

Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Profession Bonus: _____

St+Ag+St Stat Bonus: _____

Rank Cost: _____ # 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: _____ # 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: _____ # 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: _____ # 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: _____ # 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 • BRAVN

Profession Bonus: _____

St+Co+Ag Stat Bonus: _____

Rank Cost: _____ # 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: _____ # 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: _____ # 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: _____

In+SD+In Stat Bonus: _____

Rank Cost: _____ # Ranks: na Rank Bonus: na

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

Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

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

AWARENESS • SEARCHING

Profession Bonus: _____

In+Re+SD Stat Bonus: _____

Rank Cost: _____ # 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: _____

In+SD+In Stat Bonus: _____

Rank Cost: _____ # 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: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Profession Bonus: _____

Co+SD+Co Stat Bonus: _____

Rank Cost: _____ # 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: _____	_____	_____	_____	_____

Category/Skill Record Sheet (part III)

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

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

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

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

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

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

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

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

POWER MANIPULATION Profession Bonus: _____
 Em+In+Pr Stat Bonus: _____
 Rank Cost: _____ # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

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

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

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

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

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

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

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

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

SELF CONTROL Level: _____
 SD+Pr+SD Stat Bonus: _____
 Rank Cost: _____ # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

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

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

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

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

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

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

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

Category/Skill Record Sheet (part IV)										Character:		Level:																																					
SUBTERFUGE • MECHANICS					Profession Bonus: _____					WEAPON • 1-H CONCUSSION					Profession Bonus: _____																																		
In+Ag+Re					Stat Bonus: _____					St+Ag+St					Stat Bonus: _____																																		
Rank Cost: _____					# Ranks: _____					Rank Bonus: _____					# Ranks: _____					Rank Bonus: _____																													
Category Progression: Standard					Special Bonus: _____					Category Progression: Standard					Special Bonus: _____																																		
Skill Progression: Standard					Total Category Bonus: _____					Skill Progression: Standard					Total Category Bonus: _____																																		
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.																																		
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____	Club	_____	_____	Bonuses: _____	_____	_____	_____	_____																																		
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	Mace	_____	_____	Bonuses: _____	_____	_____	_____	_____																																		
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____	Morning Star	_____	_____	Bonuses: _____	_____	_____	_____	_____																																		
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____	War Hammer	_____	_____	Bonuses: _____	_____	_____	_____	_____																																		
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____	Whip	_____	_____	Bonuses: _____	_____	_____	_____	_____																																		
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____	WEAPON • 1-H EDGED					Profession Bonus: _____																																				
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____	Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																															
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	Category Progression: Standard					Rank Bonus: _____																																				
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Special Bonus: _____																																				
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Total Category Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.						
SUBTERFUGE • STEALTH					Profession Bonus: _____					Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.				
Ag+SD+In					Stat Bonus: _____					Broadsword					_____					Bonuses: _____					_____					_____					_____					_____									
Rank Cost: _____					# Ranks: _____					Rank Bonus: _____					Dagger					_____					Bonuses: _____					_____					_____					_____									
Category Progression: Standard					Special Bonus: _____					Falchion					_____					Bonuses: _____					_____					_____					_____														
Skill Progression: Standard					Total Category Bonus: _____					Handaxe					_____					Bonuses: _____					_____					_____					_____														
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Main Gauche					_____					Bonuses: _____					_____					_____					_____																
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____	Rapier					_____					Bonuses: _____					_____					_____					_____																
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____	Scimitar					_____					Bonuses: _____					_____					_____					_____																
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____	Short Sword					_____					Bonuses: _____					_____					_____					_____																
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____	WEAPON • 2-HANDED					Profession Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																															
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Category Progression: Standard					Rank Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Special Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Total Category Bonus: _____																																				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.						
TECHNICAL/TRADE • GENERAL					Profession Bonus: _____					Battle Axe					_____					Bonuses: _____					_____					_____					_____														
Re+Me+SD					Stat Bonus: _____					Flail					_____					Bonuses: _____					_____					_____					_____														
Rank Cost: _____					# Ranks: _____					Rank Bonus: _____					Quarterstaff					_____					Bonuses: _____					_____					_____														
Category Progression: Standard					Special Bonus: _____					Two-hand Sword					_____					Bonuses: _____					_____					_____																			
Skill Progression: Standard					Total Category Bonus: _____					War Mattock					_____					Bonuses: _____					_____					_____																			
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	WEAPON • MISSILE					Profession Bonus: _____																																				
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____	Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																															
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____	Category Progression: Standard					Rank Bonus: _____																																				
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Special Bonus: _____																																				
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Total Category Bonus: _____																																				
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.						
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____	Composite Bow					_____					Bonuses: _____					_____					_____																					
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____	Heavy Crossbow					_____					Bonuses: _____					_____					_____																					
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____	Light Crossbow					_____					Bonuses: _____					_____					_____																					
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____	Long Bow					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Short Bow					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Sling					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	WEAPON • MISSILE ARTILLERY					Profession Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																															
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Category Progression: Standard					Rank Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Special Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Total Category Bonus: _____																																				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.						
TECHNICAL/TRADE • PROFESSIONAL					Profession Bonus: _____					WEAPON • POLE ARM					Profession Bonus: _____																																		
Re+Me+In					Stat Bonus: _____					Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																													
# Ranks: na					Rank Bonus: _____					Category Progression: 0 • 0 • 0 • 0 • 0					Rank Bonus: _____																																		
Special Bonus: _____					na					Skill Progression: Combined					Special Bonus: _____																																		
Total Category Bonus: _____					_____					Skill Progression: Combined					Total Category Bonus: _____																																		
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.						
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Javelin					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Lance					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Polearm					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Spear					_____					Bonuses: _____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	WEAPON • THROWN					Profession Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																															
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Category Progression: Standard					Rank Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Special Bonus: _____																																				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	Skill Progression: Standard					Total Category Bonus: _____																																				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill					# Ranks					Class.					Rank					Item					Cat.					Spec.					Tot.						
URBAN					Profession Bonus: _____					Bola					_____					Bonuses: _____					_____					_____					_____														
In+Pr+Re					Stat Bonus: _____					Rank Cost: _____					# Ranks: _____					Stat Bonus: _____																													
# Ranks: _____					Rank Bonus: _____					Category Progression: Standard					Rank Bonus: _____																																		
Special Bonus: _____					_____					Skill Progression: Standard					Special Bonus: _____																																		
Total Category Bonus: _____					_____					Skill Progression: Standard					Total Category Bonus: _____																																		
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	_____					_____					_____					_____					_____																					
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____					_____					_____					_____					_____																					
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____					_____					_____					_____					_____																					
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____					_____					_____					_____					_____																					
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____					_____					_____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____					_____					_____					_____					_____																					
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____					_____					_____					_____					_____																					

