walk (1x) \_\_\_\_\_ Sprint/Fast Run(3x) \_\_\_\_\_  
 Fast Walk/Jog (1.5x) \_\_\_\_\_ Fast Sprint(4x) \_\_\_\_\_  
 Run(2x) \_\_\_\_\_ Dash(5x) \_\_\_\_\_

## COMBAT DATA

Hits/Cur. Hits \_\_\_\_\_ Activity Penaltly \_\_\_\_\_  
 PPs/Cur. PPs \_\_\_\_\_ Must Parry \_\_\_\_\_  
 Bleeding \_\_\_\_\_ No Parry \_\_\_\_\_  
 Rnds. Stun \_\_\_\_\_

# INJURIES

INITIATIVE			
Special	Special	Special	Total
_____	_____	_____	_____

# Skills

<b>Armor•Heavy (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
St/Ag/St	Stat Bonus _____	Special Bonus(s) _____			Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Plate	_____	_____	_____	_____	_____	_____	_____	_____

<b>Armor•Light (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Ag/St/Ag	Stat Bonus _____	Special Bonus(s) _____			Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
No Armor	_____	_____	_____	_____	_____	_____	_____	_____
Soft Leather	_____	_____	_____	_____	_____	_____	_____	_____
Rigid Leather	_____	_____	_____	_____	_____	_____	_____	_____

<b>Armor•Medium (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
St/Ag/St	Stat Bonus _____	Special Bonus(s) _____			Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Chain	_____	_____	_____	_____	_____	_____	_____	_____

<b>Artistic•Active (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Pr/Em/Ag	Stat Bonus _____	Special Bonus(s) _____			Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Acting	_____	_____	_____	_____	_____	_____	_____	_____
Dancing	_____	_____	_____	_____	_____	_____	_____	_____
Mimery	_____	_____	_____	_____	_____	_____	_____	_____
Mimicry	_____	_____	_____	_____	_____	_____	_____	_____
Play _____	_____	_____	_____	_____	_____	_____	_____	_____
Play _____	_____	_____	_____	_____	_____	_____	_____	_____
Play _____	_____	_____	_____	_____	_____	_____	_____	_____
Poetic Improvisation	_____	_____	_____	_____	_____	_____	_____	_____
Singing	_____	_____	_____	_____	_____	_____	_____	_____
Tale Telling	_____	_____	_____	_____	_____	_____	_____	_____
Ventriliquism	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Artistic•Passive (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Em/In/Pr	Stat Bonus _____	Special Bonus(s) _____			Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Music	_____	_____	_____	_____	_____	_____	_____	_____
Painting	_____	_____	_____	_____	_____	_____	_____	_____
Poetry	_____	_____	_____	_____	_____	_____	_____	_____
Sculpting	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Athletic•Brawn (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 St/Co/Ag Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Game _____	_____	_____	_____	_____	_____	_____	_____	_____
Game _____	_____	_____	_____	_____	_____	_____	_____	_____
Game _____	_____	_____	_____	_____	_____	_____	_____	_____
Jumping _____	_____	_____	_____	_____	_____	_____	_____	_____
Power Striking _____	_____	_____	_____	_____	_____	_____	_____	_____
Power Throwing _____	_____	_____	_____	_____	_____	_____	_____	_____
Weight Lifting _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Athletic•Endurance (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Co/Ag/St Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Distance Running _____	_____	_____	_____	_____	_____	_____	_____	_____
Game _____	_____	_____	_____	_____	_____	_____	_____	_____
Game _____	_____	_____	_____	_____	_____	_____	_____	_____
Rowing _____	_____	_____	_____	_____	_____	_____	_____	_____
Scaling _____	_____	_____	_____	_____	_____	_____	_____	_____
Sprinting _____	_____	_____	_____	_____	_____	_____	_____	_____
Swimming _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Athletic•Gymnastics (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Ag/Qu/Ag Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Acrobatics _____	_____	_____	_____	_____	_____	_____	_____	_____
Climbing _____	_____	_____	_____	_____	_____	_____	_____	_____
Contortions _____	_____	_____	_____	_____	_____	_____	_____	_____
Diving _____	_____	_____	_____	_____	_____	_____	_____	_____
Flying/Gliding _____	_____	_____	_____	_____	_____	_____	_____	_____
Games _____	_____	_____	_____	_____	_____	_____	_____	_____
Games _____	_____	_____	_____	_____	_____	_____	_____	_____
Juggling _____	_____	_____	_____	_____	_____	_____	_____	_____
Pole-Vaulting _____	_____	_____	_____	_____	_____	_____	_____	_____
Rappelling _____	_____	_____	_____	_____	_____	_____	_____	_____
Skating _____	_____	_____	_____	_____	_____	_____	_____	_____
Skiing _____	_____	_____	_____	_____	_____	_____	_____	_____
Stilt-Walking _____	_____	_____	_____	_____	_____	_____	_____	_____
Surfing _____	_____	_____	_____	_____	_____	_____	_____	_____
Tight-rope Walking _____	_____	_____	_____	_____	_____	_____	_____	_____
Tumbling _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# Skills

