

#1002

Rolemaster Character Records™



Individual Character Sheets for
every Rolemaster™ profession

Rolemaster Character Records™

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INTRODUCTION

So many role playing game products that are put out by game companies are for Gamemasters. How many times has each player seen the words "For the GM's eyes only," or "Players stop reading here," in a game product? When will ICE put out a product for the players and not the GM? Wait no more, **Rolemaster** players! Here are the *Rolemaster Character Records*, a product designed for the players. Every **Rolemaster** profession in official existence as of the publishing of this product (i.e., up to and including the professions in *Rolemaster Companion IV*) has its own character sheet — or rather, sheets — giving the development point cost for every skill in **Rolemaster**. Look through those long development point cost tables no longer! Character creation time will be greatly shortened! How have you lived without this product for so long?

HOW TO USE THESE SHEETS

Each character using these sheets will have at least three sheets (or three sheet sides if you photocopy two of the sheets on the front and back side of the same piece of paper), and at most five. Each profession has two pages with all of the skills listed, with the individual development point cost for each skill, the available spell lists for spell users, and plenty of extra blank lines for things we forgot or that you want to add.

In addition, every character will want to have the Character Cover Sheet to record stats, level, DB, etc. The Back Page gives room for your character's whole life story, notes on the campaign (assuming you've been paying attention), and even a place for you to draw a picture of your character — even though Rembrandt couldn't do justice to his or her good looks, right? Anyway

Lastly, for all of the spellcasting professions there is the Spell Users Sheet, which gives room for listing all the character's spells and related information.

THE COVER SHEET

As previously mentioned, this is a sheet that everyone will use. It has room for all of the basics: Armor Type, Defensive Bonus, stats, etc. For definitions of all of these things, you can check *Character Law*. There is also room for new stats (like Luck or Eloquence from *Rolemaster Companion IV*, or something completely new) or RR modifications that the GM may add.

The area for recording your characters personal traits has a spot for everything you'd ever want to know about the character besides his mother's maiden name! These include physical characteristics, like height and weight, and background information, like home and social rank. The space for recording demeanor can be used to describe the general attitude and/or "alignment" of the character, while the space after that, for recording distinguishing traits, can be used to describe mannerisms, like and dislikes, and identifying scars or marks. Use these as appropriate.

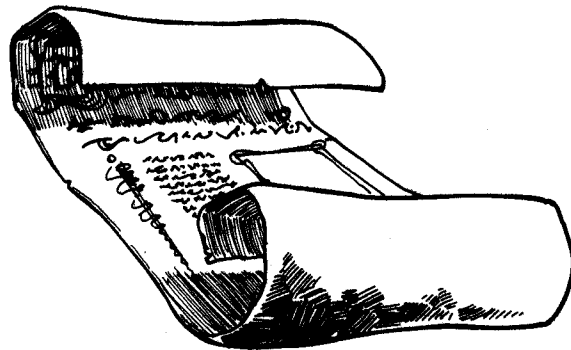
Below the stat box there are lines for you to include your six most used skills, so you don't have to refer to your skill pages every time. Deciding which to put there says a lot about the character. A Warrior would put his combat-related skills there, while the truly dedicated Bard would place his musical and artistic skills there. Its up to you.

While most of the columns in the area for recording weapon and other attack Offensive Bonuses are self explanatory, it should be noted that the "F" column is for the attack's fumble range. Putting a "4" here would indicate that the attack fumbled on a roll of 1-4.

Note that there is more room for items on The Back Page so only the most frequently used items need be placed on the Cover Sheet.

THE BACK PAGE

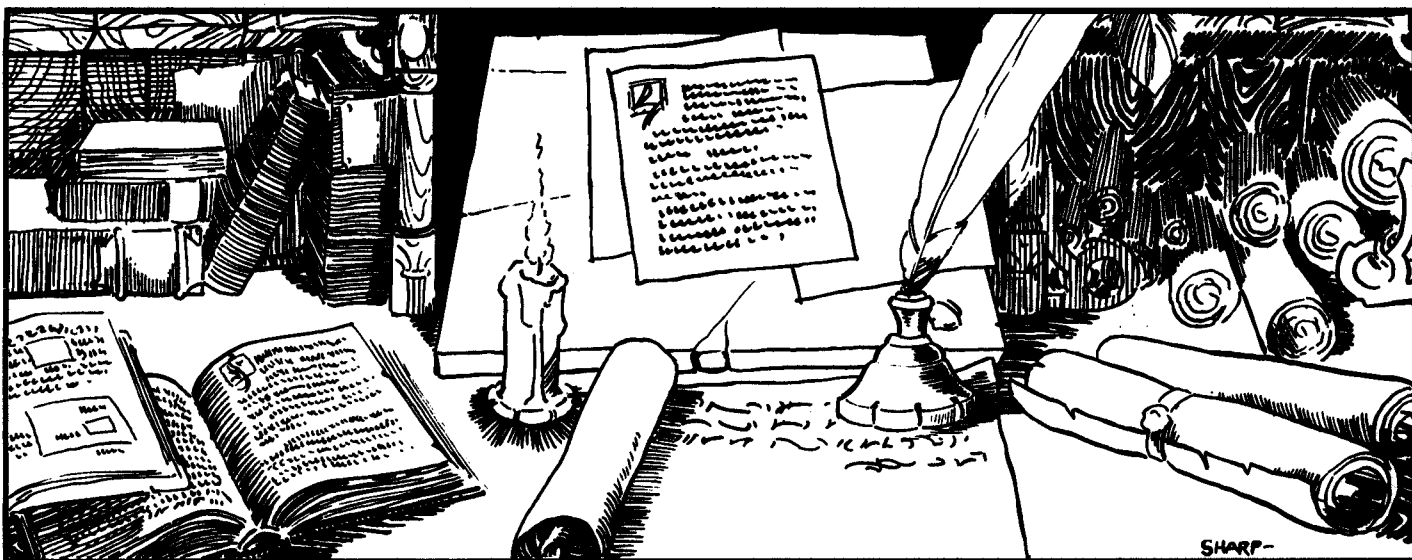
While to some players, the kind that are mainly interested in going out and having some adventures, killing some evil doers and getting some loot, most of the stuff on this sheet is just "fluff." To others, this is the most important page. Whichever you are (I suspect that most players fall in-between these two extremes) you can use or abuse this page to your liking. The space for notes can be used to record events in the campaign or maybe for detailing the inner workings of the magic items your character possesses, but never gets enough of from those stingy game masters.



You may wish to photocopy The Back Page onto the back of the Character Cover Sheet (hence its name), or you may wish to keep them on separate sheets so you can lay them all out in front of you and look at them all at once without flipping the pages over — whichever you prefer.

THE SPELL USER'S SHEET

This sheet is only for semi, hybrid, or pure spell users (or non-spell users with spells, if necessary). It provides space for spell lists or individual spells if the individual spell acquisition rule from *Rolemaster Companion III* (Section 4.5, p. 30) is used. The column marked "Type" is for indicating where the list can be found (i.e., Open Channeling, Bard Base, etc.) The boxes provided can be checked as the higher level "picks" are gained on the lists the character knows. The line at the end of each row is for indicating spell level if it is an individual spell or for indicating the level if one of the boxes is not appropriate (some spell lists have 40th, 60th or other level spells).



This sheet also contains room for various notes on items or special powers that modify spell casting, and for listing all the character's base lists, as many professions are allowed to choose various base lists in addition to the normal base lists.

THE SKILL SHEETS

The main bulk of this product is the individual character skill sheets. Included on each sheet are all of the *Rolemaster* skills as of *Rolemaster Companion II*, the applicable stats, the development point cost, and room to record any and all modifiers. A blank sheet was provided for new or original character professions.

Also included on the skill sheets are the level bonuses for each skill. The number at the end of the line in the "level" column is the amount of bonus per level that the character can add, according to *Rolemaster Companion II*, Table 11.6.

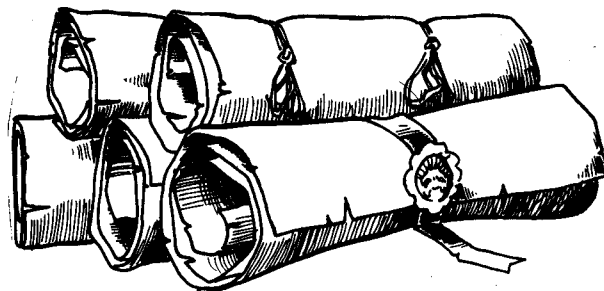
Note: For players using only the *Character Law* rules and professions, the number given in *Character Law* Table 15.7.2 for these professions is given as a superscript number after the RMC II figure. This is included only on skills presented in *Character Law*.

The boxes at the end of each row are included for development purposes. When determining skills for the character's next level gain, skills the player wishes to develop skill ranks in can be recorded in these boxes by placing a check in one box if one skill rank is to be developed, a check in two boxes if two ranks are wished, etc.

A number of blank lines are provided throughout the sheets, particularly after skills which can be developed in a number of areas. For example, a Warrior Monk will want to develop his martial arts skill for all four ranks, so four lines are provided, while a Druid may want to possess animal training skill so that it applies to a few different types of animals. Lines are provided in these areas. All of the extra lines were additions that the editor thought was appropriate for the various professions. If there are not enough, there are a number of blank lines after the space provided for spell lists. These lines can also be used for skills given in other *Rolemaster Companions* or that the GM has created on his own.

Some of the skill sheets require further comment. These are given below:

- The Professional and Craftsman sheets were largely left with the development point cost column left blank because of their variable nature. See *Rolemaster Companion III* for information on how to determine the skill costs for these characters.
- The Dreamlord profession can be a variant of either the Illusionist or the Shaman profession. For purposes of the skill costs on the Dreamlord Skill Sheet, the Illusionist variant was chosen. If the Shaman variant is desired, the blank skill sheet can be used.



- The Magus profession can be either a Pure Channeling user, a Pure Essence user, or a hybrid of both. The skill costs given are for the Essence or Hybrid versions. The development point costs for the Channeling user are given in parentheses after the other costs.

ENDNOTE

A great deal of effort was put into these sheets so that they would be usable by any *Rolemaster* player, no matter what optional or original rules are used. Many blank lines have been left throughout to accommodate new material as it comes out or as the Gamemaster creates his own new rules, skills, spell lists, etc. These character sheets were designed so that the character creation process would be faster and easier. Enjoy!

CHARACTER COVER SHEET

STAT	Temp	Pot	Dev Pts	Stat Bonus	Racial Bonus	Misc Bonus	Injury/ Wounds	Total Bonus
Constitution	_____	_____	_____	_____	_____	_____	_____	_____
Agility	_____	_____	_____	_____	_____	_____	_____	_____
Self Discipline	_____	_____	_____	_____	_____	_____	_____	_____
Memory	_____	_____	_____	_____	_____	_____	_____	_____
Reasoning	_____	_____	_____	_____	_____	_____	_____	_____
Strength	_____	_____	(____)	_____	_____	_____	_____	_____
Quickness	_____	_____	(____)	_____	_____	_____	_____	_____
Presence	_____	_____	(____)	_____	_____	_____	_____	_____
Intuition	_____	_____	(____)	_____	_____	_____	_____	_____
Empathy	_____	_____	(____)	_____	_____	_____	_____	_____
Appearance	_____	_____	(____)	_____	_____	_____	_____	_____
_____	_____	_____	(____)	_____	_____	_____	_____	_____
_____	_____	_____	(____)	_____	_____	_____	_____	_____

[illegible][illegible][illegible]

Loot

Mithril _____	Gold _____
Silver _____	Bronze _____
Copper _____	Tin _____
Gems _____	

Jewelry _____	

Other _____	

Special

THE BACK PAGE

Background: _____

[illegible][illegible]

Character Sketch

SPELL USER'S SHEET

[illegible][illegible]

Base Lists:

[illegible]

Base Spell Modifier: _____

Special Spell Modifiers:

[illegible]

Notes:

