

RoleMaster

CHARACTER'S NAME:

Player : _____
 Campaign (GM) : _____
 Race : _____
 Profession : _____
 Training Packages : _____
 Realm : _____

LEVEL:

EXPERIENCE POINTS:

- _____ EP/DP
- _____ DP

ROLE TRAITS:

Appearance : _____
 Sex : _____
 Apparent Age : _____
 Actual Age : _____
 Height : _____
 Weight : _____
 Hair : _____
 Skin : _____
 Eyes : _____
 Specialties : _____

BACKGROUND INFORMATION:

Nationality: _____
 Home Town: _____
 Deity: _____
 Patron/Lord: _____
 Parents : _____
 Spouse : _____
 Children : _____
 Birthday: _____
 Other: _____

Talent : _____
 Flaw : _____

DEFENSIVE BONUS :

Quickness Penalty
 Quickness Bonus
 Adrenal Defense
 Shield Bonus
 Magic(Spells, Items, etc.)

TOTAL DB

ARMOR PENALTY:

Armor Type
 MMP
 Weight Penalty
 Missile Penalty

RESISTANCE ROLLS :

Channeling(3In)
 Essence (3 Em)
 Mentalism (3 Pr)
 Chan/ Ess (In+Em)
 Chan/ Ment (In+Pr)
 Ess / Ment (Em+Pr)
 Arcane (Em+In+Pr)
 Poison/Disease (3 Co)
 Fear(3 SD)

RACE/STAT FIXED INFO:

Soul Departure : _____ rounds
 Recovery Multiplier: x _____
 Body Development
 Progression: _____
 PP Development
 Progression: _____
 Recover: _____ hits/round rest.
 _____ hits/sleep cycle
 _____ PPs/round rest.
 _____ PPs/sleep cycle

Phobia : _____
 Antipathy : _____
 Preferences : _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	STAT Bonus
Agility						
Constitution						
Memory						
Reasoning						
Self Discipline						

DP/Lvl : Ag+Co+Me+Re+SD /5 = _____

Empathy						
Intuition						
Presence						
Quickness						
Strength						

Everyman Skills : _____
 Occupational Skills : _____
 Restricted Skills : _____

COMMONLY USED ATTACKS

Attack /Weapon	Rank	Bonus	F	Str.	B#	Total

BASE MOVEMENT RATE:

50'/round
 + 3xQuickness
 + Stride Modifications
 + Weight Penalty
 = **TOTAL BMR**

BASE JUMPING RATE:

50"
 + 2xStrenth
 + Modifications
 + Weight Penalty
 = **TOTAL BJR**

INITIATIVE MODIFICATIONS:

- +2 • Strength(applys to the stronger combatant)
- +6 • Weapon ready
- 0 • One-handed weapon
- 2 • Two-handed weapon
- +8 • Pole Arm on 1st round of combat between 2 opponents
- 4 • Pole Arm after 1st round of combat between 2 opponents
- +2 • Longer weapon when neither opponent is charging
- +6 • When one or both opponents are charging
- 1 • Two-Weapon combination
- 2 • Shield
- 8 • Surprised
- 8 • Encumbered
- 8 • Wounded more than 50% (concussion Hits(ch))

OB MODIFICATIONS:

- +15 • Flank Attack
- +20 • Rear Attack
- +20 • Surprised
- 20 • Drawing a weapon
- 50 • Changing weapon
- +20 • Stunned Foe *
- +30 • Downed Foe *
- +50 • Prone Foe *
- 10 • Wounded more than 25% (ch)
- 20 • Wounded more than 50% (ch)
- 30 • Wounded more than 75% (ch)

*only one Modification can be applied, otherwise it is cumulative...