## Awareness•Perceptions (Spec.)

In/SD/In Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Alertness	_____	_____	_____	_____	_____	_____	_____	_____
Sense Ambush	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Awareness•Searching (S)

In/Re/SD Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Detect Traps	_____	_____	_____	_____	_____	_____	_____	_____
Lie Perception	_____	_____	_____	_____	_____	_____	_____	_____
Locate Hidden	_____	_____	_____	_____	_____	_____	_____	_____
Observation	_____	_____	_____	_____	_____	_____	_____	_____
Poison Perception	_____	_____	_____	_____	_____	_____	_____	_____
Reading Tracks	_____	_____	_____	_____	_____	_____	_____	_____
Surveillance	_____	_____	_____	_____	_____	_____	_____	_____
Tracking	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Awareness•Senses (S)

In/SD/In Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Direction Sense	_____	_____	_____	_____	_____	_____	_____	_____
Eyesight	_____	_____	_____	_____	_____	_____	_____	_____
Hearing	_____	_____	_____	_____	_____	_____	_____	_____
Reality Awareness(R)	_____	_____	_____	_____	_____	_____	_____	_____
Smell	_____	_____	_____	_____	_____	_____	_____	_____
Spatial Location Awareness(R)	_____	_____	_____	_____	_____	_____	_____	_____
Taste	_____	_____	_____	_____	_____	_____	_____	_____
Time Sense	_____	_____	_____	_____	_____	_____	_____	_____
Touch	_____	_____	_____	_____	_____	_____	_____	_____
Situational Awareness: Combat	_____	_____	_____	_____	_____	_____	_____	_____
Situational Awareness:	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Body Development (Spec.)

Co/SD/Co Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Body Development	_____	_____	_____	_____	_____	_____	_____	_____

## Combat Manuevers (C)

Ag/Qu/Ag      Stat Bonus \_\_\_\_\_      Special Bonus(s) \_\_\_\_\_      Rank Cost \_\_\_\_\_  
 Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Adrenal Deflecting (R)	_____	_____	_____	_____	_____	_____	_____	_____
Mounted Combat	_____	_____	_____	_____	_____	_____	_____	_____
Blind Fighting	_____	_____	_____	_____	_____	_____	_____	_____
Missile Deflecting	_____	_____	_____	_____	_____	_____	_____	_____
Quickdraw	_____	_____	_____	_____	_____	_____	_____	_____
Reverse Stroke	_____	_____	_____	_____	_____	_____	_____	_____
Subdual	_____	_____	_____	_____	_____	_____	_____	_____
Swashbuckling	_____	_____	_____	_____	_____	_____	_____	_____
Tumbling Evasion(R)	_____	_____	_____	_____	_____	_____	_____	_____
2-Wpn Combat _____	_____	_____	_____	_____	_____	_____	_____	_____
2-Wpn Combat _____	_____	_____	_____	_____	_____	_____	_____	_____
2-Wpn Combat _____	_____	_____	_____	_____	_____	_____	_____	_____
Wpn Style (A) _____	_____	_____	_____	_____	_____	_____	_____	_____
Wpn Style (A) _____	_____	_____	_____	_____	_____	_____	_____	_____
Wpn Style (B) _____	_____	_____	_____	_____	_____	_____	_____	_____
Wpn Style (B) _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Communication (S)