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Skill	Stats	Cost	Skill		Bonuses			Total	Skill	Stats	Cost	Skill		Bonuses			Total
			Rank	Level	Stat	Special	Rank					Level	Stat	Special			
Primary Skills									Character Law Secondary Skills								
Adr. Mv., Balance	Pr/SD	—	—	—	—	—	—	00	Acrobatics	Ag/Qu	—	—	—	—	—	—	00
Adr. Mv., Landing	Pr/SD	—	—	—	—	—	—	00	Acting	Pr/Ap/Em	—	—	—	—	—	—	00
Adr. Mv., Leaping	Pr/SD	—	—	—	—	—	—	00	Animal Healing	Em/Re	—	—	—	—	—	—	00
Adr. Mv., Speed	Pr/SD	—	—	—	—	—	—	00	Caving	SD/Re	—	—	—	—	—	—	00
Adr. Mv., Strength	Pr/SD	—	—	—	—	—	—	00	Contortions	Ag/SD	—	—	—	—	—	—	00
Adrenal Defense	none	—	—	—	—	—	—	00	Cookery	In/Re	—	—	—	—	—	—	00
Ambush	none	—	—	—	—	—	—	00	Dance	Ag/In	—	—	—	—	—	—	00
Body Develop.	Co	—	—	—	—	—	—	00	Diving	SD/Ag	—	—	—	—	—	—	00
Channeling	In	—	—	—	—	—	—	00	Falsification	SD/Re	—	—	—	—	—	—	00
Climbing	Ag	—	—	—	—	—	—	00	First Aid	SD/Em	—	—	—	—	—	—	00
Directed Spells	Ag	—	—	—	—	—	—	00	Fletching	Ag/SD	—	—	—	—	—	—	00
Disarm Traps	In/Ag	—	—	—	—	—	—	00	Foraging	In/Me	—	—	—	—	—	—	00
Perception (Gen.)	In/Re	—	—	—	—	—	—	00	Frenzy	Em/SD	—	—	—	—	—	—	00
Linguistics	none	—	—	—	—	—	—	00	Gambling	Me/Pr	—	—	—	—	—	—	00
M.A. Strikes	St/St/Ag	—	—	—	—	—	—	00	Herding	Em/Pr	—	—	—	—	—	—	00
M.A. Sw. & Th.	Ag/Ag/St	—	—	—	—	—	—	00	Leather-working	Ag/Re	—	—	—	—	—	—	00
Mn. in Armor, SL	Ag	—	—	—	—	—	—	00	Mathematics	Re/Me	—	—	—	—	—	—	00
Mn. in Armor, RL	Ag	—	—	—	—	—	—	00	Meditation	Pr/SD	—	—	—	—	—	—	00
Mn. in Armor, Ch	Ag	—	—	—	—	—	—	00	Music	Ag/Em	—	—	—	—	—	—	00
Mn. in Armor, PI	Ag	—	—	—	—	—	—	00	Public Speaking	Em/Pr/Ap	—	—	—	—	—	—	00
Pick Locks	In/Re/Ag	—	—	—	—	—	—	00	Rope Mastery	Me/Ag	—	—	—	—	—	—	00
Riding	Em/Ag	—	—	—	—	—	—	00	Rowing	St/SD	—	—	—	—	—	—	00
Runes	Em/In	—	—	—	—	—	—	00	Sailing	Em/In	—	—	—	—	—	—	00
Spell List Acquis.	varies	—	—	—	—	—	—	00	Seduction	Em/Pr/Ap	—	—	—	—	—	—	00
Stalk & Hide	Ag/SD	—	—	—	—	—	—	00	Signaling	Me/SD	—	—	—	—	—	—	00
Staves & Wands	Em/In	—	—	—	—	—	—	00	Singing	Pr/In	—	—	—	—	—	—	00
Swimming	Ag	—	—	—	—	—	—	00	Skiing	Ag/SD	—	—	—	—	—	—	00
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag —	—	—	—	—	—	—	—	00	Smithing	St/Ag	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Spell Mastery	varies	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Star-Gazing	In/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Stone Crafts	SD/Ag	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Subduing	Ag/Qu	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Tracking	In/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Trading	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Trap-Building	Re/Em	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Trickery	Pr/Qu	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Tumbling	Ag/SD	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Weather-Watching	In/Em	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Wood Crafts	Ag/Em	—	—	—	—	—	—	00
Spell List ☐	—	—	—	—	—	—	—	00	Rolemaster Companion Secondary Skills								
Spell List ☐	—	—	—	—	—	—	—	00	Academic								
Spell List ☐	—	—	—	—	—	—	—	00	Administration	Re/Pr	—	—	—	—	—	—	00
Spell List ☐	—	—	—	—	—	—	—	00	Advanced Math	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Alchemy	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Anthropology	In/Em	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Architecture	Re/Em	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Astronomy	Em/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Basic Mathematics	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Biochemistry	In/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Boat Pilot	Me/Ag	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Demon/Devil Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Drafting	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Dragon Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Engineering	In/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Faerie Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Fauna Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Flora Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Heraldry	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Herb Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Lock Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Mapping	Re/Me	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Mechanition	Ag/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Metal Lore	Me/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Military Org.	Pr/Re	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Mining	Re/In	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Navigation	Re/In	—	—	—	—	—	—	00
	—	—	—	—	—	—	—	00	Planetology	Em/Re	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total		Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special								Skill	Level	Stat	Special			
Phil./Relig. Doct.	Me/In/Re	—	—	—	—	—	—	—	00		Play Instrument, #3	Ag/Me	—	—	—	—	—	—	—	00	
Physics	Me/Re	—	—	—	—	—	—	—	00		Sculpting	In/Ag	—	—	—	—	—	—	—	00	
Poison Lore	Me/Re	—	—	—	—	—	—	—	00		Skinning	Ag/In	—	—	—	—	—	—	—	00	
Racial History	Me/Re	—	—	—	—	—	—	—	00		Tactical Games	Re/Me	—	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	—	—	—	—	—	—	—	00		Gymnastic										
Siege Engineer	Re/In	—	—	—	—	—	—	—	00		Juggling	Ag/In	—	—	—	—	—	—	—	00	
Stone Lore	Me/Re	—	—	—	—	—	—	—	00		Jumping	St/Ag	—	—	—	—	—	—	—	00	
Tactics	In/Re	—	—	—	—	—	—	—	00		Pole Vaulting	St/Ag	—	—	—	—	—	—	—	00	
Trading Lore	Me/Re	—	—	—	—	—	—	—	00		Stilt Walking	St/Ag	—	—	—	—	—	—	—	00	
Xeno-Lores	varies	—	—	—	—	—	—	—	00		Tightrope Walk.	Ag/SD	—	—	—	—	—	—	—	00	
Animal											Linguistic										
Animal Handling	Em/Pr/Ap	—	—	—	—	—	—	—	00		Lip Reading	In/Re	—	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	—	—	—	—	—	—	—	00		Mimicry	In/SD	—	—	—	—	—	—	—	00	
Beast Master	Em/Pr	—	—	—	—	—	—	—	00		Poetic Improv.	In/Re	—	—	—	—	—	—	—	00	
Driving	Ag/Qu	—	—	—	—	—	—	—	00		Propaganda	In/Em	—	—	—	—	—	—	—	00	
Loading	Em/Re	—	—	—	—	—	—	—	00		Tale Telling	Pr	—	—	—	—	—	—	—	00	
Athletic											Ventriloquism	SD/In	—	—	—	—	—	—	—	00	
Athletic Games	St/Ag/Qu	—	—	—	—	—	—	—	00		Magical										
Distance Running	Co	—	—	—	—	—	—	—	00		Circle Lore	Me/Re	—	—	—	—	—	—	—	00	
Flying/Gliding	Ag	—	—	—	—	—	—	—	00		Divination	In/Em	—	—	—	—	—	—	—	00	
Rappelling	Ag	—	—	—	—	—	—	—	00		Magical Language	none	—	—	—	—	—	—	—	00	
Skating	Ag/SD	—	—	—	—	—	—	—	00		Magical Rituals	Re/Me	—	—	—	—	—	—	—	00	
Sprinting	Qu	—	—	—	—	—	—	—	00		Power Perception	Em	—	—	—	—	—	—	—	00	
Surfing	Ag/SD	—	—	—	—	—	—	—	00		Power Pt. Dev.	varies	—	—	—	—	—	—	—	00	
Combat											Power Projection	varies	—	—	—	—	—	—	—	00	
Brawling	Re/In	—	—	—	—	—	—	—	00		Symbol Lore	Me/Re	—	—	—	—	—	—	—	00	
Disarm, Armed	Ag	—	—	—	—	—	—	—	00		Targeting Skill	In	—	—	—	—	—	—	—	00	
Disarm, Unarmed	Ag	—	—	—	—	—	—	—	00		Transcend Armor	varies	—	—	—	—	—	—	—	00	
Grappling Hook	Ag	—	—	—	—	—	—	—	00		Warding Lore	Me/Re	—	—	—	—	—	—	—	00	
Jai	Qu/Ag	—	—	—	—	—	—	—	00		Medical										
Lancing	St/Ag	—	—	—	—	—	—	—	00		Diagnostics	In/Re	—	—	—	—	—	—	—	00	
Missile Artillery	In/Ag	—	—	—	—	—	—	—	00		Drug Tolerance	Co/SD	—	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	—	—	—	—	—	—	—	00		Hypnosis	Pr/SD	—	—	—	—	—	—	—	00	
Stunned Maneuv.	SD	—	—	—	—	—	—	—	00		Midwifery	Em/Me/In	—	—	—	—	—	—	—	00	
Tumbling Attack	Ag/St	—	—	—	—	—	—	—	00		Second Aid	SD/Em/In	—	—	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	—	—	—	—	—	—	—	00		Surgery	SD/Em/In	—	—	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	—	00		Perception										
Yado	Qu/Ag	—	—	—	—	—	—	—	00		Detect Traps	In	—	—	—	—	—	—	—	00	
Concentration											Direction Sense	In/Re	—	—	—	—	—	—	—	00	
Ad. Mv. Quick Draw	Pr/SD	—	—	—	—	—	—	—	00		Lie Perception	In/Re	—	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	—	—	—	—	—	—	—	00		Loc. Secret Open.	In/Re	—	—	—	—	—	—	—	00	
Control Lycan.	SD	—	—	—	—	—	—	—	00		Poison Percep.	In/Re	—	—	—	—	—	—	—	00	
Dowsing	Em	—	—	—	—	—	—	—	00		Read Tracks	In/Re	—	—	—	—	—	—	—	00	
Meditation											Sense Amb./Ass.	In/Re	—	—	—	—	—	—	—	00	
Cleansing	SD/Em	—	—	—	—	—	—	—	00		Sense Reality Wp.	In/Em	—	—	—	—	—	—	—	00	
Death	SD/Pr	—	—	—	—	—	—	—	00		Surveillance	In/SD	—	—	—	—	—	—	—	00	
Healing	SD/Em	—	—	—	—	—	—	—	00		Time Sense	In/Me	—	—	—	—	—	—	—	00	
Ki	SD/Pr	—	—	—	—	—	—	—	00		Social										
Sleep	SD/In	—	—	—	—	—	—	—	00		Diplomacy	Pr/In	—	—	—	—	—	—	—	00	
Trance	Pr/SD	—	—	—	—	—	—	—	00		Duping	Pr	—	—	—	—	—	—	—	00	
Mnemonics	Me/SD	—	—	—	—	—	—	—	00		Interrogation	Ag/Re	—	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	—	—	—	—	—	—	—	00		Leadership	Pr/Re	—	—	—	—	—	—	—	00	
Deadly											Subterfuge										
Silent Kill	Ag	—	—	—	—	—	—	—	00		Begging	Pr/Em/Ap	—	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	—	—	—	—	—	—	—	00		Bribery	Pr/Re/Ap	—	—	—	—	—	—	—	00	
Evaluation											Camouflage	Re/In	—	—	—	—	—	—	—	00	
Appraisal	Re/Me	—	—	—	—	—	—	—	00		Disguise	Pr/SD	—	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	—	—	—	—	—	—	—	00		Hide Item	Re/In	—	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	—	—	—	—	—	—	—	00		Mimery	Ag/SD	—	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	—	—	—	—	—	—	—	00		Pick Pockets	Ag/In	—	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	—	—	—	—	—	—	—	00		Set Traps	Re/Ag	—	—	—	—	—	—	—	00	
General											Survival										
Advertising	In/Re	—	—	—	—	—	—	—	00		Hostile Environ.	Ag/SD	—	—	—	—	—	—	—	00	
Crafting	Ag/SD	—	—	—	—	—	—	—	00		Region Lore	Re/Me	—	—	—	—	—	—	—	00	
Gimmickry	Re	—	—	—	—	—	—	—	00		Scrounge	In/Re	—	—	—	—	—	—	—	00	
Horticulture	In/Em	—	—	—	—	—	—	—	00		Streetwise	Pr/In	—	—	—	—	—	—	—	00	
Painting	In/Ag	—	—	—	—	—	—	—	00												
Play Instrument, #1	Ag/Me	—	—	—	—	—	—	—	00												
Play Instrument, #2	Ag/Me	—	—	—	—	—	—	—	00												

Skill	Stats	Cost	Skill Rank	Bonuses			Stat	Special	Total
				Skill	Level				
Phil./Relig. Doct.	Me/In/Re	7	—	—	—	—	—	—	0
Physics	Me/Re	7	—	—	—	—	—	—	0
Poison Lore	Me/Re	2/4	—	—	—	—	—	—	00
Racial History	Me/Re	7	—	—	—	—	—	—	0
Sanity Heal. Lore	Me/Em	10	—	—	—	—	—	—	0
Siege Engineer	Re/In	3/6	—	—	—	—	—	—	00
Stone Lore	Me/Re	3/7	—	—	—	—	—	—	00
Tactics	In/Re	1/2	—	—	—	—	—	—	00
Trading Lore	Me/Re	2/6	—	—	—	—	—	—	00
Xeno-Lores	varies	6	—	—	—	—	—	—	0
Animal									
Animal Handling	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
Animal Training	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
Beast Master	Em/Pr	3/7	—	—	3	—	—	—	00
Driving	Ag/Qu	1/3	—	—	3	—	—	—	00
Loading	Em/Re	1/3	—	—	3	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	1/4	—	—	2	—	—	—	00
Distance Running	Co	2/4	—	—	2	—	—	—	00
Flying/Gliding	Ag	3/6	—	—	2	—	—	—	00
Rappelling	Ag	3/7	—	—	2	—	—	—	00
Skating	Ag/SD	2/5	—	—	2	—	—	—	00
Sprinting	Qu	2/4	—	—	2	—	—	—	00
Surfing	Ag/SD	2/5	—	—	2	—	—	—	00
Combat									
Brawling	Re/In	2/5	—	—	3	—	—	—	00
Disarm, Armed	Ag	2/5	—	—	3	—	—	—	00
Disarm, Unarmed	Ag	3/8	—	—	3	—	—	—	00
Grappling Hook	Ag	2/6	—	—	3	—	—	—	00
Jai	Qu/Ag	3/6	—	—	3	—	—	—	00
Lancing	St/Ag	3/6	—	—	3	—	—	—	00
Missile Artillery	In/Ag	2/4	—	—	3	—	—	—	00
Reverse Stroke	Ag/Re	3/8	—	—	3	—	—	—	00
Stunned Maneuv.	SD	2/5	—	—	3	—	—	—	00
Tumbling Attack	Ag/St	2/5	—	—	3	—	—	—	00
Tumbling Evasion	Ag/Qu	1/4	—	—	3	—	—	—	00
2 Weapon Combo	St	v	—	—	3	—	—	—	00
Yado	Qu/Ag	3/6	—	—	3	—	—	—	00
Concentration									
Ad. Mv. Quick Draw	Pr/SD	1/4	—	—	—	—	—	—	00
Body Damage St.	SD/Em	3/6	—	—	—	—	—	—	00
Control Lycan.	SD	2/4	—	—	—	—	—	—	00
Dowsing	Em	2/5	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	3/5	—	—	—	—	—	—	00
Death	SD/Pr	4	—	—	—	—	—	—	0
Healing	SD/Em	3/7	—	—	—	—	—	—	00
Ki	SD/Pr	3/7	—	—	—	—	—	—	00
Sleep	SD/In	3/7	—	—	—	—	—	—	00
Trance	Pr/SD	3/7	—	—	—	—	—	—	00
Mnemonics	Me/SD	3/8	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	4	—	—	—	—	—	—	0
Deadly									
Silent Kill	Ag	2/5	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/5	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	3/6	—	—	—	—	—	—	00
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	00
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	00
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	00
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	—	00
General									
Advertising	In/Re	4	—	—	—	—	—	—	0
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00
Gimmickry	Re	3/8	—	—	—	—	—	—	00
Horticulture	In/Em	3/8	—	—	—	—	—	—	00
Painting	In/Ag	2/6	—	—	—	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0
Sculpting	In/Ag	2/6	—	—	—	—	—	—	00
Skinning	Ag/In	1/4	—	—	—	—	—	—	00
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00
Gymnastic									
Juggling	Ag/In	2/5	—	—	2	—	—	—	00
Jumping	St/Ag	1/3	—	—	2	—	—	—	00
Pole Vaulting	St/Ag	2/5	—	—	2	—	—	—	00
Stilt Walking	St/Ag	2/6	—	—	2	—	—	—	00
Tightrope Walk.	Ag/SD	3/7	—	—	2	—	—	—	00
Linguistic									
Lip Reading	In/Re	3/7	—	—	—	—	—	—	00
Mimicry	In/SD	2/5	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00
Propaganda	In/Em	4	—	—	—	—	—	—	0
Tale Telling	Pr	2/6	—	—	—	—	—	—	00
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00
Magical									
Circle Lore	Me/Re	7	—	—	—	—	—	—	0
Divination	In/Em	3/6	—	—	—	—	—	—	00
Magical Language	none	8	—	—	—	—	—	—	00
Magical Rituals	Re/Me	11	—	—	—	—	—	—	0
Power Perception	Em	7	—	—	—	—	—	—	0
Power Pt. Dev.	varies	20	—	—	—	—	—	—	0
Power Projection	varies	15	—	—	—	—	—	—	0
Symbol Lore	Me/Re	7	—	—	—	—	—	—	0
Targeting Skill	In	10	—	—	—	—	—	—	0
Transcend Armor	varies	20	—	—	—	—	—	—	0
Warding Lore	Me/Re	8	—	—	—	—	—	—	0
Medical									
Diagnostics	In/Re	3	—	—	—	—	—	—	0
Drug Tolerance	Co/SD	3	—	—	—	—	—	—	0
Hypnosis	Pr/SD	6	—	—	—	—	—	—	0
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00
Surgery	SD/Em/In	8	—	—	—	—	—	—	0
Perception									
Detect Traps	In	2/5	—	—	—	—	—	—	00
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00
Lie Perception	In/Re	3/5	—	—	—	—	—	—	00
Loc. Secret Open.	In/Re	2/6	—	—	—	—	—	—	00
Poison Percep.	In/Re	2/6	—	—	—	—	—	—	00
Read Tracks	In/Re	1/4	—	—	—	—	—	—	00
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00
Sense Reality Wp.	In/Em	9	—	—	—	—	—	—	0
Surveillance	In/SD	3/6	—	—	—	—	—	—	00
Time Sense	In/Me	3/6	—	—	—	—	—	—	00
Social									
Diplomacy	Pr/In	3/6	—	—	—	—	—	—	00
Duping	Pr	2/4	—	—	—	—	—	—	00
Interrogation	Ag/Re	2/6	—	—	—	—	—	—	00
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	3/7	—	—	—	—	—	—	00
Bribery	Pr/Re/Ap	3/7	—	—	—	—	—	—	00
Camouflage	Re/In	1/4	—	—	—	—	—	—	00
Disguise	Pr/SD	3/7	—	—	—	—	—	—	00
Hide Item	Re/In	2/5	—	—	—	—	—	—	00
Mimery	Ag/SD	2/6	—	—	—	—	—	—	00
Pick Pockets	Ag/In	2/6	—	—	—	—	—	—	00
Set Traps	Re/Ag	2/5	—	—	—	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	1/3	—	—	3	—	—	—	00
Region Lore	Re/Me	2/6	—	—	3	—	—	—	00
Scrounge	In/Re	2/6	—	—	3	—	—	—	00
Streetwise	Pr/In	3/8	—	—	3	—	—	—	00