HITS :

EXHAUSTION POINTS :

POWER POINTS :

SKILLS AND CATEGORIES	Applicable STATs	Dev. Costs	# of Ranks	New Ranks	Rank Bonus	STATs Bonus	Prof. Bonus	Special Bonus	Item Bonus	TOTAL Bonus
Armor Light	Ag/St	__/__/	#	000	___	___	___	___	___	[]
-Soft Leather	Ag		#	000	___	___	___	___	___	[]
-Rigid Leather	Ag		#	000	___	___	___	___	___	[]
-Modern Class Type 1	Ag		#	000	___	___	___	___	___	[]
-Modern Class Type 2	Ag		#	000	___	___	___	___	___	[]
Armor Medium	St/Ag	__/__/	#	000	___	___	___	___	___	[]
-Chain	St		#	000	___	___	___	___	___	[]
-Modern Class Type 2	St		#	000	___	___	___	___	___	[]
-Modern Class Type 4	St		#	000	___	___	___	___	___	[]
Armor Heavy	St/Ag	__/__/	#	000	___	___	___	___	___	[]
-Plate	St		#	000	___	___	___	___	___	[]
Artistic Active	Pr/Em	__/__/	#	000	___	___	___	___	___	[]
-Acting	SD		#	000	___	___	___	___	___	[]
-Dancing	Ag		#	000	___	___	___	___	___	[]
-Mimery	SD		#	000	___	___	___	___	___	[]
-Mimicry	Me		#	000	___	___	___	___	___	[]
-Play Instrument	Ag		#	000	___	___	___	___	___	[]
	Ag		#	000	___	___	___	___	___	[]
-Poetic Improvisation	Me		#	000	___	___	___	___	___	[]
-Singing	Me		#	000	___	___	___	___	___	[]
-Tale Telling	Me		#	000	___	___	___	___	___	[]
-Ventriloquism	SD		#	000	___	___	___	___	___	[]
Artistic Passive	Em/In	__/__/	#	000	___	___	___	___	___	[]
-Music	Pr		#	000	___	___	___	___	___	[]
-Painting	Ag		#	000	___	___	___	___	___	[]
-Poetry	Re		#	000	___	___	___	___	___	[]
-Sculpting	Ag		#	000	___	___	___	___	___	[]
Athletic Brawn	St/Co	__/__/	#	000	___	___	___	___	___	[]
-Athl. Games	Ag		#	000	___	___	___	___	___	[]
	Ag		#	000	___	___	___	___	___	[]
-Jumping	Ag		#	000	___	___	___	___	___	[]
-Power-Striking	St		#	000	___	___	___	___	___	[]
-Power-Throwing	St		#	000	___	___	___	___	___	[]
-Weight-Lifting	St		#	000	___	___	___	___	___	[]
Athletic Endurance	Co/Ag	__/__/	#	000	___	___	___	___	___	[]
-Athl. Games	Co		#	000	___	___	___	___	___	[]
	Co		#	000	___	___	___	___	___	[]
-Bicycling	Ag		#	000	___	___	___	___	___	[]
	Ag		#	000	___	___	___	___	___	[]
-Distance Running	Co		#	000	___	___	___	___	___	[]
-Holding Breath	SD		#	000	___	___	___	___	___	[]
-Rowing	St		#	000	___	___	___	___	___	[]
-Scaling	St		#	000	___	___	___	___	___	[]
-Sprinting	Qu		#	000	___	___	___	___	___	[]
-Swimming	SD		#	000	___	___	___	___	___	[]
Athletic Gymnastics	Ag/Qu	__/__/	#	000	___	___	___	___	___	[]
-Athl. Games	Co		#	000	___	___	___	___	___	[]
	Co		#	000	___	___	___	___	___	[]
-Acrobatics	Ag		#	000	___	___	___	___	___	[]
-Brachiaton	Ag		#	000	___	___	___	___	___	[]
-Climbing	St		#	000	___	___	___	___	___	[]
-Contortions	SD		#	000	___	___	___	___	___	[]
-Diving	Ag		#	000	___	___	___	___	___	[]
-Flying/Gliding	In		#	000	___	___	___	___	___	[]
-Juggling	In		#	000	___	___	___	___	___	[]
-Pole-Vaulting	Ag		#	000	___	___	___	___	___	[]
-Rappeling	St		#	000	___	___	___	___	___	[]
-Skating	Ag		#	000	___	___	___	___	___	[]
-Skiing	Co		#	000	___	___	___	___	___	[]
-Skydiving	Ag		#	000	___	___	___	___	___	[]
-Stilt-Walking	Ag		#	000	___	___	___	___	___	[]
-Surfing	Co		#	000	___	___	___	___	___	[]
-Tightrope-Walking	SD		#	000	___	___	___	___	___	[]
-Tumbling	Ag		#	000	___	___	___	___	___	[]
Awareness Perception	In/SD	__/__/	# na	++	0	___	___	___	___	[]
-Alertness	In		#	000	___	___	___	___	___	[]
-Sense Ambush	Em		#	000	___	___	___	___	___	[]