EXPERIENCE POINT LOG T-6.5

Player: _____
 Character (Level): _____
 Session Ending: _____

GM Use Only
 Notes:

MANUEVERS

Maneuver EP Key

1. Keep a tally of how many of each type of maneuver was performed.
2. The Danger Rating refers to the situation in which the maneuver was performed (not the danger of the maneuver itself). The ratings are: character is in no danger (None), character is in some danger (Some), character is in danger (Danger), character is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the maneuver (Defeat). Use the Unknown column if the danger rating is not known.

Difficulty	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheet Folly						
Absurd						

Spell EP Key

1. Keep a tally of how many of each level spell is cast. Use the "Other" row for spells above 10th level (recording the level of the spell).
2. The Danger Rating refers to the situation in which the spell was cast (not the danger of the spell itself). The ratings are: Spell caster is in no danger (None), Spell caster is in some danger (Some), Spell caster is in danger (Danger), Spell caster is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the spell (Defeat). Use the Unknown column if the danger rating is not known.

SPELL CASTING

Spell	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
1st Level						
2nd Level						
3rd Level						
4th Level						
5th Level						
6th Level						
7th Level						
8th Level						
9th Level						
10th Level						
Other Level						

COMBAT: CONCUSSION HITS

Combat EP Key

1. Keep a tally of how many concussion hits given and taken in each combat.
2. If knocked out during the battle, check the "Character KOd" box. If foe is knocked out from the blow, check the "Foe KOd" box.
3. Keep a tally of the number of criticals you give to foes. When delivering a Large or Super-Large critical, be sure to note the original critical result (from the attack table). The condition indicates the condition of your opponent at the time you struck him. The possible conditions are: foe is normal (Norm), foe is dead (Dead), foe is unconscious (Unc.), foe is down (Down), foe is stunned (Stun), you are fighting foe by yourself (Solo), foe takes Large criticals (Large), foe takes Super-Large criticals (SLarge).