Skill	Stats	Cost	Skill Rank	Bonuses			Special	Total
				Skill	Level	Stat		
Primary Skills								
Adr.Mv., Balance	Pr/SD	1/3						00
Adr.Mv., Landing	Pr/SD	1/3						00
Adr.Mv., Leaping	Pr/SD	1/3						00
Adr.Mv., Speed	Pr/SD	1/3						00
Adr.Mv., Strength	Pr/SD	1/3						00
Adrenal Defense	none	7						0
Ambush	none	1/3						00
Body Develop.	Co	3/7						00
Channeling	In	20						0
Climbing	Ag	1/3			3			00
Directed Spells	Ag	20						0
Disarm Traps	In/Ag	1/3			3			00
Perception (Gen.)	In/Re	1/3			1			00
Linguistics	none	3/*						00
	none	3/*						00
M.A. Strikes	St/St/Ag	3/7			2			00
	St/St/Ag	3/7			2			00
M.A. Sw. & Th.	Ag/Ag/St	3/7			2			00
	Ag/Ag/St	3/7			2			00
Mn. in Armor, SL	Ag	9						0
Mn. in Armor, RL	Ag	9						0
Mn. in Armor, Ch	Ag	10						0
Mn. in Armor, Pl	Ag	10						0
Pick Locks	In/Re/Ag	1/3			3			00
Riding	Em/Ag	3						0
Runes	Em/In	6						0
Spell List Acquis.	varies	10						0
Stalk & Hide	Ag/SD	1/3						00
Staves & Wands	Em/In	7						0
Swimming	Ag	2/6			3			00
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag —					3/8, 3/8, 4, 6, 6, 9			00
					2			00
					2			00
					2			00
					2			00
					2			00
Spell List ☐ _____ Spell List ☐ _____								
Character Law Secondary Skills								
Acrobatics	Ag/Qu	1/3				3		00
Acting	Pr/Ag/Em	2/5				3		00
Animal Healing	Em/Re	2/6						00
Caving	SD/Re	1/4				1		00
Contortions	Ag/SD	1/3				3		00
Cookery	In/Re	1/5						00
Dance	Ag/In	2/4				2		00
Diving	SD/Ag	1/3				3		00
Falsification	SD/Re	1/3				3		00
First Aid	SD/Em	2/6						00
Fletching	Ag/SD	2/4						00
Foraging	In/Me	2/6				1		00
Frenzy	Em/SD	2/6						00
Gambling	Me/Pr	1/3						00
Herdng	Em/Pr	2/5				1		00
Leather-working	Ag/Re	2/4						00
Mathematics	Re/Me	2/6						00
Meditation	Pr/SD	3/6						00
Music	Ag/Em	2/6						00
Public Speaking	Em/Pr/Ag	2/6						00
Rope Mastery	Me/Ag	1/3						00
Rowing	St/SD	1/4				3		00
Sailing	Em/In	2/6				3		00
Seduction	Em/Pr/Ag	2/6						00
Signaling	Me/SD	1/3						00
Singing	Pr/In	2/6						00
Skiing	Ag/SD	2/6				3		00
Smithing	St/Ag	2/6						00
Spell Mastery	varies	6						0
Star-Gazing	In/Me	2/6						00
Stone Crafts	SD/Ag	3/7						00
Subduing	Ag/Qu	1/4				2		00
Tracking	In/Re	1/3				1		00
Trading	Re/Me	2/4						00
Trap-Building	Re/Em	1/3				3		00
Trickery	Pr/Qu	1/2				3		00
Tumbling	Ag/SD	1/3				3		00
Weather-Watching	In/Em	3/7						00
Wood Crafts	Ag/Em	2/7						00
Rolemaster Companion Secondary Skills								
Academic								
Administration	Re/Pr	2/6						00
Advanced Math	Re/Me	3/7						00
Alchemy	Re/Me	2/6						00
Anthropology	In/Em	3						0
Architecture	Re/Em	2/5						00
Astronomy	Em/Re	3/7						00
Basic Mathematics	Re/Me	2/6						00
Biochemistry	In/Re	5						0
Boat Pilot	Me/Ag	2/6						00
Demon/Devil Lore	Me/Re	3						0
Drafting	Re/Me	2/5						00
Dragon Lore	Me/Re	4						0
Engineering	In/Re	1/4						00
Faerie Lore	Me/Re	4						0
Fauna Lore	Me/Re	5						0
Flora Lore	Me/Re	5						0
Heraldry	Re/Me	2/6						00
Herb Lore	Me/Re	2/6						00
Lock Lore	Me/Re	1/2						00
Mapping	Re/Me	5						0
Mechanition	Ag/Re	1/4						00
Metal Lore	Me/Re	2/4						00
Military Org.	Pr/Re	1/4						00
Mining	Re/In	1/4						00
Navigation	Re/In	2/6						00
Planetology	Em/Re	6						0

Skill	Stats	Cost	Skill Rank	BONUSES					Total		Skill	Stats	Cost	Skill Rank	BONUSES					Total	
				Skill	Level	Stat	Special	Total							Skill	Level	Stat	Special	Total		
Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	—	0		Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Physics	Me/Re	3/7	—	—	—	—	—	—	00		Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Poison Lore	Me/Re	1/4	—	—	—	—	—	—	00		Skinning	Ag/In	3/6	—	—	—	—	—	—	00	
Racial History	Me/Re	3	—	—	—	—	—	—	0		Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	7	—	—	—	—	—	—	0		Gymnastic										
Siege Engineer	Re/In	2/6	—	—	—	—	—	—	00		Juggling	Ag/In	1/3	—	—	—	3	—	—	00	
Stone Lore	Me/Re	2/4	—	—	—	—	—	—	00		Jumping	St/Ag	1/4	—	—	—	3	—	—	00	
Tactics	In/Re	1/3	—	—	—	—	—	—	00		Pole Vaulting	St/Ag	1/3	—	—	—	3	—	—	00	
Trading Lore	Me/Re	2/5	—	—	—	—	—	—	00		Stilt Walking	St/Ag	1/3	—	—	—	3	—	—	00	
Xeno-Lores	varies	6	—	—	—	—	—	—	0		Tightrope Walk.	Ag/SD	1/3	—	—	—	3	—	—	00	
Animal											Linguistic										
Animal Handling	Em/Pr/Ap	3/6	—	—	—	1	—	—	00		Lip Reading	In/Re	3/5	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	3/8	—	—	—	1	—	—	00		Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Beast Master	Em/Pr	5	—	—	—	1	—	—	0		Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	00	
Driving	Ag/Qu	2/6	—	—	—	1	—	—	00		Propaganda	In/Em	2/4	—	—	—	—	—	—	00	
Loading	Em/Re	2/6	—	—	—	1	—	—	00		Tale Telling	Pr	2/5	—	—	—	—	—	—	00	
Athletic											Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Athletic Games	St/Ag/Qu	1/5	—	—	—	3	—	—	00		Magical										
Distance Running	Co	1/3	—	—	—	3	—	—	00		Circle Lore	Me/Re	4	—	—	—	—	—	—	0	
Flying/Gliding	Ag	1/5	—	—	—	3	—	—	00		Divination	In/Em	3/6	—	—	—	—	—	—	00	
Rappelling	Ag	2/5	—	—	—	3	—	—	00		Magical Language	none	9	—	—	—	—	—	—	0	
Skating	Ag/SD	2/6	—	—	—	3	—	—	00		Magical Rituals	Re/Me	7	—	—	—	—	—	—	0	
Sprinting	Qu	1/3	—	—	—	3	—	—	00		Power Perception	Em	5	—	—	—	—	—	—	0	
Surfing	Ag/SD	2/6	—	—	—	3	—	—	00		Power Pt. Dev.	varies	9	—	—	—	—	—	—	0	
Combat											Power Projection	varies	10	—	—	—	—	—	—	0	
Brawling	Re/In	2/7	—	—	—	2	—	—	00		Symbol Lore	Me/Re	4	—	—	—	—	—	—	0	
Disarm, Armed	Ag	2/5	—	—	—	2	—	—	00		Targeting Skill	In	9	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	2/4	—	—	—	2	—	—	00		Transcend Armor	varies	18	—	—	—	—	—	—	0	
Grappling Hook	Ag	1/3	—	—	—	2	—	—	00		Warding Lore	Me/Re	4	—	—	—	—	—	—	0	
Jai	Qu/Ag	2/6	—	—	—	2	—	—	00		Medical										
Lancing	St/Ag	3/6	—	—	—	2	—	—	00		Diagnostics	In/Re	3	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	1/4	—	—	—	2	—	—	00		Drug Tolerance	Co/SD	3/5	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	3/5	—	—	—	2	—	—	00		Hypnosis	Pr/SD	5	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	2/6	—	—	—	2	—	—	00		Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	1/5	—	—	—	2	—	—	00		Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	1/3	—	—	—	2	—	—	00		Surgery	SD/Em/In	6	—	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	2	—	—	00		Perception										
Yado	Qu/Ag	3/6	—	—	—	2	—	—	00		Detect Traps	In	1/2	—	—	—	1	—	—	00	
Concentration											Direction Sense	In/Re	1/4	—	—	—	1	—	—	00	
Ad. Mv. Quick Draw	Pr/SD	1/2	—	—	—	—	—	—	00		Lie Perception	In/Re	1/4	—	—	—	1	—	—	00	
Body Damage St.	SD/Em	2/5	—	—	—	—	—	—	00		Loc. Secret Open.	In/Re	1/2	—	—	—	1	—	—	00	
Control Lycan.	SD	1/3	—	—	—	—	—	—	00		Poison Percep.	In/Re	1/3	—	—	—	1	—	—	00	
Dowsing	Em	3/6	—	—	—	—	—	—	00		Read Tracks	In/Re	3/6	—	—	—	1	—	—	00	
Meditation											Sense Amb./Ass.	In/Re	1/3	—	—	—	1	—	—	00	
Cleansing	SD/Em	3/4	—	—	—	—	—	—	00		Sense Reality Wp.	In/Em	5	—	—	—	1	—	—	0	
Death	SD/Pr	4	—	—	—	—	—	—	0		Surveillance	In/SD	1/4	—	—	—	1	—	—	00	
Healing	SD/Em	3/6	—	—	—	—	—	—	00		Time Sense	In/Me	1/4	—	—	—	1	—	—	00	
Ki	SD/Pr	3/6	—	—	—	—	—	—	00		Social										
Sleep	SD/In	3/6	—	—	—	—	—	—	00		Diplomacy	Pr/In	2/4	—	—	—	—	—	—	00	
Trance	Pr/SD	3/6	—	—	—	—	—	—	00		Duping	Pr	2/4	—	—	—	—	—	—	00	
Mnemonics	Me/SD	3/6	—	—	—	—	—	—	00		Interrogation	Ag/Re	2/7	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	3/6	—	—	—	—	—	—	00		Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	
Deadly											Subterfuge										
Silent Kill	Ag	1/3	—	—	—	—	—	—	00		Begging	Pr/Em/Ap	1/4	—	—	—	3	—	—	00	
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	00		Bribery	Pr/Re/Ap	1/3	—	—	—	3	—	—	00	
Evaluation											Camouflage	Re/In	3/7	—	—	—	3	—	—	00	
Appraisal	Re/Me	1/2	—	—	—	—	—	—	00		Disguise	Pr/SD	1/3	—	—	—	3	—	—	00	
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	00		Hide Item	Re/In	1/3	—	—	—	3	—	—	00	
Metal Evaluation	In/Re	1/2	—	—	—	—	—	—	00		Mimery	Ag/SD	2/5	—	—	—	3	—	—	00	
Stone Evaluation	In/Re	1/2	—	—	—	—	—	—	00		Pick Pockets	Ag/In	1/3	—	—	—	3	—	—	00	
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	—	00		Set Traps	Re/Ag	1/3	—	—	—	3	—	—	00	
General											Survival										
Advertising	In/Re	2/4	—	—	—	—	—	—	00		Hostile Environ.	Ag/SD	3/6	—	—	—	1	—	—	00	
Crafting	Ag/SD	1/4	—	—	—	—	—	—	00		Region Lore	Re/Me	2/6	—	—	—	1	—	—	00	
Gimmickry	Re	2/4	—	—	—	—	—	—	00		Scrounge	In/Re	1/4	—	—	—	1	—	—	00	
Horticulture	In/Em	8	—	—	—	—	—	—	0		Streetwise	Pr/In	1/2	—	—	—	1	—	—	00	
Painting	In/Ag	2/6	—	—	—	—	—	—	00												
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00												
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00												