SKILLS AND CATEGORIES	Applicable STATs	Dev. Costs	# of Ranks	New Ranks	Rank Bonus	STATs Bonus	Prof. Bonus	Special Bonus	Item Bonus	TOTAL Bonus
Awareness Searching	In/Re	_/_/_	#	000						[]
-Detect Traps	In		#	000						[]
-Lie Perception	Em		#	000						[]
-Locate Hidden	In		#	000						[]
-Observation	SD		#	000						[]
-Poison Perception	Me		#	000						[]
-Reading Tracks	SD		#	000						[]
-Surveillance	SD		#	000						[]
-Tracking	SD		#	000						[]
Awareness Sense	In/SD	_/_/_	#	000						[]
-Direction Sense	In		#	000						[]
-Reality Awareness !!	Em		#	000						[]
-Sense Awareness	Pr		#	000						[]
Hearing	Pr		#	000						[]
Seeing	Pr		#	000						[]
Smelling	Pr		#	000						[]
Tasting	Pr		#	000						[]
Touching	Pr		#	000						[]
-Situational Awareness	In		#	000						[]
	In		#	000						[]
	In		#	000						[]
Ammunition	In		#	000						[]
Combat	In		#	000						[]
-Spatial Locational Awareness !!	Pr		#	000						[]
-Time Sense	Em		#	000						[]
Body Development	Co/SD/Co	_/_/_	# na	+	0					[]
-Body Development (BDP:_____)			#	000						[]
Combat Maneuvers	Ag/Qu	_/_/_	# na	*	0					[]
-Adrenal Deflecting !!	SD		#	000						[]
-Blind Fighting !!	SD		#	000						[]
-Combat pilot	In		#	000						[]
	In		#	000						[]
	In		#	000						[]
-Crewmember AFV	In		#	000						[]
	In		#	000						[]
-Demolitions	In		#	000						[]
-Missile Deflection !!	SD		#	000						[]
-Mounted Combat	Em		#	000						[]
-Mounted Weapon Ambush	In		#	000						[]
-Quickdraw	SD		#	000						[]
-Rapid Fire	SD		#	000						[]
-Reverse Stroke	Pr		#	000						[]
	Pr		#	000						[]
-Subdual	SD		#	000						[]
-Suppression Fire	Ag		#	000						[]
-Swashbuckling	Pr		#	000						[]
-Tumbling Evasion !!	Ag		#	000						[]
-2-Weapon Fighting	SD		#	000						[]
	SD		#	000						[]
	SD		#	000						[]
-Weapon Style	Ag		#	000						[]
(Basic)	Ag		#	000						[]
-Weapon Style !!	Ag		#	000						[]
(Advanced)	Ag		#	000						[]
Communications	Re/Me	_/_/_	#	000						[]
-Language	Em		#	000						[]
	Em		#	000						[]
	Em		#	000						[]
	Em		#	000						[]
	Em		#	000						[]
-Lip Reading	SD		#	000						[]
-Magical languages !!	SD		#	000						[]
-Signaling	Me		#	000						[]
-Speed Reading	Me		#	000						[]