Re/Me/Em      Stat Bonus \_\_\_\_\_      Rank Cost \_\_\_\_\_      #Ranks \_\_\_\_\_      Rank Bonus \_\_\_\_\_      New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_      Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Linguistics	_____	_____	_____	_____	_____	_____	_____	_____
Lip Reading	_____	_____	_____	_____	_____	_____	_____	_____
Signaling	_____	_____	_____	_____	_____	_____	_____	_____
Writing	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# Skills

## Crafts (C)

Ag/Me/SD Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Cooking	_____	_____	_____	_____	_____	_____	_____	_____
Drafting	_____	_____	_____	_____	_____	_____	_____	_____
Fletching	_____	_____	_____	_____	_____	_____	_____	_____
Horticulture	_____	_____	_____	_____	_____	_____	_____	_____
Leather-Crafts	_____	_____	_____	_____	_____	_____	_____	_____
Mapping	_____	_____	_____	_____	_____	_____	_____	_____
Metal-Crafts	_____	_____	_____	_____	_____	_____	_____	_____
Rope-Mastery	_____	_____	_____	_____	_____	_____	_____	_____
Scribing	_____	_____	_____	_____	_____	_____	_____	_____
Service	_____	_____	_____	_____	_____	_____	_____	_____
Sewing/Weaving	_____	_____	_____	_____	_____	_____	_____	_____
Skinning	_____	_____	_____	_____	_____	_____	_____	_____
Stone-Crafts	_____	_____	_____	_____	_____	_____	_____	_____
Trapping	_____	_____	_____	_____	_____	_____	_____	_____
Wood-Crafts	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Directed Spells (S)

Ag/SD/Ag Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Air	_____	_____	_____	_____	_____	_____	_____	_____
Earth	_____	_____	_____	_____	_____	_____	_____	_____
Fire	_____	_____	_____	_____	_____	_____	_____	_____
Ice	_____	_____	_____	_____	_____	_____	_____	_____
Light	_____	_____	_____	_____	_____	_____	_____	_____
Mana	_____	_____	_____	_____	_____	_____	_____	_____
Void	_____	_____	_____	_____	_____	_____	_____	_____
Water	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Influence (S)

Pr/Em/In Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Bribery	_____	_____	_____	_____	_____	_____	_____	_____
Diplomacy	_____	_____	_____	_____	_____	_____	_____	_____
Duping	_____	_____	_____	_____	_____	_____	_____	_____
Interrogation	_____	_____	_____	_____	_____	_____	_____	_____
Leadership	_____	_____	_____	_____	_____	_____	_____	_____
Propaganda	_____	_____	_____	_____	_____	_____	_____	_____
Public Speaking	_____	_____	_____	_____	_____	_____	_____	_____
Seduction	_____	_____	_____	_____	_____	_____	_____	_____
Teaching	_____	_____	_____	_____	_____	_____	_____	_____
Trading	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Lore•General (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Me/Re/Me	Stat Bonus _____	Special Bonus(s) _____	_____	_____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Culture _____	_____	_____	_____	_____	_____	_____	_____	_____
Culture _____	_____	_____	_____	_____	_____	_____	_____	_____
Culture _____	_____	_____	_____	_____	_____	_____	_____	_____
Culture _____	_____	_____	_____	_____	_____	_____	_____	_____
Fauna Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Flora Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Heraldry _____	_____	_____	_____	_____	_____	_____	_____	_____
Heraldry _____	_____	_____	_____	_____	_____	_____	_____	_____
History _____	_____	_____	_____	_____	_____	_____	_____	_____
History _____	_____	_____	_____	_____	_____	_____	_____	_____
History _____	_____	_____	_____	_____	_____	_____	_____	_____
History _____	_____	_____	_____	_____	_____	_____	_____	_____
Mar. Arts Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Mar. Arts Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Mar. Arts Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Philosophy _____	_____	_____	_____	_____	_____	_____	_____	_____
Region Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Region Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Region Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Region Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Religion (General) _____	_____	_____	_____	_____	_____	_____	_____	_____
Religion _____	_____	_____	_____	_____	_____	_____	_____	_____
Religion _____	_____	_____	_____	_____	_____	_____	_____	_____
Weapon Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Weapon Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Weapon Style _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Lore•Magical (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Me/Re/Me	Stat Bonus _____	Special Bonus(s) _____	_____	_____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Artifact Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Circle Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Divination Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Dream Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Dreamworld Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Glyph Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Planar Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Spell Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Symbol Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Undead Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Warding Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# Skills