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Navigation	Re/In	2/6	—	—	—	—	—	—	—	00
Planetology	Em/Re	6	—	—	—	—	—	—	—	00
Phil./Relig. Doct.	Me/In/Re	3	—	—	—	—	—	—	—	00
Physics	Me/Re	5	—	—	—	—	—	—	—	00
Poison Lore	Me/Re	1/4	—	—	—	—	—	—	—	00
Racial History	Me/Re	4	—	—	—	—	—	—	—	00
Sanity Heal. Lore	Me/Em	7	—	—	—	—	—	—	—	00
Siege Engineer	Re/In	2/6	—	—	—	—	—	—	—	00
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	—	00
Tactics	In/Re	2/7	—	—	—	—	—	—	—	00
Trading Lore	Me/Re	2/4	—	—	—	—	—	—	—	00
Xeno-Lores	varies	6	—	—	—	—	—	—	—	00
Animal										
Animal Handling	Em/Pr/Ap	2/7	—	—	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	2/7	—	—	—	—	—	—	—	00
Beast Master	Em/Pr	3/8	—	—	—	—	—	—	—	00
Driving	Ag/Qu	2/7	—	—	—	—	—	—	—	00
Loading	Em/Re	3/6	—	—	—	—	—	—	—	00
Athletic										
Athletic Games	St/Ag/Qu	1/4	—	—	3	—	—	—	—	00
Distance Running	Co	1/4	—	—	3	—	—	—	—	00
Flying/Gliding	Ag	2/4	—	—	3	—	—	—	—	00
Rappelling	Ag	2/5	—	—	3	—	—	—	—	00
Skating	Ag/SD	1/2	—	—	3	—	—	—	—	00
Sprinting	Qu	1/4	—	—	3	—	—	—	—	00
Surfing	Ag/SD	1/3	—	—	3	—	—	—	—	00
Combat										
Brawling	Re/In	3/5	—	—	1	—	—	—	—	00
Disarm, Armed	Ag	3/6	—	—	1	—	—	—	—	00
Disarm, Unarmed	Ag	2/5	—	—	1	—	—	—	—	00
Grappling Hook	Ag	2/4	—	—	1	—	—	—	—	00
Iai	Qu/Ag	2/5	—	—	1	—	—	—	—	00
Lancing	St/Ag	6	—	—	1	—	—	—	—	00
Missile Artillery	In/Ag	2/5	—	—	1	—	—	—	—	00
Reverse Stroke	Ag/Re	3/7	—	—	1	—	—	—	—	00
Stunned Maneuv.	SD	2/5	—	—	1	—	—	—	—	00
Tumbling Attack	Ag/St	1/4	—	—	1	—	—	—	—	00
Tumbling Evasion	Ag/Qu	1/2	—	—	1	—	—	—	—	00
2 Weapon Combo	St	v	—	—	1	—	—	—	—	00
Yado	Qu/Ag	4	—	—	1	—	—	—	—	00
Concentration										
Ad. Mv. Quick Draw	Pr/SD	1/4	—	—	—	—	—	—	—	00
Body Damage St.	SD/Em	3/6	—	—	—	—	—	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	—	—	00
Dowsing	Em	3/6	—	—	—	—	—	—	—	00
Meditation										
Cleansing	SD/Em	3/6	—	—	—	—	—	—	—	00
Death	SD/Pr	4	—	—	—	—	—	—	—	00
Healing	SD/Em	2/6	—	—	—	—	—	—	—	00
Ki	SD/Pr	2/7	—	—	—	—	—	—	—	00
Sleep	SD/In	3/7	—	—	—	—	—	—	—	00
Trance	Pr/SD	3/9	—	—	—	—	—	—	—	00
Mnemonics	Me/SD	2/5	—	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	6	—	—	—	—	—	—	—	00
Silent Kill	Ag	3/8	—	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	—	00
Evaluation										
Appraisal	Re/Me	1/4	—	—	—	—	—	—	—	00
Armor Evaluation	In/Re	2/7	—	—	—	—	—	—	—	00
Metal Evaluation	In/Re	1/4	—	—	—	—	—	—	—	00
Stone Evaluation	In/Re	1/4	—	—	—	—	—	—	—	00
Weap. Evaluation	In/Re	2/5	—	—	—	—	—	—	—	00
General										
Advertising	In/Re	1/4	—	—	—	—	—	—	—	00
Crafting	Ag/SD	2/5	—	—	—	—	—	—	—	00
Gimmickry	Re	3/7	—	—	—	—	—	—	—	00
Horticulture	In/Em	8	—	—	—	—	—	—	—	00
Painting	In/Ag	2/6	—	—	—	—	—	—	—	00
Play Instrument, #1	Ag/Me	1/4	—	—	—	—	—	—	—	00
Play Instrument, #2	Ag/Me	1/5	—	—	—	—	—	—	—	00
Play Instrument, #3	Ag/Me	2/6	—	—	—	—	—	—	—	00
Sculpting	In/Ag	3/6	—	—	—	—	—	—	—	00
Skinning	Ag/In	3/7	—	—	—	—	—	—	—	00
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	—	00
Gymnastic										
Juggling	Ag/In	1/4	—	—	3	—	—	—	—	00
Jumping	St/Ag	1/3	—	—	3	—	—	—	—	00
Pole Vaulting	St/Ag	1/4	—	—	3	—	—	—	—	00
Stilt Walking	St/Ag	1/3	—	—	3	—	—	—	—	00
Tightrope Walk.	Ag/SD	1/3	—	—	3	—	—	—	—	00
Linguistic										
Lip Reading	In/Re	2/5	—	—	—	—	—	—	—	00
Mimicry	In/SD	2/5	—	—	—	—	—	—	—	00
Poetic Improv.	In/Re	1/4	—	—	—	—	—	—	—	00
Propaganda	In/Em	2/6	—	—	—	—	—	—	—	00
Tale Telling	Pr	1/4	—	—	—	—	—	—	—	00
Ventriloquism	SD/In	2/6	—	—	—	—	—	—	—	00
Magical										
Circle Lore	Me/Re	5	—	—	—	—	—	—	—	00
Divination	In/Em	3/5	—	—	—	—	—	—	—	00
Magical Language	none	8	—	—	—	—	—	—	—	00
Magical Rituals	Re/Me	8	—	—	—	—	—	—	—	00
Power Perception	Em	5	—	—	—	—	—	—	—	00
Power Pt. Dev.	varies	9	—	—	—	—	—	—	—	00
Power Projection	varies	10	—	—	—	—	—	—	—	00
Symbol Lore	Me/Re	4	—	—	—	—	—	—	—	00
Targeting Skill	In	5	—	—	—	—	—	—	—	00
Transcend Armor	varies	12	—	—	—	—	—	—	—	00
Warding Lore	Me/Re	4	—	—	—	—	—	—	—	00
Medical										
Diagnostics	In/Re	1/5	—	—	—	—	—	—	—	00
Drug Tolerance	Co/SD	2/3	—	—	—	—	—	—	—	00
Hypnosis	Pr/SD	4	—	—	—	—	—	—	—	00
Midwifery	Em/Me/In	4	—	—	—	—	—	—	—	00
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	—	00
Surgery	SD/Em/In	6	—	—	—	—	—	—	—	00
Perception										
Detect Traps	In	1/4	—	—	—	—	—	—	—	00
Direction Sense	In/Re	1/4	—	—	—	—	—	—	—	00
Lie Perception	In/Re	2/5	—	—	—	—	—	—	—	00
Loc. Secret Open.	In/Re	2/4	—	—	—	—	—	—	—	00
Poison Percep.	In/Re	1/4	—	—	—	—	—	—	—	00
Read Tracks	In/Re	3/6	—	—	—	—	—	—	—	00
Sense Amb./Ass.	In/Re	2/5	—	—	—	—	—	—	—	00
Sense Reality Wp.	In/Em	5	—	—	—	—	—	—	—	00
Surveillance	In/SD	2/3	—	—	—	—	—	—	—	00
Time Sense	In/Me	1/4	—	—	—	—	—	—	—	00
Social										
Diplomacy	Pr/In	2/4	—	—	2	—	—	—	—	00
Duping	Pr	1/4	—	—	2	—	—	—	—	00
Interrogation	Ag/Re	2/5	—	—	2	—	—	—	—	00
Leadership	Pr/Re	2/7	—	—	2	—	—	—	—	00
Subterfuge										
Begging	Pr/Em/Ap	1/5	—	—	2	—	—	—	—	00
Bribery	Pr/Re/Ap	1/4	—	—	2	—	—	—	—	00
Camouflage	Re/In	2/6	—	—	2	—	—	—	—	00
Disguise	Pr/SD	1/3	—	—	2	—	—	—	—	00
Hide Item	Re/In	1/4	—	—	2	—	—	—	—	00
Mimery	Ag/SD	2/5	—	—	2	—	—	—	—	00
Pick Pockets	Ag/In	2/4	—	—	2	—	—	—	—	00
Set Traps	Re/Ag	2/6	—	—	2	—	—	—	—	00
Survival										
Hostile Environ.	Ag/SD	2/6	—	—	—	—	—	—	—	00
Region Lore	Re/Me	2/6	—	—	—	—	—	—	—	00
Scrounge	In/Re	1/3	—	—	—	—	—	—	—	00
Streetwise	Pr/In	1/3	—	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	Bonuses					Special	Total
				Skill	Level	Stat	Special	Total		
Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	—	0	
Physics	Me/Re	4/8	—	—	—	—	—	—	00	
Poison Lore	Me/Re	1/4	—	—	—	—	—	—	00	
Racial History	Me/Re	3	—	—	—	—	—	—	0	
Sanity Heal. Lore	Me/Em	8	—	—	—	—	—	—	0	
Siege Engineer	Re/In	1/2	—	—	—	—	—	—	00	
Stone Lore	Me/Re	2/6	—	—	—	—	—	—	00	
Tactics	In/Re	1/2	—	—	—	—	—	—	00	
Trading Lore	Me/Re	2/7	—	—	—	—	—	—	00	
Xeno-Lores	varies	6	—	—	—	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	1/4	—	—	1	—	—	—	00	
Animal Training	Em/Pr/Ap	3/7	—	—	1	—	—	—	00	
Beast Master	Em/Pr	4	—	—	1	—	—	—	0	
Driving	Ag/Qu	1/4	—	—	1	—	—	—	00	
Loading	Em/Re	1/4	—	—	1	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/4	—	—	2	—	—	—	00	
Distance Running	Co	2/4	—	—	2	—	—	—	00	
Flying/Gliding	Ag	3/6	—	—	2	—	—	—	00	
Rappelling	Ag	3/7	—	—	2	—	—	—	00	
Skating	Ag/SD	2/7	—	—	2	—	—	—	00	
Sprinting	Qu	2/4	—	—	2	—	—	—	00	
Surfing	Ag/SD	2/7	—	—	2	—	—	—	00	
Combat										
Brawling	Re/In	2/6	—	—	3	—	—	—	00	
Disarm, Armed	Ag	2/5	—	—	3	—	—	—	00	
Disarm, Unarmed	Ag	3/6	—	—	3	—	—	—	00	
Grappling Hook	Ag	2/6	—	—	3	—	—	—	00	
Jai	Qu/Ag	2/7	—	—	3	—	—	—	00	
Lancing	St/Ag	2/6	—	—	3	—	—	—	00	
Missile Artillery	In/Ag	1/3	—	—	3	—	—	—	00	
Reverse Stroke	Ag/Re	2/7	—	—	3	—	—	—	00	
Stunned Maneuv.	SD	2/6	—	—	3	—	—	—	00	
Tumbling Attack	Ag/St	2/6	—	—	3	—	—	—	00	
Tumbling Evasion	Ag/Qu	1/5	—	—	3	—	—	—	00	
2 Weapon Combo	St	v	—	—	3	—	—	—	00	
Yado	Qu/Ag	2/6	—	—	3	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	3/8	—	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	—	00	
Dowsing	Em	3/7	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	3/8	—	—	—	—	—	—	00	
Death	SD/Pr	4	—	—	—	—	—	—	0	
Healing	SD/Em	3/7	—	—	—	—	—	—	00	
Ki	SD/Pr	3/8	—	—	—	—	—	—	00	
Sleep	SD/In	3/7	—	—	—	—	—	—	00	
Trance	Pr/SD	3/7	—	—	—	—	—	—	00	
Mnemonics	Me/SD	3/7	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	6	—	—	—	—	—	—	0	
Deadly										
Silent Kill	Ag	2/6	—	—	1	—	—	—	00	
Use/Rem. Poison	Ag/In	2/5	—	—	1	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2/5	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	1/2	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	1/2	—	—	—	—	—	—	00	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	8	—	—	—	—	—	—	0	
Painting	In/Ag	2/6	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Skinning	Ag/In	2/6	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	1/5	—	—	2	—	—	—	00	
Jumping	St/Ag	1/3	—	—	2	—	—	—	00	
Pole Vaulting	St/Ag	2/5	—	—	2	—	—	—	00	
Stilt Walking	St/Ag	2/5	—	—	2	—	—	—	00	
Tightrope Walk.	Ag/SD	3/6	—	—	2	—	—	—	00	
Linguistic										
Lip Reading	In/Re	3/5	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	6	—	—	—	—	—	—	0	
Divination	In/Em	3/6	—	—	—	—	—	—	00	
Magical Language	none	9	—	—	—	—	—	—	0	
Magical Rituals	Re/Me	8	—	—	—	—	—	—	0	
Power Perception	Em	6	—	—	—	—	—	—	0	
Power Pt. Dev.	varies	15	—	—	—	—	—	—	0	
Power Projection	varies	12	—	—	—	—	—	—	0	
Symbol Lore	Me/Re	5	—	—	—	—	—	—	0	
Targeting Skill	In	8	—	—	—	—	—	—	0	
Transcend Armor	varies	15	—	—	—	—	—	—	0	
Warding Lore	Me/Re	5	—	—	—	—	—	—	0	
Medical										
Diagnostics	In/Re	3	—	—	—	—	—	—	0	
Drug Tolerance	Co/SD	3/5	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	4	—	—	—	—	—	—	0	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	7	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	2/4	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	3/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	2/5	—	—	—	—	—	—	00	
Poison Percep.	In/Re	2/5	—	—	—	—	—	—	00	
Read Tracks	In/Re	2/5	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	6	—	—	—	—	—	—	0	
Surveillance	In/SD	2/5	—	—	—	—	—	—	00	
Time Sense	In/Me	2/5	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00	
Duping	Pr	2/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	3/9	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	2/5	—	—	—	—	—	—	00	
Disguise	Pr/SD	2/6	—	—	—	—	—	—	00	
Hide Item	Re/In	2/5	—	—	—	—	—	—	00	
Mimery	Ag/SD	2/6	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3/6	—	—	—	—	—	—	00	
Set Traps	Re/Ag	3/8	—	—	—	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	1/4	—	—	1	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	1	—	—	—	00	
Scrounge	In/Re	2/6	—	—	1	—	—	—	00	
Streetwise	Pr/In	1/4	—	—	1	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Phil./Relig. Doct.	Me/In/Re	1/3	—	—	—	—	—	—	00	
Physics	Me/Re	7	—	—	—	—	—	—	0	
Poison Lore	Me/Re	3/6	—	—	—	—	—	—	00	
Racial History	Me/Re	2/6	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	3	—	—	—	—	—	—	0	
Siege Engineer	Re/In	3/6	—	—	—	—	—	—	00	
Stone Lore	Me/Re	3	—	—	—	—	—	—	0	
Tactics	In/Re	1/4	—	—	—	—	—	—	00	
Trading Lore	Me/Re	2/7	—	—	—	—	—	—	00	
Xeno-Lores	varies	6	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ap	2/6	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	3/8	—	—	—	—	—	—	00	
Beast Master	Em/Pr	4	—	—	—	—	—	—	0	
Driving	Ag/Qu	2/6	—	—	—	—	—	—	00	
Loading	Em/Re	2/6	—	—	—	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/5	—	—	2	—	—	—	00	
Distance Running	Co	1/4	—	—	2	—	—	—	00	
Flying/Gliding	Ag	2/5	—	—	2	—	—	—	00	
Rappelling	Ag	2/6	—	—	2	—	—	—	00	
Skating	Ag/SD	6	—	—	2	—	—	—	0	
Sprinting	Qu	1/5	—	—	2	—	—	—	00	
Surfing	Ag/SD	6	—	—	2	—	—	—	0	
Combat										
Brawling	Re/In	8	—	—	3	—	—	—	0	
Disarm, Armed	Ag	1/3	—	—	3	—	—	—	00	
	Ag	1/3	—	—	3	—	—	—	00	
Disarm, Unarmed	Ag	1/4	—	—	3	—	—	—	00	
	Ag	1/4	—	—	3	—	—	—	00	
Grappling Hook	Ag	2/5	—	—	3	—	—	—	00	
Jai	Qu/Ag	1/5	—	—	3	—	—	—	00	
Lancing	St/Ag	3/6	—	—	3	—	—	—	00	
Missile Artillery	In/Ag	1/4	—	—	3	—	—	—	00	
Reverse Stroke	Ag/Re	2/4	—	—	3	—	—	—	00	
Stunned Maneuv.	SD	1/2	—	—	3	—	—	—	00	
Tumbling Attack	Ag/St	2/7	—	—	3	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/5	—	—	3	—	—	—	00	
2 Weapon Combo	St	v	—	—	3	—	—	—	00	
Yado	Qu/Ag	2/5	—	—	3	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	1/2	—	—	1	—	—	—	00	
Body Damage St.	SD/Em	1/4	—	—	1	—	—	—	00	
Control Lycan.	SD	1/3	—	—	1	—	—	—	00	
Dowsing	Em	2/5	—	—	1	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/5	—	—	1	—	—	—	00	
Death	SD/Pr	1/5	—	—	1	—	—	—	00	
Healing	SD/Em	2/5	—	—	1	—	—	—	00	
Ki	SD/Pr	1/4	—	—	1	—	—	—	00	
Sleep	SD/In	2/5	—	—	1	—	—	—	00	
Trance	Pr/SD	2/5	—	—	1	—	—	—	00	
Mnemonics	Me/SD	1/4	—	—	1	—	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	1	—	—	—	00	
Silent Kill	Ag	1/4	—	—	2	—	—	—	00	
Use/Rem. Poison	Ag/In	4	—	—	2	—	—	—	0	
Evaluation										
Appraisal	Re/Me	2/5	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
General										
Advertising	In/Re	6	—	—	—	—	—	—	0	
Crafting	Ag/SD	2/5	—	—	—	—	—	—	00	
Gimmickry	Re	4	—	—	—	—	—	—	0	
Horticulture	In/Em	6	—	—	—	—	—	—	0	
Painting	In/Ag	1/3	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/4	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/5	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/4	—	—	—	—	—	—	00	
Skinning	Ag/In	3/6	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	3/7	—	—	2	—	—	—	00	
Jumping	St/Ag	1/3	—	—	2	—	—	—	00	
Pole Vaulting	St/Ag	1/4	—	—	2	—	—	—	00	
Stilt Walking	St/Ag	2/6	—	—	2	—	—	—	00	
Tightrope Walk.	Ag/SD	1/4	—	—	2	—	—	—	00	
Linguistic										
Lip Reading	In/Re	2/5	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	6	—	—	—	—	—	—	0	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	4	—	—	—	—	—	—	0	
Divination	In/Em	3/5	—	—	—	—	—	—	00	
Magical Language	none	6	—	—	—	—	—	—	0	
Magical Rituals	Re/Me	8	—	—	—	—	—	—	0	
Power Perception	Em	3/7	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	6	—	—	—	—	—	—	0	
Power Projection	varies	6	—	—	—	—	—	—	0	
Symbol Lore	Me/Re	5	—	—	—	—	—	—	0	
Targeting Skill	In	9	—	—	—	—	—	—	0	
Transcend Armor	varies	18	—	—	—	—	—	—	0	
Warding Lore	Me/Re	7	—	—	—	—	—	—	0	
Medical										
Diagnostics	In/Re	2/5	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	1/5	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/5	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	5	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	1/4	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/3	—	—	—	—	—	—	00	
Lie Perception	In/Re	2/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	1/4	—	—	—	—	—	—	00	
Poison Percep.	In/Re	1/4	—	—	—	—	—	—	00	
Read Tracks	In/Re	2/6	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	2/5	—	—	—	—	—	—	00	
Surveillance	In/SD	3/6	—	—	—	—	—	—	00	
Time Sense	In/Me	1/4	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	—	00	
Duping	Pr	3/7	—	—	—	—	—	—	00	
Interrogation	Ag/Re	7	—	—	—	—	—	—	0	
Leadership	Pr/Re	1/4	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	3/7	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	3/8	—	—	—	—	—	—	00	
Camouflage	Re/In	3/5	—	—	—	—	—	—	00	
Disguise	Pr/SD	1/4	—	—	—	—	—	—	00	
Hide Item	Re/In	2/4	—	—	—	—	—	—	00	
Mimery	Ag/SD	2/5	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	4	—	—	—	—	—	—	0	
Set Traps	Re/Ag	3/7	—	—	—	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	2/3	—	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	3/7	—	—	—	—	—	—	00	
Streetwise	Pr/In	4	—	—	—	—	—	—	0	