SKILLS AND CATEGORIES	Applicable STATs	Dev. Costs	# of Ranks	New Ranks	Rank Bonus	STATs Bonus	Prof. Bonus	Special Bonus	Item Bonus	TOTAL Bonus
Crafts	Ag/Me	__/__/__	# na	*	0					[]
--Cooking	In		#	000						[]
-Drafting	SD		#	000						[]
-Fletching	In		#	000						[]
-Horticulture	Em		#	000						[]
-Leather Crafts	SD		#	000						[]
	SD		#	000						[]
-Metal Crafts	In		#	000						[]
	In		#	000						[]
-Rope Mastery	In		#	000						[]
-Scribing	SD		#	000						[]
-Service	SD		#	000						[]
-Sewing/Weaving	In		#	000						[]
-Skinning	In		#	000						[]
-Stone Crafts	In		#	000						[]
	In		#	000						[]
-Trapping	Em		#	000						[]
-Wood Crafts	In		#	000						[]
	In		#	000						[]
Directed Spells	Ag/SD	__/__/__	#	000						[]
-Fire Bolt	Ag		#	000						[]
-Ice Bolt	Ag		#	000						[]
-Lightning Bolt	Ag		#	000						[]
-Mana Bolt	Ag		#	000						[]
-Shock Bolt	Ag		#	000						[]
-Void Bolt	Ag		#	000						[]
-Water Bolt	Ag		#	000						[]
Influence	Pr/Em	__/__/__	#	000						[]
-Brainwashing	SD		#	000						[]
-Bribery	In		#	000						[]
-Diplomacy	In		#	000						[]
-Duping	In		#	000						[]
-Interrogation	SD		#	000						[]
-Intimidation	SD		#	000						[]
-Jesting	Pr		#	000						[]
-Leadership	Pr		#	000						[]
-Propaganda	Re		#	000						[]
-Public Speaking	In		#	000						[]
-Savoir-Faire	Em		#	000						[]
-Seduction	In		#	000						[]
-Taunting	Pr		#	000						[]
-Teaching	SD		#	000						[]
-Trading	SD		#	000						[]
Lore Academic	Me/Re	__/__/__	#	000						[]
-Art History	Me		#	000						[]
-Canon	SD		#	000						[]
-Comparative Religion	Me		#	000						[]
-Journalism	Pr		#	000						[]
-Political Science	Pr		#	000						[]
-Religious History	Re		#	000						[]
-Sociology	Em		#	000						[]
-Visual arts	In		#	000						[]
Lore General	Me/Re	__/__/__	#	000						[]
-Cultures	Me		#	000						[]
-Fauna	Em		#	000						[]
-Flora	Em		#	000						[]
-Heraldry	Me		#	000						[]
-History	Me		#	000						[]
-Martial Arts Style	Me		#	000						[]
-Philosophy	In		#	000						[]
-Politics	Me		#	000						[]
-Regions	Me		#	000						[]
-Religion	Me		#	000						[]
-Weapon Style	Me		#	000						[]