1st Combat	2nd Combat	3rd Combat	4th Combat
Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>

COMBAT: CRITICALS

Severity	----- Condition -----							
	Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

TRAVEL (IN MILES)

IDEAS AND OTHER INTERESTING THINGS

Normal:
 Dangerous:
 Ext. Dangerous:

Travel EP Key

1. Normal indicates travel in well-known areas. Dangerous indicates travel in unknown areas. Ext. Dangerous indicates travel in openly hostile areas.

STATUS RECORD SHEET M-6.8

Character: _____

Player: _____

Campaign (GM): _____

CONCUSSION HITS

Total Hits = _____ Rounds of Stun: _____ Bleeding/Round: _____

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-0
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-10
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-20
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-30
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	unc.
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	unc.
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	unc.
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	unc.

Recover _____ hits per round of rest. Recover _____ hits per sleep cycle.

Divide the total number of hits by four and distribute them evenly between the top four lines. Fill the bottom lines across with a number equal to your Constitution. Cross off concussion hits horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

Divide the total number of PPs by four and distribute them evenly between the four lines. Cross off PPs horizontally. When all of the hits on one line are gone, the penalty on the next line is applied.

POWER POINTS

Power Points = _____ Active Multiplier: _____ Active Adder: _____

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-0
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-10
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-20
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	-30

Recover _____ PPs per round of rest. Recover _____ PPs per sleep cycle.

EXHAUSTION POINTS

Total Exhaustion Points= _____

□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ -0
□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ -5
□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ -15
□□□□ □□□□ □□□□ □□ -30
□□□□ □□□□ □ -60
□ -100

Recover _____ points per minute of rest.

Distribute the total number of exhaustion points among the lines as follows: 25% on the first line, 25% on the second line, 25% on the third line, 15% on the third line, 9% on the fourth line, and 1% on the last line (with a minimum of 1 on each line). Cross off exhaustion points horizontally; when one line is finished, the penalty on the next line applies.

Expend exhaustion points at the rate of 1 every 2 rounds of melee, 1 over 6 rounds of missile fire or concentration. When moving, expend exhaustion points at the rate shown below.

MOVEMENT

Base Move Rate (BMR) = _____ feet per round
50 + 3 x (Quickness Stat Bonus)

	Pace	BMR	Times	Move Rate	Exh. Pts	Man. Diff.
Walk	_____	_____	x1 =	_____	1/60 rnds	none
Fast Walk	_____	_____	x1.5 =	_____	1/30 rnds	none
Run	_____	_____	x2 =	_____	1/12 rnds	none
Sprint	_____	_____	x3 =	_____	2/rnd	easy
Fast Sprint	_____	_____	x4 =	_____	6/rnd	light
Dash	_____	_____	x5 =	_____	50/rnd	medium

ENCUMBRANCE

Basic Weight Allowance (BWA) = _____ pounds
character's body weight ÷ 10

Carrying Weight		>	to	≤	Enc. Pen.
(0 x BWA)	_____	_____	to	_____	(1 x BWA) -0
(1 x BWA)	_____	_____	to	_____	(2 x BWA) -8
(2 x BWA)	_____	_____	to	_____	(3 x BWA) -16
(3 x BWA)	_____	_____	to	_____	(4 x BWA) -24
(4 x BWA)	_____	_____	to	_____	(5 x BWA) -32
(5 x BWA)	_____	_____	to	_____	(6 x BWA) -40
(6 x BWA)	_____	_____	to	_____	(7 x BWA) -48
(7 x BWA)	_____	_____	to	_____	(8 x BWA) -56
(8 x BWA)	_____	_____	to	_____	(9 x BWA) -64
(9 x BWA)	_____	_____	to	_____	(10 x BWA) -72
(10 x BWA)	_____	_____	to	_____	(11 x BWA) -80
(11 x BWA)	_____	_____	to	_____	(12 x BWA) -88
(12 x BWA)	_____	_____	to	_____	(13 x BWA) -96
(13 x BWA)	_____	_____	to	_____	(14 x BWA) -104
(14 x BWA)	_____	_____	to	_____ or more	-8 / inc.

Weight Penalty = lesser of 0 or [Armor Qu Penalty + Encumbrance Penalty + (3 x St Stat Bonus)]

This penalty is applied to the Base Movement Rate.