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total	
				Skill	Level	Stat	Special			
Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	—	00	
Physics	Me/Re	4/7	—	—	—	—	—	—	00	
Poison Lore	Me/Re	1/4	—	—	—	—	—	—	00	
Racial History	Me/Re	3	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	6	—	—	—	—	—	—	00	
Siege Engineer	Re/In	1/4	—	—	—	—	—	—	00	
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Tactics	In/Re	1/3	—	—	—	—	—	—	00	
Trading Lore	Me/Re	2/7	—	—	—	—	—	—	00	
Xeno-Lores	varies	6	—	—	—	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	1/4	—	—	1	—	—	—	00	
Animal Training	Em/Pr/Ap	3/6	—	—	1	—	—	—	00	
Beast Master	Em/Pr	4	—	—	1	—	—	—	00	
Driving	Ag/Qu	1/5	—	—	1	—	—	—	00	
Loading	Em/Re	1/5	—	—	1	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/5	—	—	2	—	—	—	00	
Distance Running	Co	2/5	—	—	2	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	2	—	—	—	00	
Rappelling	Ag	3/7	—	—	2	—	—	—	00	
Skating	Ag/SD	2/6	—	—	2	—	—	—	00	
Sprinting	Qu	2/5	—	—	2	—	—	—	00	
Surfing	Ag/SD	2/6	—	—	2	—	—	—	00	
Combat										
Brawling	Re/In	1/5	—	—	3	—	—	—	00	
Disarm, Armed	Ag	2/5	—	—	3	—	—	—	00	
Disarm, Unarmed	Ag	3/6	—	—	3	—	—	—	00	
Grappling Hook	Ag	1/5	—	—	3	—	—	—	00	
Iai	Qu/Ag	3/8	—	—	3	—	—	—	00	
Lancing	St/Ag	3/6	—	—	3	—	—	—	00	
Missile Artillery	In/Ag	1/4	—	—	3	—	—	—	00	
Reverse Stroke	Ag/Re	3/8	—	—	3	—	—	—	00	
Stunned Maneuv.	SD	2/6	—	—	3	—	—	—	00	
Tumbling Attack	Ag/St	1/5	—	—	3	—	—	—	00	
Tumbling Evasion	Ag/Qu	1/3	—	—	3	—	—	—	00	
2 Weapon Combo	St	v	—	—	3	—	—	—	00	
Yado	Qu/Ag	3/6	—	—	3	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	3/7	—	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	—	00	
Dowsing	Em	3/6	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	3/7	—	—	—	—	—	—	00	
Death	SD/Pr	4	—	—	—	—	—	—	00	
Healing	SD/Em	3/6	—	—	—	—	—	—	00	
Ki	SD/Pr	3/7	—	—	—	—	—	—	00	
Sleep	SD/In	3/6	—	—	—	—	—	—	00	
Trance	Pr/SD	3/6	—	—	—	—	—	—	00	
Mnemonics	Me/SD	2/7	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	5	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	1/4	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/4	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2/4	—	—	1	—	—	—	00	
Armor Evaluation	In/Re	1/3	—	—	1	—	—	—	00	
Metal Evaluation	In/Re	2/5	—	—	1	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	1	—	—	—	00	
Weap. Evaluation	In/Re	1/3	—	—	1	—	—	—	00	
	In/Re	1/3	—	—	1	—	—	—	00	
General										
Advertising	In/Re	2/4	—	—	1	—	—	—	00	
Crafting	Ag/SD	2/4	—	—	1	—	—	—	00	
Gimmickry	Re	2/6	—	—	1	—	—	—	00	
Horticulture	In/Em	6	—	—	1	—	—	—	00	
Painting	In/Ag	2/6	—	—	1	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	1	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	1	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	1	—	—	—	00	
Sculpting	In/Ag	2/7	—	—	1	—	—	—	00	
Skinning	Ag/In	1/5	—	—	1	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	1	—	—	—	00	
Gymnastic										
Juggling	Ag/In	1/3	—	—	2	—	—	—	00	
Jumping	St/Ag	1/3	—	—	2	—	—	—	00	
Pole Vaulting	St/Ag	1/4	—	—	2	—	—	—	00	
Stilt Walking	St/Ag	1/4	—	—	2	—	—	—	00	
Tightrope Walk.	Ag/SD	1/3	—	—	2	—	—	—	00	
Linguistic										
Lip Reading	In/Re	2/5	—	—	—	—	—	—	00	
Mimicry	In/SD	1/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	00	
Propaganda	In/Em	2/4	—	—	—	—	—	—	00	
Tale Telling	Pr	2/5	—	—	—	—	—	—	00	
Ventriloquism	SD/In	2/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	5	—	—	—	—	—	—	00	
Divination	In/Em	3/6	—	—	—	—	—	—	00	
Magical Language	none	9	—	—	—	—	—	—	00	
Magical Rituals	Re/Me	7	—	—	—	—	—	—	00	
Power Perception	Em	5	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	10	—	—	—	—	—	—	00	
Power Projection	varies	10	—	—	—	—	—	—	00	
Symbol Lore	Me/Re	4	—	—	—	—	—	—	00	
Targeting Skill	In	7	—	—	—	—	—	—	00	
Transcend Armor	varies	12	—	—	—	—	—	—	00	
Warding Lore	Me/Re	4	—	—	—	—	—	—	00	
Medical										
Diagnostics	In/Re	3	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	2/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	4	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	00	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	7	—	—	—	—	—	—	00	
Perception										
Detect Traps	In	1/3	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	2/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	1/4	—	—	—	—	—	—	00	
Poison Percep.	In/Re	1/4	—	—	—	—	—	—	00	
Read Tracks	In/Re	1/4	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	5	—	—	—	—	—	—	00	
Surveillance	In/SD	1/4	—	—	—	—	—	—	00	
Time Sense	In/Me	2/4	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00	
Duping	Pr	1/4	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/7	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/4	—	—	2	—	—	—	00	
Bribery	Pr/Re/Ap	2/4	—	—	2	—	—	—	00	
Camouflage	Re/In	1/3	—	—	2	—	—	—	00	
Disguise	Pr/SD	2/5	—	—	2	—	—	—	00	
Hide Item	Re/In	1/3	—	—	2	—	—	—	00	
Mimery	Ag/SD	1/3	—	—	2	—	—	—	00	
Pick Pockets	Ag/In	1/3	—	—	2	—	—	—	00	
Set Traps	Re/Ag	2/5	—	—	2	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	1/4	—	—	1	—	—	—	00	
Region Lore	Re/Me	2/5	—	—	1	—	—	—	00	
Scrounge	In/Re	1/3	—	—	1	—	—	—	00	
Streetwise	Pr/In	1/3	—	—	1	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES			Stat	Special	Total
				Skill	Level	Stat			
Primary Skills									
Adr. Mv., Balance	Pr/SD	5	—	—	2	—	—	—	0
Adr. Mv., Landing	Pr/SD	5	—	—	2	—	—	—	0
Adr. Mv., Leaping	Pr/SD	5	—	—	2	—	—	—	0
Adr. Mv., Speed	Pr/SD	5	—	—	2	—	—	—	0
Adr. Mv., Strength	Pr/SD	5	—	—	2	—	—	—	0
Adrenal Defense	none	18	—	—	2	—	—	—	0
Ambush	none	3/9	—	—	—	—	—	—	00
Body Develop.	Co	7	—	—	—	—	—	—	0
Channeling	In	15	—	—	—	—	—	—	0
Climbing	Ag	6	—	—	—	—	—	—	0
Directed Spells	Ag	15	—	—	—	—	—	—	0
Disarm Traps	In/Ag	3/9	—	—	—	—	—	—	00
Perception (Gen.)	In/Re	1/3	—	—	—	—	—	—	00
Linguistics	none	1/*	—	—	3	—	—	—	00
	none	1/*	—	—	3	—	—	—	00
	none	1/*	—	—	3	—	—	—	00
	none	1/*	—	—	3	—	—	—	00
	none	1/*	—	—	3	—	—	—	00
M.A. Strikes	St/St/Ag	3	—	—	—	—	—	—	0
M.A. Sw. & Th.	Ag/Ag/St	3	—	—	—	—	—	—	0
Mn. in Armor, SL	Ag	3/*	—	—	—	—	—	—	00
Mn. in Armor, RL	Ag	4/*	—	—	—	—	—	—	00
Mn. in Armor, Ch	Ag	5/*	—	—	—	—	—	—	00
Mn. in Armor, PI	Ag	7/*	—	—	—	—	—	—	00
Pick Locks	In/Re/Ag	3/7	—	—	—	—	—	—	00
Character Law Secondary Skills									
Acrobatics	Ag/Qu	5	—	—	—	—	—	—	0
Acting	Pr/Ag/Em	2/5	—	—	—	—	—	—	00
Animal Healing	Em/Re	2/5	—	—	1	—	—	—	00
Caving	SD/Re	2/6	—	—	—	—	—	—	00
Contortions	Ag/SD	4	—	—	—	—	—	—	0
Cookery	In/Re	1/4	—	—	1	—	—	—	0
Dance	Ag/In	2/6	—	—	—	—	—	—	00
Diving	SD/Ag	3	—	—	—	—	—	—	0
Falsification	SD/Re	1/3	—	—	—	—	—	—	00
First Aid	SD/Em	1/4	—	—	1	—	—	—	00
Fletching	Ag/SD	3	—	—	1	—	—	—	0
Foraging	In/Me	2/6	—	—	—	—	—	—	00
Frenzy	Em/SD	6	—	—	2	—	—	—	00
Gambling	Me/Pr	2/5	—	—	—	—	—	—	00
Herdng	Em/Pr	2/6	—	—	—	—	—	—	00
Leather-working	Ag/Re	3	—	—	1	—	—	—	0
Mathematics	Re/Me	1/4	—	—	—	—	—	—	00
Meditation	Pr/SD	2/4	—	—	2	—	—	—	00
Music	Ag/Em	2/5	—	—	3	—	—	—	00
Rolemaster Companion Secondary Skills									
Academic									
Administration	Re/Pr	1/3	—	—	3	—	—	—	00
Advanced Math	Re/Me	1/4	—	—	3	—	—	—	00
Alchemy	Re/Me	1/4	—	—	3	—	—	—	00
Anthropology	In/Em	1/3	—	—	3	—	—	—	00
	In/Em	1/3	—	—	3	—	—	—	00
Architecture	Re/Em	1/3	—	—	3	—	—	—	00
Astronomy	Em/Re	1/4	—	—	3	—	—	—	00
Basic Mathematics	Re/Me	1/4	—	—	3	—	—	—	00
Biochemistry	In/Re	1/4	—	—	3	—	—	—	00
Boat Pilot	Me/Ag	1/4	—	—	3	—	—	—	00
Demon/Devil Lore	Me/Re	1/4	—	—	3	—	—	—	00
Drafting	Re/Me	1/4	—	—	3	—	—	—	00
Dragon Lore	Me/Re	1/4	—	—	3	—	—	—	00
Engineering	In/Re	1/3	—	—	3	—	—	—	00
Faerie Lore	Me/Re	1/4	—	—	3	—	—	—	00
Public Speaking									
Public Speaking	Em/Pr/Ag	2/5	—	—	3	—	—	—	00
Rope Mastery	Me/Ag	3	—	—	1	—	—	—	0
Rowing	St/SD	3	—	—	—	—	—	—	0
Sailing	Em/In	3	—	—	—	—	—	—	0
Seduction	Em/Pr/Ag	2/6	—	—	—	—	—	—	00
Signaling	Me/SD	1/5	—	—	3	—	—	—	00
Singing	Pr/In	2/5	—	—	3	—	—	—	00
Skiing	Ag/SD	3	—	—	—	—	—	—	0
Smithing	St/Ag	4	—	—	—	—	—	—	0
Spell Mastery	varies	4	—	—	—	—	—	—	0
Star-Gazing	In/Me	1/4	—	—	3	—	—	—	00
Stone Crafts	SD/Ag	4	—	—	1	—	—	—	0
Subduing	Ag/Qu	6	—	—	—	—	—	—	0
Tracking	In/Re	2/4	—	—	—	—	—	—	00
Trading	Re/Me	2/4	—	—	3	—	—	—	00
Trap-Building	Re/Em	2/6	—	—	—	—	—	—	00
Trickery	Pr/Qu	2/6	—	—	—	—	—	—	00
Tumbling	Ag/SD	4	—	—	—	—	—	—	0
Weather-Watching	In/Em	2/5	—	—	3	—	—	—	00
Wood Crafts	Ag/Em	3	—	—	1	—	—	—	0
Fauna Lore									
Fauna Lore	Me/Re	1/4	—	—	3	—	—	—	00
	Me/Re	1/4	—	—	3	—	—	—	00
Flora Lore									
Flora Lore	Me/Re	1/4	—	—	3	—	—	—	00
	Me/Re	1/4	—	—	3	—	—	—	00
Heraldry									
Heraldry	Re/Me	1/3	—	—	3	—	—	—	00
Herb Lore									
Herb Lore	Me/Re	1/4	—	—	3	—	—	—	00
Lock Lore									
Lock Lore	Me/Re	1/5	—	—	3	—	—	—	00
Mapping									
Mapping	Re/Me	1/4	—	—	3	—	—	—	00
Mechanition									
Mechanition	Ag/Re	2/4	—	—	3	—	—	—	00
Metal Lore									
Metal Lore	Me/Re	1/4	—	—	3	—	—	—	00
Military Org.									
Military Org.	Pr/Re	1/4	—	—	3	—	—	—	00
Mining									
Mining	Re/In	2/4	—	—	3	—	—	—	00
Navigation									
Navigation	Re/In	2/5	—	—	3	—	—	—	00
Planetology									
Planetology	Em/Re	1/4	—	—	3	—	—	—	00
Phil./Relig. Doct.									
Phil./Relig. Doct.	Me/In/Re	1/3	—	—	3	—	—	—	00
Physics									
Physics	Me/Re	1/4	—	—	3	—	—	—	00
Poison Lore									
Poison Lore	Me/Re	1/4	—	—	3	—	—	—	00