SKILLS AND CATEGORIES	Applicable STATs	Dev. Costs	# of Ranks	New Ranks	Rank Bonus	STATs Bonus	Prof. Bonus	Special Bonus	Item Bonus	TOTAL Bonus
Lore Magical	Me/Re	__/__/__	#	000	___	___	___	___	___	[]
-Artifact	Me		#	000	___	___	___	___	___	[]
-Circles	Me		#	000	___	___	___	___	___	[]
-Elements	Me		#	000	___	___	___	___	___	[]
-Glyphs	Me		#	000	___	___	___	___	___	[]
-Planar	In		#	000	___	___	___	___	___	[]
-Spells	Me		#	000	___	___	___	___	___	[]
-Symbols	Em		#	000	___	___	___	___	___	[]
-Undeads	Me		#	000	___	___	___	___	___	[]
-Warding	Me		#	000	___	___	___	___	___	[]
Lore Obscure	Me/Re	__/__/__	#	000	___	___	___	___	___	[]
-Demons/Devil	Me		#	000	___	___	___	___	___	[]
-Dragons	Me		#	000	___	___	___	___	___	[]
-Faeries	Me		#	000	___	___	___	___	___	[]
-Spirits	Me		#	000	___	___	___	___	___	[]
-XENO	Me		#	000	___	___	___	___	___	[]
Lore Technical	Me/Re	__/__/__	#	000	___	___	___	___	___	[]
-Herbs	Me		#	000	___	___	___	___	___	[]
-Locks	Me		#	000	___	___	___	___	___	[]
-Metals	Me		#	000	___	___	___	___	___	[]
-Poisons	Me		#	000	___	___	___	___	___	[]
-Stones	Me		#	000	___	___	___	___	___	[]
-Trading	Me		#	000	___	___	___	___	___	[]
Martial Arts Combat Maneuvers	Ag/Qu	__/__/__	# na	* 0	___	___	___	___	___	[]
-Adrenal Deflecting	SD		#	000	___	___	___	___	___	[]
-Adrenal Evasion	Ag		#	000	___	___	___	___	___	[]
-Blind Fighting !!	SD		#	000	___	___	___	___	___	[]
-Martial Arts Style (Basic)	Ag		#	000	___	___	___	___	___	[]
-Martial Arts Style !! (Advanced)	Ag		#	000	___	___	___	___	___	[]
Martial Arts Strikes	St/Ag	__/__/__	#	000	___	___	___	___	___	[]
-Boxing	St		#	000	___	___	___	___	___	[]
-Nerv Strikes !!	St		#	000	___	___	___	___	___	[]
-Striking Degree 1	St		#	000	___	___	___	___	___	[]
-Striking Degree 2	St		#	000	___	___	___	___	___	[]
-Striking Degree 3	SD		#	000	___	___	___	___	___	[]
-Striking Degree 4	SD		#	000	___	___	___	___	___	[]
-Tackling	Qu		#	000	___	___	___	___	___	[]
Martial Arts Sweeps	Ag/St	__/__/__	#	000	___	___	___	___	___	[]
-Blocking	St		#	000	___	___	___	___	___	[]
-Locking Holds !!	Ag		#	000	___	___	___	___	___	[]
-Sweeps Degree 1	Ag		#	000	___	___	___	___	___	[]
-Sweeps Degree 2	Ag		#	000	___	___	___	___	___	[]
-Sweeps Degree 3	SD		#	000	___	___	___	___	___	[]
-Sweeps Degree 4	SD		#	000	___	___	___	___	___	[]
-Wrestling	SD		#	000	___	___	___	___	___	[]
Outdoor Animal	Em/Ag	__/__/__	#	000	___	___	___	___	___	[]
-Animal Handling	Em		#	000	___	___	___	___	___	[]
-Animal Healing	Em		#	000	___	___	___	___	___	[]
-Animal Mastery !!	Pr		#	000	___	___	___	___	___	[]
-Animal Training	SD		#	000	___	___	___	___	___	[]
-Driving	In		#	000	___	___	___	___	___	[]
	In		#	000	___	___	___	___	___	[]
-Herding	Em		#	000	___	___	___	___	___	[]
-Riding	Em		#	000	___	___	___	___	___	[]
	Em		#	000	___	___	___	___	___	[]
Outdoor Environmental	SD/In	__/__/__	#	000	___	___	___	___	___	[]
-Caving/Spelunking	Me		#	000	___	___	___	___	___	[]
-Foraging	Em		#	000	___	___	___	___	___	[]
-Hunting	Em		#	000	___	___	___	___	___	[]
-StarGazing	Me		#	000	___	___	___	___	___	[]
-Survival	In		#	000	___	___	___	___	___	[]
-Weather Watching	In		#	000	___	___	___	___	___	[]
Power Awareness	Em/In	__/__/__	#	000	___	___	___	___	___	[]
-Attunement	Pr		#	000	___	___	___	___	___	[]
-Divination	In		#	000	___	___	___	___	___	[]
	In		#	000	___	___	___	___	___	[]
-Power Perception !!	Pr		#	000	___	___	___	___	___	[]
-Read Runes	Me		#	000	___	___	___	___	___	[]