## Lore•Obscure (S)

Me/Re/Me Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Demon/Devil Lore	_____	_____	_____	_____	_____	_____	_____	_____
Dragon Lore	_____	_____	_____	_____	_____	_____	_____	_____
Faerie Lore	_____	_____	_____	_____	_____	_____	_____	_____
Xeno-Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Xeno-Lore _____	_____	_____	_____	_____	_____	_____	_____	_____
Vital Points Lore	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Lore•Technical (S)

Me/Re/Me Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Corpus Lore	_____	_____	_____	_____	_____	_____	_____	_____
Herb Lore	_____	_____	_____	_____	_____	_____	_____	_____
Lock Lore	_____	_____	_____	_____	_____	_____	_____	_____
Metal Lore	_____	_____	_____	_____	_____	_____	_____	_____
Poison Lore	_____	_____	_____	_____	_____	_____	_____	_____
Stone Lore	_____	_____	_____	_____	_____	_____	_____	_____
Trading Lore	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Martial Arts•Combat Maneuvers (C)

Ag/Qu/SD Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Adrenal Deflecting	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Evasion	_____	_____	_____	_____	_____	_____	_____	_____
Basic Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Basic Style _____	_____	_____	_____	_____	_____	_____	_____	_____
Blind Fighting (R)	_____	_____	_____	_____	_____	_____	_____	_____
Adv. Style(R) _____	_____	_____	_____	_____	_____	_____	_____	_____
Adv. Style(R) _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Martial Arts•Strikes (S)

St/Ag/St Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Boxing	_____	_____	_____	_____	_____	_____	_____	_____
Martial Arts Striking	_____	_____	_____	_____	_____	_____	_____	_____
Nerve Strikes(R)	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____



**Martial Arts•Sweeps (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Ag/St/Ag Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Martial Arts Sweeping	_____	_____	_____	_____	_____	_____	_____	_____
Wrestling	_____	_____	_____	_____	_____	_____	_____	_____
Locking Holds(R)	_____	_____	_____	_____	_____	_____	_____	_____

**Outdoor•Animal (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Em/Ag/Em Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Animal Mastery(R)	_____	_____	_____	_____	_____	_____	_____	_____
Animal Mastery(R)	_____	_____	_____	_____	_____	_____	_____	_____
Animal Handling	_____	_____	_____	_____	_____	_____	_____	_____
Animal Handling	_____	_____	_____	_____	_____	_____	_____	_____
Animal Healing	_____	_____	_____	_____	_____	_____	_____	_____
Animal Healing	_____	_____	_____	_____	_____	_____	_____	_____
Animal Training	_____	_____	_____	_____	_____	_____	_____	_____
Animal Training	_____	_____	_____	_____	_____	_____	_____	_____
Driving	_____	_____	_____	_____	_____	_____	_____	_____
Familiar Mastery	_____	_____	_____	_____	_____	_____	_____	_____
Herding	_____	_____	_____	_____	_____	_____	_____	_____
Riding	_____	_____	_____	_____	_____	_____	_____	_____
Riding	_____	_____	_____	_____	_____	_____	_____	_____

**Outdoor•Environmental (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 SD/In/Me Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Caving	_____	_____	_____	_____	_____	_____	_____	_____
Foraging	_____	_____	_____	_____	_____	_____	_____	_____
Hunting	_____	_____	_____	_____	_____	_____	_____	_____
Star-Gazing	_____	_____	_____	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____	_____	_____	_____
Weather Watching	_____	_____	_____	_____	_____	_____	_____	_____

**Power Awareness (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Em/In/Pr Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Attunement	_____	_____	_____	_____	_____	_____	_____	_____
Divination	_____	_____	_____	_____	_____	_____	_____	_____
Read Runes	_____	_____	_____	_____	_____	_____	_____	_____
Power Perception(R)	_____	_____	_____	_____	_____	_____	_____	_____