Skill	Stats	Cost	Skill Rank	Bonuses					Special	Total
				Skill	Level	Stat	Special	Total		
Racial History	Me/Re	1/3	—	—	3	—	—	00	—	—
	Me/Re	1/3	—	—	3	—	—	00	—	—
	Me/Re	1/3	—	—	3	—	—	00	—	—
Sanity Heal. Lore	Me/Em	2/5	—	—	3	—	—	00	—	—
Siege Engineer	Re/In	1/4	—	—	3	—	—	00	—	—
Stone Lore	Me/Re	1/4	—	—	3	—	—	00	—	—
Tactics	In/Re	1/4	—	—	3	—	—	00	—	—
Trading Lore	Me/Re	1/3	—	—	3	—	—	00	—	—
Xeno-Lores	varies	3/8	—	—	3	—	—	00	—	—
Animal										
Animal Handling	Em/Pr/Ag	2/5	—	—	—	—	—	00	—	—
Animal Training	Em/Pr/Ag	2/6	—	—	—	—	—	00	—	—
Beast Master	Em/Pr	4	—	—	—	—	—	0	—	—
Driving	Ag/Qu	2/6	—	—	—	—	—	00	—	—
Loading	Em/Re	3	—	—	—	—	—	0	—	—
Athletic										
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	0	—	—
Distance Running	Co	3	—	—	—	—	—	0	—	—
Flying/Gliding	Ag	3	—	—	—	—	—	0	—	—
Rappelling	Ag	7	—	—	—	—	—	0	—	—
Skating	Ag/SD	3	—	—	—	—	—	0	—	—
Sprinting	Qu	3	—	—	—	—	—	0	—	—
Surfing	Ag/SD	3	—	—	—	—	—	0	—	—
Combat										
Brawling	Re/In	18	—	—	—	—	—	0	—	—
Disarm, Armed	Ag	7	—	—	—	—	—	0	—	—
Disarm, Unarmed	Ag	6	—	—	—	—	—	0	—	—
Grappling Hook	Ag	2/4	—	—	—	—	—	00	—	—
Jai	Qu/Ag	10	—	—	—	—	—	0	—	—
Lancing	St/Ag	20	—	—	—	—	—	0	—	—
Missile Artillery	In/Ag	2/5	—	—	—	—	—	00	—	—
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0	—	—
Stunned Maneuv.	SD	3	—	—	—	—	—	0	—	—
Tumbling Attack	Ag/St	6	—	—	—	—	—	0	—	—
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	0	—	—
2 Weapon Combo	St	v	—	—	—	—	—	00	—	—
Yado	Qu/Ag	7	—	—	—	—	—	0	—	—
Concentration										
Ad. Mv. Quick Draw	Pr/SD	4	—	—	2	—	—	0	—	—
Body Damage St.	SD/Em	3/6	—	—	2	—	—	00	—	—
Control Lycan.	SD	3/7	—	—	2	—	—	00	—	—
Dowsing	Em	3/6	—	—	2	—	—	00	—	—
Meditation										
Cleansing	SD/Em	2/4	—	—	2	—	—	00	—	—
Death	SD/Pr	4	—	—	2	—	—	0	—	—
Healing	SD/Em	2/5	—	—	2	—	—	00	—	—
Ki	SD/Pr	2/5	—	—	2	—	—	00	—	—
Sleep	SD/In	1/4	—	—	2	—	—	00	—	—
Trance	Pr/SD	2/4	—	—	2	—	—	00	—	—
Mnemonics	Me/SD	1/4	—	—	2	—	—	00	—	—
Spacial Loc. Aw.	In	2/6	—	—	2	—	—	00	—	—
Deadly										
Silent Kill	Ag	5	—	—	—	—	—	0	—	—
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	00	—	—
Evaluation										
Appraisal	Re/Me	1/4	—	—	1	—	—	00	—	—
Armor Evaluation	In/Re	3	—	—	1	—	—	0	—	—
Metal Evaluation	In/Re	1/4	—	—	1	—	—	00	—	—
Stone Evaluation	In/Re	1/4	—	—	1	—	—	00	—	—
Weap. Evaluation	In/Re	2/6	—	—	1	—	—	00	—	—
General										
Advertising	In/Re	1/4	—	—	1	—	—	00	—	—
Crafting	Ag/SD	1/5	—	—	1	—	—	00	—	—
Gimmickry	Re	2/5	—	—	1	—	—	00	—	—
Horticulture	In/Em	1/4	—	—	1	—	—	00	—	—
Painting	In/Ag	1/4	—	—	1	—	—	00	—	—
Play Instrument, #1	Ag/Me	2/4	—	—	1	—	—	00	—	—
Play Instrument, #2	Ag/Me	3/6	—	—	1	—	—	00	—	—
Play Instrument, #3	Ag/Me	3	—	—	1	—	—	0	—	—
Sculpting	In/Ag	2/7	—	—	1	—	—	00	—	—
Skinning	Ag/In	4	—	—	1	—	—	0	—	—
Tactical Games	Re/Me	1/4	—	—	1	—	—	00	—	—
Gymnastic										
Juggling	Ag/In	3	—	—	—	—	—	0	—	—
Jumping	St/Ag	3	—	—	—	—	—	0	—	—
Pole Vaulting	St/Ag	5	—	—	—	—	—	0	—	—
Stilt Walking	St/Ag	3	—	—	—	—	—	0	—	—
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0	—	—
Linguistic										
Lip Reading	In/Re	2/5	—	—	3	—	—	00	—	—
Mimicry	In/SD	3/5	—	—	3	—	—	00	—	—
Poetic Improv.	In/Re	1/3	—	—	3	—	—	00	—	—
Propaganda	In/Em	2/3	—	—	3	—	—	00	—	—
Tale Telling	Pr	2/5	—	—	3	—	—	00	—	—
Ventriloquism	SD/In	3/5	—	—	3	—	—	00	—	—
Magical										
Circle Lore	Me/Re	3/6	—	—	—	—	—	00	—	—
Divination	In/Em	2/5	—	—	—	—	—	00	—	—
Magical Language	none	3/*	—	—	—	—	—	00	—	—
Magical Rituals	Re/Me	6	—	—	—	—	—	0	—	—
Power Perception	Em	3/6	—	—	—	—	—	00	—	—
Power Pt. Dev.	varies	5	—	—	—	—	—	0	—	—
Power Projection	varies	8	—	—	—	—	—	0	—	—
Symbol Lore	Me/Re	3/6	—	—	—	—	—	00	—	—
Targeting Skill	In	6	—	—	—	—	—	0	—	—
Transcend Armor	varies	10	—	—	—	—	—	0	—	—
Warding Lore	Me/Re	3/6	—	—	—	—	—	00	—	—
Medical										
Diagnostics	In/Re	2/5	—	—	1	—	—	00	—	—
Drug Tolerance	Co/SD	2/4	—	—	1	—	—	00	—	—
Hypnosis	Pr/SD	2/3	—	—	1	—	—	00	—	—
Midwifery	Em/Me/In	2/4	—	—	1	—	—	00	—	—
Second Aid	SD/Em/In	2/4	—	—	1	—	—	00	—	—
Surgery	SD/Em/In	3/6	—	—	1	—	—	00	—	—
Perception										
Detect Traps	In	2/4	—	—	—	—	—	00	—	—
Direction Sense	In/Re	2/4	—	—	—	—	—	00	—	—
Lie Perception	In/Re	2/4	—	—	—	—	—	00	—	—
Loc. Secret Open.	In/Re	2/4	—	—	—	—	—	00	—	—
Poison Percep.	In/Re	2/6	—	—	—	—	—	00	—	—
Read Tracks	In/Re	1/4	—	—	—	—	—	00	—	—
Sense Amb./Ass.	In/Re	2/5	—	—	—	—	—	00	—	—
Sense Reality Wp.	In/Em	3/8	—	—	—	—	—	00	—	—
Surveillance	In/SD	2/3	—	—	—	—	—	00	—	—
Time Sense	In/Me	1/4	—	—	—	—	—	00	—	—
Social										
Diplomacy	Pr/In	1/4	—	—	—	—	—	00	—	—
Duping	Pr	2/6	—	—	—	—	—	00	—	—
Interrogation	Ag/Re	3/6	—	—	—	—	—	00	—	—
Leadership	Pr/Re	2/6	—	—	—	—	—	00	—	—
Subterfuge										
Begging	Pr/Em/Ag	2/4	—	—	—	—	—	00	—	—
Bribery	Pr/Re/Ag	2/4	—	—	—	—	—	00	—	—
Camouflage	Re/In	3/7	—	—	—	—	—	00	—	—
Disguise	Pr/SD	2/7	—	—	—	—	—	00	—	—
Hide Item	Re/In	2/6	—	—	—	—	—	00	—	—
Mimery	Ag/SD	2/5	—	—	—	—	—	00	—	—
Pick Pockets	Ag/In	2/5	—	—	—	—	—	00	—	—
Set Traps	Re/Ag	3/6	—	—	—	—	—	00	—	—
Survival										
Hostile Environ.	Ag/SD	2/7	—	—	—	—	—	00	—	—
Region Lore	Re/Me	1/4	—	—	—	—	—	00	—	—
Scrounge	In/Re	2/5	—	—	—	—	—	00	—	—
Streetwise	Pr/In	1/4	—	—	—	—	—	00	—	—