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Power Manipulation	Em/In	__/__/__	# na	*	0					[]
-Transmitting Power Points			#	000						[]
-Transmitting Spells			#	000						[]
-Burnout Due to Channelling	SD		#	000						[]
-Magic Rituals	SD		#	000						[]
-Spell Mastery	Pr		#	000						[]
-Transcend Armor !!			#	000						[]
Power Point Development		__/__/__	# na	+	0					[]
-Power Point Development (PPP: _____)			#	000						[]
Science/Analytic Basic	Re/Me	__/__/__	#	000						[]
-Basic Math	Re		#	000						[]
-Research	SD		#	000						[]
Science/Analytic Specialized	Re/Me	__/__/__	# na	*	0					[]
-Advanced Math	Re		#	000						[]
-Anthropology	Em		#	000						[]
-Alchemy	In		#	000						[]
-Astronomy	Pr		#	000						[]
-Biochemistry	In		#	000						[]
-Physics	In		#	000						[]
-Psychology	Pr		#	000						[]
Science/Analytic Medical	Re/Me	__/__/__	#	000						[]
-Autopsy	In		#	000						[]
-Drug Therapy	Re		#	000						[]
-Medical Practice	Ag		#	000						[]
-Medical Science	In		#	000						[]
-Pharmaceuticals	In		#	000						[]
Science/Analytic Technical	Re/Me	__/__/__	#	000						[]
-Criminal Technology	Ag		#	000						[]
-Electronic Technology	Ag		#	000						[]
-Gadgeteering	Re		#	000						[]
-Genetic Technology	Re		#	000						[]
-Mechanical Technology	In		#	000						[]
-Weapon Technology	Ag		#	000						[]
-Weapon Technology	Ag		#	000						[]
-Weapon Technology	Ag		#	000						[]
Self Control	SD/Pr	__/__/__	#	000						[]
-Adrenal Balance	Ag		#	000						[]
-Adrenal Concentration	Pr		#	000						[]
-Adrenal Landing	Ag		#	000						[]
-Adrenal Leaping	St		#	000						[]
-Adrenal Quickdraw	Ag		#	000						[]
-Adrenal Reload	Ag		#	000						[]
-Adrenal Speed	Qu		#	000						[]
-Adrenal Stabilisation !!	SD		#	000						[]
-Adrenal Strength	St		#	000						[]
-Cleansing Trance !!	SD		#	000						[]
-Control Lycanthropy !!	SD		#	000						[]
-Death Trance !!	SD		#	000						[]
-Frenzy	SD		#	000						[]
-Healing Trance	Em		#	000						[]
-Meditations	SD		#	000						[]
-Mnemonics	Me		#	000						[]
-Sleep Trance	SD		#	000						[]
-Stunned Maneuvering	Pr		#	000						[]
Special Attacks	St/Ag	__/__/__	# na	*	0					[]
-Brawling	St		#	000						[]
-Disarm Foe (armed) 1-Handed	Ag		#	000						[]
2-Handed	Ag		#	000						[]
Pole Arm	Ag		#	000						[]
Two Weapon	Ag		#	000						[]
-Disarm Foe (unarmed) 1-Handed	Ag		#	000						[]
2-Handed	Ag		#	000						[]
Pole Arm	Ag		#	000						[]
Two Weapon	Ag		#	000						[]
-Feint (armed)	Qu		#	000						[]
-Feint (unarmed)	Qu		#	000						[]
-Garrote	St		#	000						[]
-Jousting (Lancing)	SD		#	000						[]
-Racial Attack !!			#	000						[]
-Targeting	SD		#	000						[]
-Sniping	Ag		#	000						[]