# Skills

## Power Manipulation (C)

Em/In/Pr Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_  
 Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Channeling	_____	_____	_____	_____	_____	_____	_____	_____
Magic Ritual	_____	_____	_____	_____	_____	_____	_____	_____
Mental Control (Defense)	_____	_____	_____	_____	_____	_____	_____	_____
Mental Control (Offense)	_____	_____	_____	_____	_____	_____	_____	_____
Summoning	_____	_____	_____	_____	_____	_____	_____	_____
Spell Mastery	_____	_____	_____	_____	_____	_____	_____	_____
Spell Mastery	_____	_____	_____	_____	_____	_____	_____	_____
Spell Mastery	_____	_____	_____	_____	_____	_____	_____	_____
Spell Targeting	_____	_____	_____	_____	_____	_____	_____	_____
Spell Trickery	_____	_____	_____	_____	_____	_____	_____	_____
Transcend Armor(R)	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Power Point Development (Spec.)

Realm Stat Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_  
 Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Power Points	_____	_____	_____	_____	_____	_____	_____	_____

## Science/Analytic•Basic (S)

Re/Me/Re Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Basic Math	_____	_____	_____	_____	_____	_____	_____	_____
Research	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Science/Analytic•Specialized (C)

Re/Me/Re Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_  
 Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Advanced Math	_____	_____	_____	_____	_____	_____	_____	_____
Anthropology	_____	_____	_____	_____	_____	_____	_____	_____
Alchemy	_____	_____	_____	_____	_____	_____	_____	_____
Astronomy	_____	_____	_____	_____	_____	_____	_____	_____
Biochemistry	_____	_____	_____	_____	_____	_____	_____	_____
Psychology	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Self Control (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
SD/Pr/SD _____	Stat Bonus _____	Special Bonus(s) _____	_____	_____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Adrenal Balance	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Concentration	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Landing	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Leaping	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Quickdraw	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Speed	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Stabilization(R)	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Strength	_____	_____	_____	_____	_____	_____	_____	_____
Cleansing Trance(R)	_____	_____	_____	_____	_____	_____	_____	_____
Control Lycanthropy(R)	_____	_____	_____	_____	_____	_____	_____	_____
Death Trance(R)	_____	_____	_____	_____	_____	_____	_____	_____
Dream Control	_____	_____	_____	_____	_____	_____	_____	_____
Dreamworld Control	_____	_____	_____	_____	_____	_____	_____	_____
Frenzy	_____	_____	_____	_____	_____	_____	_____	_____
Healing Trance	_____	_____	_____	_____	_____	_____	_____	_____
Meditation	_____	_____	_____	_____	_____	_____	_____	_____
Mnemonics	_____	_____	_____	_____	_____	_____	_____	_____
Sleep Trance	_____	_____	_____	_____	_____	_____	_____	_____
Spell Concentration	_____	_____	_____	_____	_____	_____	_____	_____
Stunned Manuevering	_____	_____	_____	_____	_____	_____	_____	_____
Stun Removal	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Special Attacks (C)</b>		Rank Cost _____
St/Ag/SD _____	Stat Bonus _____	Special Bonus(s) _____
_____	_____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Brawling	_____	_____	_____	_____	_____	_____	_____	_____
Disarm Foe (Armed)	_____	_____	_____	_____	_____	_____	_____	_____
Disarm Foe (Unarmed)	_____	_____	_____	_____	_____	_____	_____	_____
Feint (Armed)	_____	_____	_____	_____	_____	_____	_____	_____
Feint(Unarmed)	_____	_____	_____	_____	_____	_____	_____	_____
Racial Attack (R) _____	_____	_____	_____	_____	_____	_____	_____	_____
Racial Attack (R) _____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Special Defenses (C)</b>		Rank Cost _____
None _____	Special Bonus(s) _____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Adrenal Defense	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Resistance (R)	_____	_____	_____	_____	_____	_____	_____	_____
Adrenal Toughness (R)	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# Skills