Skill	Stats	Cost	Skill Rank	BONUSES					Total	
				Skill	Level	Stat	Special	Total		
Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	—	0	
Physics	Me/Re	3/8	—	—	—	—	—	—	00	
Poison Lore	Me/Re	1/3	—	—	—	—	—	—	00	
Racial History	Me/Re	3	—	—	—	—	—	—	0	
Sanity Heal. Lore	Me/Em	7	—	—	—	—	—	—	0	
Siege Engineer	Re/In	2/6	—	—	—	—	—	—	00	
Stone Lore	Me/Re	2/4	—	—	—	—	—	—	00	
Tactics	In/Re	1/3	—	—	—	—	—	—	00	
Trading Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Xeno-Lores	varies	5	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ap	2/5	—	—	—	1	—	—	00	
Animal Training	Em/Pr/Ap	3/7	—	—	—	1	—	—	00	
Beast Master	Em/Pr	4	—	—	—	1	—	—	0	
Driving	Ag/Qu	2/6	—	—	—	1	—	—	00	
Loading	Em/Re	2/6	—	—	—	1	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/5	—	—	—	2	—	—	00	
Distance Running	Co	1/3	—	—	—	2	—	—	00	
Flying/Gliding	Ag	1/5	—	—	—	2	—	—	00	
Rappelling	Ag	2/5	—	—	—	2	—	—	00	
Skating	Ag/SD	2/6	—	—	—	2	—	—	00	
Sprinting	Qu	1/3	—	—	—	2	—	—	00	
Surfing	Ag/SD	2/6	—	—	—	2	—	—	00	
Combat										
Brawling	Re/In	2/7	—	—	—	2	—	—	00	
Disarm, Armed	Ag	2/5	—	—	—	2	—	—	00	
Disarm, Unarmed	Ag	3/7	—	—	—	2	—	—	00	
Grappling Hook	Ag	1/3	—	—	—	2	—	—	00	
Jai	Qu/Ag	4	—	—	—	2	—	—	0	
Lancing	St/Ag	3/6	—	—	—	2	—	—	00	
Missile Artillery	In/Ag	1/4	—	—	—	2	—	—	00	
Reverse Stroke	Ag/Re	4	—	—	—	2	—	—	0	
Stunned Maneuv.	SD	2/6	—	—	—	2	—	—	00	
Tumbling Attack	Ag/St	1/5	—	—	—	2	—	—	00	
Tumbling Evasion	Ag/Qu	1/3	—	—	—	2	—	—	00	
2 Weapon Combo	St	v	—	—	—	2	—	—	00	
Yado	Qu/Ag	3/6	—	—	—	2	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	3/6	—	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	—	00	
Dowsing	Em	3/5	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	3/6	—	—	—	—	—	—	00	
Death	SD/Pr	4	—	—	—	—	—	—	0	
Healing	SD/Em	3/6	—	—	—	—	—	—	00	
Ki	SD/Pr	3/6	—	—	—	—	—	—	00	
Sleep	SD/In	3/6	—	—	—	—	—	—	00	
Trance	Pr/SD	3/6	—	—	—	—	—	—	00	
Mnemonics	Me/SD	2/6	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	3/8	—	—	—	—	—	—	00	
Silent Kill	Ag	1/3	—	—	—	1	—	—	00	
Use/Rem. Poison	Ag/In	1/4	—	—	—	1	—	—	00	
Evaluation										
Appraisal	Re/Me	1/4	—	—	—	—	—	—	00	
	Re/Me	1/4	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	1/3	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	1/3	—	—	—	—	—	—	00	
	In/Re	1/3	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	1/4	—	—	—	—	—	—	00	
General										
Advertising	In/Re	2/4	—	—	—	—	—	—	00	
Crafting	Ag/SD	1/5	—	—	—	—	—	—	00	
Gimmickry	Re	2/5	—	—	—	—	—	—	00	
Horticulture	In/Em	4	—	—	—	—	—	—	0	
Painting	In/Ag	2/6	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Skinning	Ag/In	1/3	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	1/2	—	—	—	2	—	—	00	
Jumping	St/Ag	1/4	—	—	—	2	—	—	00	
Pole Vaulting	St/Ag	1/3	—	—	—	2	—	—	00	
Stilt Walking	St/Ag	1/3	—	—	—	2	—	—	00	
Tightrope Walk.	Ag/SD	1/3	—	—	—	2	—	—	00	
Linguistic										
Lip Reading	In/Re	3/5	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	00	
Propaganda	In/Em	2/4	—	—	—	—	—	—	00	
Tale Telling	Pr	2/5	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	4	—	—	—	—	—	—	0	
Divination	In/Em	3/6	—	—	—	—	—	—	00	
Magical Language	none	8	—	—	—	—	—	—	0	
Magical Rituals	Re/Me	7	—	—	—	—	—	—	0	
Power Perception	Em	4	—	—	—	—	—	—	0	
Power Pt. Dev.	varies	8	—	—	—	—	—	—	0	
Power Projection	varies	9	—	—	—	—	—	—	0	
Symbol Lore	Me/Re	3	—	—	—	—	—	—	0	
Targeting Skill	In	8	—	—	—	—	—	—	0	
Transcend Armor	varies	10	—	—	—	—	—	—	0	
Warding Lore	Me/Re	3	—	—	—	—	—	—	0	
Medical										
Diagnostics	In/Re	3	—	—	—	—	—	—	0	
Drug Tolerance	Co/SD	1/4	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	3/6	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	1/2	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	1/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	1/3	—	—	—	—	—	—	00	
Poison Percep.	In/Re	1/3	—	—	—	—	—	—	00	
Read Tracks	In/Re	1/4	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/3	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	4	—	—	—	—	—	—	0	
Surveillance	In/SD	1/2	—	—	—	—	—	—	00	
Time Sense	In/Me	1/4	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00	
Duping	Pr	2/4	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/6	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	1/4	—	—	—	3	—	—	00	
Bribery	Pr/Re/Ap	1/4	—	—	—	3	—	—	00	
Camouflage	Re/In	1/3	—	—	—	3	—	—	00	
Disguise	Pr/SD	1/3	—	—	—	3	—	—	00	
Hide Item	Re/In	1/3	—	—	—	3	—	—	00	
Mimery	Ag/SD	2/5	—	—	—	3	—	—	00	
Pick Pockets	Ag/In	1/2	—	—	—	3	—	—	00	
Set Traps	Re/Ag	1/3	—	—	—	3	—	—	00	
Survival										
Hostile Environ.	Ag/SD	2/6	—	—	—	1	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	1	—	—	00	
Scrounge	In/Re	1/4	—	—	—	1	—	—	00	
Streetwise	Pr/In	1/2	—	—	—	1	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total
				Skill	Level	Stat			
Primary Skills									
Adr.Mv., Balance	Pr/SD	2/6	—	—	—	—	—	—	00
Adr.Mv., Landing	Pr/SD	2/6	—	—	—	—	—	—	00
Adr.Mv., Leaping	Pr/SD	2/6	—	—	—	—	—	—	00
Adr.Mv., Speed	Pr/SD	2/6	—	—	—	—	—	—	00
Adr.Mv., Strength	Pr/SD	2/6	—	—	—	—	—	—	00
Adrenal Defense	none	20	—	—	—	—	—	—	0
Ambush	none	4	—	—	—	—	—	—	0
Body Develop.	Co	2/6	—	—	—	—	—	—	00
Channeling	In	20	—	—	—	—	—	—	0
Climbing	Ag	4	—	—	—	—	—	—	0
Directed Spells	Ag	20	—	—	—	—	—	—	0
Disarm Traps	In/Ag	3/6	—	—	1	—	—	—	00
Perception (Gen.)	In/Re	1/3	—	—	1	—	—	—	00
Linguistics	none	1/*	—	—	2	—	—	—	00
	none	1/*	—	—	2	—	—	—	00
	none	1/*	—	—	2	—	—	—	00
M.A. Strikes	St/St/Ag	3/7	—	—	1	—	—	—	00
M.A. Sw. & Th.	Ag/Ag/St	3/7	—	—	1	—	—	—	00
Mn. in Armor, SL	Ag	2/*	—	—	1	—	—	—	00
Mn. in Armor, RL	Ag	2/*	—	—	1	—	—	—	00
Mn. in Armor, Ch	Ag	4/*	—	—	1	—	—	—	00
Mn. in Armor, Pl	Ag	5	—	—	1	—	—	—	0
Pick Locks	In/Re/Ag	3/6	—	—	1	—	—	—	00
Character Law Secondary Skills									
Acrobatics	Ag/Qu	2/6	—	—	—	—	—	—	00
Acting	Pr/Ag/Em	1/3	—	—	1	—	—	—	00
Animal Healing	Em/Re	2/6	—	—	—	—	—	—	00
Caving	SD/Re	2/6	—	—	1	—	—	—	00
Contortions	Ag/SD	2/5	—	—	—	—	—	—	00
Cookery	In/Re	1/3	—	—	2	—	—	—	00
Dance	Ag/In	2/6	—	—	—	—	—	—	00
Diving	SD/Ag	2/5	—	—	—	—	—	—	00
Falsification	SD/Re	1/4	—	—	1	—	—	—	00
First Aid	SD/Em	2/6	—	—	—	—	—	—	00
Fletching	Ag/SD	2/5	—	—	2	—	—	—	00
Foraging	In/Me	2/5	—	—	—	—	—	—	00
Frenzy	Em/SD	2/6	—	—	—	—	—	—	00
Gambling	Me/Pr	1/4	—	—	—	—	—	—	00
Herding	Em/Pr	2/4	—	—	1	—	—	—	00
Leather-working	Ag/Re	2/5	—	—	2	—	—	—	00
Mathematics	Re/Me	1/3	—	—	1	—	—	—	00
Meditation	Pr/SD	3/6	—	—	—	—	—	—	00
Music	Ag/Em	2/6	—	—	2	—	—	—	00
Rolemaster Companion Secondary Skills									
Academic									
Administration	Re/Pr	1/3	—	—	1	—	—	—	00
Advanced Math	Re/Me	2/4	—	—	1	—	—	—	00
Alchemy	Re/Me	2/5	—	—	1	—	—	—	00
Anthropology	In/Em	3	—	—	1	—	—	—	0
Architecture	Re/Em	2/5	—	—	1	—	—	—	00
Astronomy	Em/Re	2/5	—	—	1	—	—	—	00
Basic Mathematics	Re/Me	1/3	—	—	1	—	—	—	00
Biochemistry	In/Re	5	—	—	1	—	—	—	0
Boat Pilot	Me/Ag	2/3	—	—	1	—	—	—	00
Demon/Devil Lore	Me/Re	4	—	—	1	—	—	—	0
Drafting	Re/Me	2/4	—	—	1	—	—	—	00
Dragon Lore	Me/Re	4	—	—	1	—	—	—	0
Engineering	In/Re	2/5	—	—	1	—	—	—	00
Faerie Lore	Me/Re	4	—	—	1	—	—	—	0
Fauna Lore	Me/Re	1/4	—	—	1	—	—	—	00
Flora Lore	Me/Re	1/4	—	—	1	—	—	—	00
Heraldry	Re/Me	2/6	—	—	1	—	—	—	00
Herb Lore	Me/Re	2/5	—	—	1	—	—	—	00
Trade Skills									
Riding	Em/Ag	1/4	—	—	—	—	—	—	00
Runes	Em/In	5	—	—	—	—	—	—	0
Spell List Acquis.	varies	7	—	—	—	—	—	—	0
Stalk & Hide	Ag/SD	2/5	—	—	—	—	—	—	00
Staves & Wands	Em/In	5	—	—	—	—	—	—	0
Swimming	Ag	2/5	—	—	—	—	—	—	00
Weapon Skills —	St/St/Ag or St/Ag/Ag or St/Ag —	2/7, 3/8, 3/9, 4, 5, 6	—	—	—	—	—	—	00
			—	—	1	—	—	—	00
			—	—	1	—	—	—	00
			—	—	1	—	—	—	00
			—	—	1	—	—	—	00
			—	—	1	—	—	—	00
Spell List ☐									
Spell List ☐									
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			—	—	—	—	—	—	00
			—	—	—	—	—	—	00
			—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	Bonuses					Skill	Stats	Cost	Skill Rank	Bonuses				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Animal																	
Animal Handling	Em/Pr/Ap	1/3	—	—	1	—	—	00	Juggling	Ag/In	1/4	—	—	—	—	—	00
	Em/Pr/Ap	1/3	—	—	1	—	—	00	Jumping	St/Ag	1/4	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	1/4	—	—	1	—	—	00	Pole Vaulting	St/Ag	2/5	—	—	—	—	—	00
	Em/Pr/Ap	1/4	—	—	1	—	—	00	Stilt Walking	St/Ag	2/5	—	—	—	—	—	00
Beast Master	Em/Pr	2/5	—	—	1	—	—	00	Tightrope Walk.	Ag/SD	2/5	—	—	—	—	—	00
Driving	Ag/Qu	1/2	—	—	1	—	—	00	Linguistic								
Loading	Em/Re	1/2	—	—	1	—	—	00	Lip Reading	In/Re	2/4	—	—	2	—	—	00
	Em/Re	1/2	—	—	1	—	—	00	Mimicry	In/SD	1/4	—	—	2	—	—	00
Athletic									Poetic Improv.	In/Re	1/4	—	—	2	—	—	00
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	00	Propaganda	In/Em	1/2	—	—	2	—	—	00
Distance Running	Co	2/5	—	—	—	—	—	00	Tale Telling	Pr	1/4	—	—	2	—	—	00
Flying/Gliding	Ag	2/6	—	—	—	—	—	00	Ventriloquism	SD/In	2/4	—	—	2	—	—	00
Rappelling	Ag	3/7	—	—	—	—	—	00	Magical								
Skating	Ag/SD	2/5	—	—	—	—	—	00	Circle Lore	Me/Re	6	—	—	—	—	—	0
Sprinting	Qu	2/5	—	—	—	—	—	00	Divination	In/Em	2/5	—	—	—	—	—	00
Surfing	Ag/SD	2/5	—	—	—	—	—	00	Magical Language	none	7	—	—	—	—	—	0
Combat									Magical Rituals	Re/Me	7	—	—	—	—	—	0
Brawling	Re/In	2/5	—	—	1	—	—	00	Power Perception	Em	10	—	—	—	—	—	0
Disarm, Armed	Ag	4	—	—	1	—	—	0	Power Pt. Dev.	varies	10	—	—	—	—	—	0
Disarm, Unarmed	Ag	5	—	—	1	—	—	0	Power Projection	varies	8	—	—	—	—	—	0
Grappling Hook	Ag	1/4	—	—	1	—	—	00	Symbol Lore	Me/Re	4	—	—	—	—	—	0
Jai	Qu/Ag	6	—	—	1	—	—	0	Targeting Skill	In	7	—	—	—	—	—	0
Lancing	St/Ag	5	—	—	1	—	—	0	Transcend Armor	varies	13	—	—	—	—	—	0
Missile Artillery	In/Ag	3/6	—	—	1	—	—	00	Warding Lore	Me/Re	4	—	—	—	—	—	0
Reverse Stroke	Ag/Re	4	—	—	1	—	—	0	Medical								
Stunned Maneuv.	SD	3	—	—	1	—	—	0	Diagnostics	In/Re	3	—	—	—	—	—	0
Tumbling Attack	Ag/St	2/6	—	—	1	—	—	00	Drug Tolerance	Co/SD	2/6	—	—	—	—	—	00
Tumbling Evasion	Ag/Qu	2/5	—	—	1	—	—	00	Hypnosis	Pr/SD	4	—	—	—	—	—	0
2 Weapon Combo	St	v	—	—	1	—	—	00	Midwifery	Em/Me/In	4	—	—	—	—	—	0
Yado	Qu/Ag	5	—	—	1	—	—	0	Second Aid	SD/Em/In	3/7	—	—	—	—	—	00
Concentration									Surgery	SD/Em/In	7	—	—	—	—	—	0
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	Perception								
Body Damage St.	SD/Em	3/8	—	—	—	—	—	00	Detect Traps	In	1/4	—	—	1	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	00	Direction Sense	In/Re	1/3	—	—	1	—	—	00
Dowsing	Em	3/5	—	—	—	—	—	00	Lie Perception	In/Re	1/2	—	—	1	—	—	00
Meditation									Loc. Secret Open.	In/Re	1/4	—	—	1	—	—	00
Cleansing	SD/Em	4	—	—	—	—	—	0	Poison Percep.	In/Re	1/3	—	—	1	—	—	00
Death	SD/Pr	5	—	—	—	—	—	0	Read Tracks	In/Re	2/5	—	—	1	—	—	00
Healing	SD/Em	2/6	—	—	—	—	—	00	Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	00
Ki	SD/Pr	2/6	—	—	—	—	—	00	Sense Reality Wp.	In/Em	6	—	—	1	—	—	0
Sleep	SD/In	2/6	—	—	—	—	—	00	Surveillance	In/SD	1/4	—	—	1	—	—	00
Trance	Pr/SD	2/6	—	—	—	—	—	00	Time Sense	In/Me	2/4	—	—	1	—	—	00
Mnemonics	Me/SD	1/4	—	—	—	—	—	00	Social								
Spacial Loc. Aw.	In	6	—	—	—	—	—	0	Diplomacy	Pr/In	1/3	—	—	—	—	—	00
Deadly									Duping	Pr	1/3	—	—	—	—	—	00
Silent Kill	Ag	6	—	—	—	—	—	0	Interrogation	Ag/Re	3/5	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/7	—	—	—	—	—	00	Leadership	Pr/Re	2/6	—	—	—	—	—	00
Evaluation									Subterfuge								
Appraisal	Re/Me	1/2	—	—	2	—	—	00	Begging	Pr/Em/Ap	1/4	—	—	1	—	—	00
	Re/Me	1/2	—	—	2	—	—	00	Bribery	Pr/Re/Ap	1/3	—	—	1	—	—	00
Armor Evaluation	In/Re	1/3	—	—	2	—	—	00	Camouflage	Re/In	2/5	—	—	1	—	—	00
Metal Evaluation	In/Re	1/2	—	—	2	—	—	00	Disguise	Pr/SD	1/4	—	—	1	—	—	00
	In/Re	1/2	—	—	2	—	—	00	Hide Item	Re/In	1/4	—	—	1	—	—	00
Stone Evaluation	In/Re	1/2	—	—	2	—	—	00	Mimery	Ag/SD	1/4	—	—	1	—	—	00
	In/Re	1/2	—	—	2	—	—	00	Pick Pockets	Ag/In	1/3	—	—	1	—	—	00
Weap. Evaluation	In/Re	1/3	—	—	2	—	—	00	Set Traps	Re/Ag	2/5	—	—	1	—	—	00
General									Survival								
Advertising	In/Re	2/6	—	—	2	—	—	00	Hostile Environ.	Ag/SD	1/4	—	—	1	—	—	00
Crafting	Ag/SD	1/4	—	—	2	—	—	00	Region Lore	Re/Me	2/5	—	—	1	—	—	00
Gimmickry	Re	2/5	—	—	2	—	—	00	Scrounge	In/Re	1/4	—	—	1	—	—	00
Horticulture	In/Em	3	—	—	2	—	—	0	Streetwise	Pr/In	1/4	—	—	1	—	—	00
Painting	In/Ag	2/6	—	—	2	—	—	00									
Play Instrument, #1	Ag/Me	1/4	—	—	2	—	—	00									
Play Instrument, #2	Ag/Me	2/5	—	—	2	—	—	00									
Play Instrument, #3	Ag/Me	3/6	—	—	2	—	—	00									
Sculpting	In/Ag	2/7	—	—	2	—	—	00									
Skinning	Ag/In	1/3	—	—	2	—	—	00									
Tactical Games	Re/Me	2/4	—	—	2	—	—	00									

