General Abilities

Ability	Early Childhood (45 points)	Later Life (15 points per year)	Apprenticeship (240 points, Magi Only)	After Apprenticeship (30 points per year, Magi Only)	Total Experience	Score	Remaining Experience
(Area) Lore							
_____							
_____							
Animal Handling							
Athletics							
Awareness							
Bargain							
Brawl							
Carouse							
Charm							
Chirurgy*							
Concentration							
Craft (Type)							
_____							
_____							
_____							
Etiquette							
Folk Ken							
Guile							
Hunt							
Intrigue							
Leadership							
Legerdemain*							
Native Language	75						
(Living Language)*							
_____							
_____							
Music							
(Organization) Lore							
_____							
_____							
Profession (Type)							
_____							
_____							
Ride							
Stealth							
Survival							
Swim							
Teaching							

Academic Abilities

Ability	Early Childhood	Later Life	Apprenticeship	After Apprenticeship	Total Experience	Score	Remaining Experience
Artes Liberales*							
Civil and Canon Law*							
Common Law*							
(Dead Language)							
_____							
_____							
Medicine*							
Philosaphiae*							
Theology*							

Arcane Abilities

Ability	Early Childhood	Later Life	Apprenticeship	After Apprenticeship	Total Experience	Score	Remaining Experience
Code of Hermes*							
Dominion Lore*							
Faerie Lore*							
Finesse							
Infernal Lore*							
Magic Lore*							
Parma Magica*							
Penetration							

Martial Abilities

Ability	Early Childhood	Later Life	Apprenticeship	After Apprenticeship	Total Experience	Score	Remaining Experience
Bows							
Great Weapon							
Single Weapon							
Thrown Weapon							

Supernatural Abilities

Ability	Early Childhood	Later Life	Apprenticeship	After Apprenticeship	Total Experience	Score	Remaining Experience
Animal Ken*							
Dowsing*							
Enchanting Music*							
Entrancement*							
Magic Sensitivity*							
Premonitions*							
Second Sight*							
Sense Holiness & Unholiness*							
Shapeshifter*							
Wilderness Sense*							

Art	Apprenticeship	After Apprenticeship	Total Experience	Score	Remaining Experience
Creo					
Inetllego					
Muto					
Perdo					
Rego					
Animal					
Auram					
Corpus					
Herbam					
Ignem					
Imaginem					
Mentem					
Terram					
Vis					
Aquam					

How to use this worksheet:

For each stage of your character's life, simply jot down how many experience points you would like to apply to any given Ability (or Art if applicable). Once all the points are spent, then see what score your character has in that Ability or Art. Any remaining experience is not lost, but simply means the character is that much closer to the next score when you begin play.

Note that you cannot develop the shaded Abilities in Early Childhood. Also note that the 75 points next to Native Language represent the experience needed for the beginning score of 5 all characters get. This does not prevent you from spending more experience in this Ability if you choose.

Remember that Virtues & Flaws can affect several Abilities.