SKILLS AND CATEGORIES	Applicable STATs	Dev. Costs	# of Ranks	New Ranks	Rank Bonus	STATs Bonus	Prof. Bonus	Special Bonus	Item Bonus	TOTAL Bonus
Special Defence	none	___/___/___	# na	*	0	___	___	___	___	[]
-Adrenal Defence	-	___	#	○○○	___	___	___	___	___	[]
-Adrenal Resistance !!	-	___	#	○○○	___	___	___	___	___	[]
-Adrenal Toughness !!	-	___	#	○○○	___	___	___	___	___	[]
Spells										
Other Realm Base List	___	___/___/___	# na	++	0	___	___	___	___	[]
Other Realm Closed List	___	___/___/___	# na	++	0	___	___	___	___	[]
Other Realm Open List	___	___/___/___	# na	++	0	___	___	___	___	[]
Own Realm Base List	___	___/___/___	# na	++	0	___	___	___	___	[]
Own Realm Closed List	___	___/___/___	# na	++	0	___	___	___	___	[]
Own Realm Open List	___	___/___/___	# na	++	0	___	___	___	___	[]
Subterfuge Attack	Ag/SD	___/___/___	#	○○○	___	___	___	___	___	[]
-Ambush	In	___	#	○○○	___	___	___	___	___	[]
-Silent Kill	In	___	#	○○○	___	___	___	___	___	[]
Subterfuge Mechanics	In/Ag	___/___/___	#	○○○	___	___	___	___	___	[]
-Camouflage	Em	___	#	○○○	___	___	___	___	___	[]
-Counterfeiting	Re	___	#	○○○	___	___	___	___	___	[]
-Disarming Traps	SD	___	#	○○○	___	___	___	___	___	[]
-Disguise	Pr	___	#	○○○	___	___	___	___	___	[]
-Forgery	Re	___	#	○○○	___	___	___	___	___	[]
-Hiding items	Re	___	#	○○○	___	___	___	___	___	[]
-Picking Locks	Re	___	#	○○○	___	___	___	___	___	[]
-Safe Cracking	SD	___	#	○○○	___	___	___	___	___	[]
-Security Operations	SD	___	#	○○○	___	___	___	___	___	[]
-Setting Traps	SD	___	#	○○○	___	___	___	___	___	[]
-Tax Evasion	In	___	#	○○○	___	___	___	___	___	[]
-Trap Building	Re	___	#	○○○	___	___	___	___	___	[]
-Using/Removing poisons	SD	___	#	○○○	___	___	___	___	___	[]
Subterfuge Stealth	Ag/SD	___/___/___	#	○○○	___	___	___	___	___	[]
-Hiding	In	___	#	○○○	___	___	___	___	___	[]
-Stalking	SD	___	#	○○○	___	___	___	___	___	[]
-Picking Locks	Pr	___	#	○○○	___	___	___	___	___	[]
-Trickery	Pr	___	#	○○○	___	___	___	___	___	[]
Technical/Trade General	Re/Me	___/___/___	#	○○○	___	___	___	___	___	[]
-Aircraft Pilot	Ag	___	#	○○○	___	___	___	___	___	[]
_____	Ag	___	#	○○○	___	___	___	___	___	[]
-Begging	Pr	___	#	○○○	___	___	___	___	___	[]
-Billiards	SD	___	#	○○○	___	___	___	___	___	[]
-Boat Captain	Ag	___	#	○○○	___	___	___	___	___	[]
_____	Ag	___	#	○○○	___	___	___	___	___	[]
-Driving (Mechanical)	Ag	___	#	○○○	___	___	___	___	___	[]
_____	Ag	___	#	○○○	___	___	___	___	___	[]
-First Aid	Em	___	#	○○○	___	___	___	___	___	[]
-Gambling	Pr	___	#	○○○	___	___	___	___	___	[]
-Mapping	SD	___	#	○○○	___	___	___	___	___	[]
-Operating Equipment	In	___	#	○○○	___	___	___	___	___	[]
-Orienteering	In	___	#	○○○	___	___	___	___	___	[]
-Sailing	Co	___	#	○○○	___	___	___	___	___	[]
_____	Co	___	#	○○○	___	___	___	___	___	[]
-Tactical Games	SD	___	#	○○○	___	___	___	___	___	[]
-Train Engineer	Ag	___	#	○○○	___	___	___	___	___	[]
_____	Ag	___	#	○○○	___	___	___	___	___	[]
-Using Prepared Herbs	Ag	___	#	○○○	___	___	___	___	___	[]
Technical/Trade Professional	Re/Me	___/___/___	# na	*	0	___	___	___	___	[]
-Advertising	In	___	#	○○○	___	___	___	___	___	[]
-Architecture	In	___	#	○○○	___	___	___	___	___	[]
-Diagnostics	Em	___	#	○○○	___	___	___	___	___	[]
-Dowsing	In	___	#	○○○	___	___	___	___	___	[]
-Drowsing	SD	___	#	○○○	___	___	___	___	___	[]
-Engineering	In	___	#	○○○	___	___	___	___	___	[]
-Mechanition	Ag	___	#	○○○	___	___	___	___	___	[]
-Military Organisation	In	___	#	○○○	___	___	___	___	___	[]
-Mining	In	___	#	○○○	___	___	___	___	___	[]
-Second Aid	Em	___	#	○○○	___	___	___	___	___	[]
-Surgery	Em	___	#	○○○	___	___	___	___	___	[]