<b>Subterfuge•Attack (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Ag/SD/In	Stat Bonus _____	Special Bonus(s) _____		Total Category Bonus _____	

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Ambush	_____	_____	_____	_____	_____	_____	_____	_____
Silent Attack	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Subterfuge•Mechanics (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
In/Ag/Re	Stat Bonus _____	Special Bonus(s) _____		Total Category Bonus _____	

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Camouflage	_____	_____	_____	_____	_____	_____	_____	_____
Counterfitting	_____	_____	_____	_____	_____	_____	_____	_____
Disarming Traps	_____	_____	_____	_____	_____	_____	_____	_____
Disguise	_____	_____	_____	_____	_____	_____	_____	_____
Forgery	_____	_____	_____	_____	_____	_____	_____	_____
Hiding Items	_____	_____	_____	_____	_____	_____	_____	_____
Picking Locks	_____	_____	_____	_____	_____	_____	_____	_____
Setting Traps	_____	_____	_____	_____	_____	_____	_____	_____
Trap Building	_____	_____	_____	_____	_____	_____	_____	_____
Using/Remove Poison	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Subterfuge•Stealth (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Ag/SD/In	Stat Bonus _____	Special Bonus(s) _____		Total Category Bonus _____	

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Hiding	_____	_____	_____	_____	_____	_____	_____	_____
Picking Pockets	_____	_____	_____	_____	_____	_____	_____	_____
Stalking	_____	_____	_____	_____	_____	_____	_____	_____
Trickery	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Technical/Trade•General (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Re/Me/SD	Stat Bonus _____	Special Bonus(s) _____		Total Category Bonus _____	

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Begging	_____	_____	_____	_____	_____	_____	_____	_____
First Aid	_____	_____	_____	_____	_____	_____	_____	_____
Gambling	_____	_____	_____	_____	_____	_____	_____	_____
Mapping	_____	_____	_____	_____	_____	_____	_____	_____
Operate Equip. _____	_____	_____	_____	_____	_____	_____	_____	_____
Operate Equip. _____	_____	_____	_____	_____	_____	_____	_____	_____
Operate Equip. _____	_____	_____	_____	_____	_____	_____	_____	_____
Sailing	_____	_____	_____	_____	_____	_____	_____	_____
Tactical Games	_____	_____	_____	_____	_____	_____	_____	_____
Using Prepared Herbs	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Technical/Trade•Professional (C)

Re/Me/In Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Advertising	_____	_____	_____	_____	_____	_____	_____	_____
Architecture	_____	_____	_____	_____	_____	_____	_____	_____
Diagnostics	_____	_____	_____	_____	_____	_____	_____	_____
Dowsing	_____	_____	_____	_____	_____	_____	_____	_____
Engineering	_____	_____	_____	_____	_____	_____	_____	_____
Mechanition	_____	_____	_____	_____	_____	_____	_____	_____
Military Organization	_____	_____	_____	_____	_____	_____	_____	_____
Mining	_____	_____	_____	_____	_____	_____	_____	_____
Sanity Healing	_____	_____	_____	_____	_____	_____	_____	_____
Second Aid	_____	_____	_____	_____	_____	_____	_____	_____
Surgery	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Technical/Trade•Vocational (C)

Me/In/Re Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Rank Cost \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Administration	_____	_____	_____	_____	_____	_____	_____	_____
Appriasal	_____	_____	_____	_____	_____	_____	_____	_____
Boat Pilot	_____	_____	_____	_____	_____	_____	_____	_____
Cartography	_____	_____	_____	_____	_____	_____	_____	_____
Evaluate Armor	_____	_____	_____	_____	_____	_____	_____	_____
Evaluate Metal	_____	_____	_____	_____	_____	_____	_____	_____
Evaluate Stone	_____	_____	_____	_____	_____	_____	_____	_____
Evaluate Weapon	_____	_____	_____	_____	_____	_____	_____	_____
Evaluate Animal	_____	_____	_____	_____	_____	_____	_____	_____
Gimmickery	_____	_____	_____	_____	_____	_____	_____	_____
Hypnosis	_____	_____	_____	_____	_____	_____	_____	_____
Mechanition	_____	_____	_____	_____	_____	_____	_____	_____
Midwifery	_____	_____	_____	_____	_____	_____	_____	_____
Navigation	_____	_____	_____	_____	_____	_____	_____	_____
Prepare Herbs	_____	_____	_____	_____	_____	_____	_____	_____
Prepare Poisons	_____	_____	_____	_____	_____	_____	_____	_____
Siege Engineering	_____	_____	_____	_____	_____	_____	_____	_____
Tactics	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