SKILLS AND CATEGORIES	Applicable STATs	Dev. Costs	# of Ranks	New Ranks	Rank Bonus	STATs Bonus	Prof. Bonus	Special Bonus	Item Bonus	TOTAL Bonus
Technical/Trade Vocational	Me/In	— / —	# na	*	0	—	—	—	—	[]
-Administration	Pr		#	000	—	—	—	—	—	[]
-Appraisal	Re		#	000	—	—	—	—	—	[]
-Boat piloting	Ag		#	000	—	—	—	—	—	[]
-Cartography	Re		#	000	—	—	—	—	—	[]
-Evaluate Armor	Re		#	000	—	—	—	—	—	[]
-Evaluate Metal	Re		#	000	—	—	—	—	—	[]
-Evaluate Stone	Re		#	000	—	—	—	—	—	[]
-Evaluate Weapon	Re		#	000	—	—	—	—	—	[]
-Gimmickry	Re		#	000	—	—	—	—	—	[]
-Hypnosis	Em		#	000	—	—	—	—	—	[]
-Mechanics	In		#	000	—	—	—	—	—	[]
	In		#	000	—	—	—	—	—	[]
-Midwifery	Em		#	000	—	—	—	—	—	[]
-Navigation	Re		#	000	—	—	—	—	—	[]
-Preparing Herbs	Ag		#	000	—	—	—	—	—	[]
-Preparing Poisons	SD		#	000	—	—	—	—	—	[]
-Siege Engineering	Re		#	000	—	—	—	—	—	[]
-Tactics	Re		#	000	—	—	—	—	—	[]
Urban	In/Pr	— / —	#	000	—	—	—	—	—	[]
-Contacting	Re		#	000	—	—	—	—	—	[]
-Mingling	Ag		#	000	—	—	—	—	—	[]
-Scrounging	Re		#	000	—	—	—	—	—	[]
-Streetwise	Em		#	000	—	—	—	—	—	[]
Weapons 1-Handed Concussion	St/Ag	— / —	#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
Weapons 1-Handed Edged	St/Ag	— / —	#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
Weapons 2-Handed	St/Ag	— / —	#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
Weapons Missile	Ag/St	— / —	#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
Weapons Artillery	In/Ag	— / —	#	000	—	—	—	—	—	[]
-	Re		#	000	—	—	—	—	—	[]
-	Re		#	000	—	—	—	—	—	[]
-	Re		#	000	—	—	—	—	—	[]
Weapons Pole Arm	St/Ag	— / —	#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
-	St		#	000	—	—	—	—	—	[]
Weapons Thrown	Ag/St	— / —	#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
Weapons Fire Arm 1-handed	Ag/St	— / —	#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
Weapons Fire Arm 2-handed	Ag/St	— / —	#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]
-	Ag		#	000	—	—	—	—	—	[]

* : Combined ; + : See Table 1.1 ; ++ : ,0-0-0-0-0* for Skill Category Ranks and 0-1-1-0,5-0 for Skill Ranks ; !! : Restricted .