## Urban (S)

In/Pr/Re Stat Bonus \_\_\_\_\_ Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
Contacting	_____	_____	_____	_____	_____	_____	_____	_____
Mingling	_____	_____	_____	_____	_____	_____	_____	_____
Scrounging	_____	_____	_____	_____	_____	_____	_____	_____
Streetwise	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# Skills

**Weapon•One Hand Concussion (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 St/Ag/St Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Weapon•One Hand Edged (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 St/Ag/St Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Weapon•Two Handed (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 St/Ag/St Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Weapon•Missile (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 Ag/St/Ag Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**Weapon•Missile Artillery (S)** Rank Cost \_\_\_\_\_ #Ranks \_\_\_\_\_ Rank Bonus \_\_\_\_\_ New Ranks \_\_\_\_\_  
 In/Ag/Re Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

<b>Weapon•Pole Arms (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
St/Ag/St	Stat Bonus _____	Special Bonus(s) _____	_____	_____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL

<b>Weapon•Thrown (S)</b>		Rank Cost _____	#Ranks _____	Rank Bonus _____	New Ranks _____
Ag/St/Ag	Stat Bonus _____	Special Bonus(s) _____	_____	_____	Total Category Bonus _____

SKILL NAME	#RANKS	NEW	RANK BONUS	CAT.	ITEM	ITEM	SPEC.	TOTAL

(R) Indicates a restricted skill. Learning of these skills subject to GM approval. Rank cost is 3 times the normal cost for this category.  
 (Spec.) Indicates a category with Special progression. Refer to rules for the value of these ranks.  
 (S) Indicates Standard skill rank progression. Can place ranks in both category and skills.  
 (C) Indicates Combines skill rank progression. Cannot place ranks in the category, only the skills.

SKILL BONUS TABLE T-2.2 (Found on page 30 of RMSR)

Rank	Standard Skill Rank Bonus	Standard Skill Category Bonus	Combined Skill Rank Bonus
0	-15	-15	-30
1	3	2	5
2	6	4	10
3	9	6	15
4	12	8	20
5	15	10	25
6	18	12	30
7	21	14	35
8	24	16	40
9	27	18	45
10	30	20	50
11	32	21	53
12	34	22	56
13	36	23	59
14	38	24	62
15	40	25	65
16	42	26	68
17	44	27	71
18	46	28	74
19	48	29	77
20	50	30	80
21-30	50+1/rank over 20	30+1/rank over 20	82+1/rank over 21
31+	60+0.5/rank over 30	35	95+0.5/rank over 30











## Talents

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## Flaws

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# Notes

A series of horizontal lines for writing notes, starting with a thick, dark horizontal bar at the top.

# Spell Lists

character \_\_\_\_\_

Type \_\_\_\_\_ Rank Cost \_\_\_\_\_ Prof. Bonus \_\_\_\_\_  
R.Stat \_\_\_\_\_ Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

**List**

Ranks	Rank Bon.	Cat.
Item	Spec.	Total
<input type="checkbox"/> 1		
<input type="checkbox"/> 2		
<input type="checkbox"/> 3		
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**List**

Ranks	Rank Bon.	Cat.
Item	Spec.	Total
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**List**

Ranks	Rank Bon.	Cat.
Item	Spec.	Total
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Ranks	Rank Bon.	Cat.
Item	Spec.	Total
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**List**

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character \_\_\_\_\_

# Spell Lists

Type \_\_\_\_\_ Rank Cost \_\_\_\_\_ Prof. Bonus \_\_\_\_\_  
R.Stat \_\_\_\_\_ Stat Bonus \_\_\_\_\_ Special Bonus(s) \_\_\_\_\_ Total Category Bonus \_\_\_\_\_

**List**

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Item	Spec.	Total
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