TRADER SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	BONUSES					Total	
				Skill	Level	Stat	Special	Total		
Phil./Relig. Doct.	Me/In/Re	1/4	—	—	—	—	—	—	00	
Physics	Me/Re	4/7	—	—	—	—	—	—	00	
Poison Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Racial History	Me/Re	2/6	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	3	—	—	—	—	—	—	0	
Siege Engineer	Re/In	2/6	—	—	—	—	—	—	00	
Stone Lore	Me/Re	2	—	—	—	—	—	—	0	
Tactics	In/Re	1/4	—	—	—	—	—	—	00	
Trading Lore	Me/Re	2/6	—	—	—	—	—	—	00	
Xeno-Lores	varies	6	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ap	2/6	—	—	2	—	—	—	00	
Animal Training	Em/Pr/Ap	3/8	—	—	2	—	—	—	00	
Beast Master	Em/Pr	4	—	—	2	—	—	—	0	
Driving	Ag/Qu	2/6	—	—	2	—	—	—	00	
Loading	Em/Re	2/6	—	—	2	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/5	—	—	2	—	—	—	00	
Distance Running	Co	1/5	—	—	2	—	—	—	00	
Flying/Gliding	Ag	2/5	—	—	2	—	—	—	00	
Rappelling	Ag	3/7	—	—	2	—	—	—	00	
Skating	Ag/SD	2/5	—	—	2	—	—	—	00	
Sprinting	Qu	1/5	—	—	2	—	—	—	00	
Surfing	Ag/SD	2/5	—	—	2	—	—	—	00	
Combat										
Brawling	Re/In	8	—	—	2	—	—	—	0	
Disarm, Armed	Ag	2/3	—	—	2	—	—	—	00	
Disarm, Unarmed	Ag	1/5	—	—	2	—	—	—	00	
	Ag	1/5	—	—	2	—	—	—	00	
Grappling Hook	Ag	2/5	—	—	2	—	—	—	00	
Iai	Qu/Ag	2/6	—	—	2	—	—	—	00	
Lancing	St/Ag	3/6	—	—	2	—	—	—	00	
Missile Artillery	In/Ag	1/5	—	—	2	—	—	—	00	
Reverse Stroke	Ag/Re	2/6	—	—	2	—	—	—	00	
Stunned Maneuv.	SD	1/3	—	—	2	—	—	—	00	
Tumbling Attack	Ag/St	1/4	—	—	2	—	—	—	00	
Tumbling Evasion	Ag/Qu	1/4	—	—	2	—	—	—	00	
2 Weapon Combo	St	v	—	—	2	—	—	—	00	
Yado	Qu/Ag	3/6	—	—	2	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	1/2	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	00	
Control Lycan.	SD	1/3	—	—	—	—	—	—	00	
Dowsing	Em	2/5	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/5	—	—	—	—	—	—	00	
Death	SD/Pr	2/6	—	—	—	—	—	—	00	
Healing	SD/Em	2/4	—	—	—	—	—	—	00	
Ki	SD/Pr	1/5	—	—	—	—	—	—	00	
Sleep	SD/In	2/4	—	—	—	—	—	—	00	
Trance	Pr/SD	2/4	—	—	—	—	—	—	00	
Mnemonics	Me/SD	2/4	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	1/5	—	—	1	—	—	—	00	
Use/Rem. Poison	Ag/In	2/5	—	—	1	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	—	0	
Armor Evaluation	In/Re	3	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	3	—	—	—	—	—	—	0	
Stone Evaluation	In/Re	3	—	—	—	—	—	—	0	
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	—	00	
General										
Advertising	In/Re	3/5	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	3	—	—	—	—	—	—	0	
Painting	In/Ag	1/3	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/5	—	—	—	—	—	—	00	
Skinning	Ag/In	2/5	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/7	—	—	2	—	—	—	00	
Jumping	St/Ag	1/3	—	—	2	—	—	—	00	
Pole Vaulting	St/Ag	1/4	—	—	2	—	—	—	00	
Stilt Walking	St/Ag	1/3	—	—	2	—	—	—	00	
Tightrope Walk.	Ag/SD	1/3	—	—	2	—	—	—	00	
Linguistic										
Lip Reading	In/Re	3/5	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/5	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	5	—	—	—	—	—	—	0	
Divination	In/Em	3/5	—	—	—	—	—	—	00	
Magical Language	none	6	—	—	—	—	—	—	0	
Magical Rituals	Re/Me	7	—	—	—	—	—	—	0	
Power Perception	Em	3/7	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	6	—	—	—	—	—	—	0	
Power Projection	varies	6	—	—	—	—	—	—	0	
Symbol Lore	Me/Re	3	—	—	—	—	—	—	0	
Targeting Skill	In	7	—	—	—	—	—	—	0	
Transcend Armor	varies	20	—	—	—	—	—	—	0	
Warding Lore	Me/Re	5	—	—	—	—	—	—	0	
Medical										
Diagnostics	In/Re	2/5	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	4	—	—	—	—	—	—	0	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	4	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	1/4	—	—	1	—	—	—	00	
Direction Sense	In/Re	1/3	—	—	1	—	—	—	00	
Lie Perception	In/Re	3/5	—	—	1	—	—	—	00	
Loc. Secret Open.	In/Re	1/4	—	—	1	—	—	—	00	
Poison Percep.	In/Re	1/4	—	—	1	—	—	—	00	
Read Tracks	In/Re	2/5	—	—	1	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	—	00	
Sense Reality Wp.	In/Em	3	—	—	1	—	—	—	0	
Surveillance	In/SD	2/5	—	—	1	—	—	—	00	
Time Sense	In/Me	1/4	—	—	1	—	—	—	00	
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00	
Duping	Pr	2/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	4	—	—	—	—	—	—	0	
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	2/4	—	—	—	—	—	—	00	
Disguise	Pr/SD	2/5	—	—	—	—	—	—	00	
Hide Item	Re/In	2/4	—	—	—	—	—	—	00	
Mimery	Ag/SD	2/5	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	2/5	—	—	—	—	—	—	00	
Set Traps	Re/Ag	3/9	—	—	—	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	2/5	—	—	2	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	2	—	—	—	00	
Scrounge	In/Re	2/5	—	—	2	—	—	—	00	
Streetwise	Pr/In	2/4	—	—	2	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total
				Skill	Level	Stat	Special		
Phil./Relig. Doct.	Me/In/Re	2/6	—	—	1	—	—	—	00
Physics	Me/Re	3/7	—	—	1	—	—	—	00
Poison Lore	Me/Re	2/6	—	—	1	—	—	—	00
Racial History	Me/Re	2/6	—	—	1	—	—	—	00
Sanity Heal. Lore	Me/Em	2/6	—	—	1	—	—	—	00
Siege Engineer	Re/In	2/6	—	—	1	—	—	—	00
Stone Lore	Me/Re	2/6	—	—	1	—	—	—	00
Tactics	In/Re	2/6	—	—	1	—	—	—	00
Trading Lore	Me/Re	2/6	—	—	1	—	—	—	00
Xeno-Lores	varies	6	—	—	1	—	—	—	0
Animal									
Animal Handling	Em/Pr/Ap	2/6	—	—	1	—	—	—	00
Animal Training	Em/Pr/Ap	2/6	—	—	1	—	—	—	00
Beast Master	Em/Pr	2/6	—	—	1	—	—	—	00
Driving	Ag/Qu	2/6	—	—	1	—	—	—	00
Loading	Em/Re	2/6	—	—	1	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	2/6	—	—	1	—	—	—	00
Distance Running	Co	2/6	—	—	1	—	—	—	00
Flying/Gliding	Ag	2/6	—	—	1	—	—	—	00
Rappelling	Ag	2/6	—	—	1	—	—	—	00
Skating	Ag/SD	2/6	—	—	1	—	—	—	00
Sprinting	Qu	2/6	—	—	1	—	—	—	00
Surfing	Ag/SD	2/6	—	—	1	—	—	—	00
Combat									
Brawling	Re/In	2/6	—	—	1	—	—	—	00
Disarm, Armed	Ag	2/6	—	—	1	—	—	—	00
Disarm, Unarmed	Ag	2/6	—	—	1	—	—	—	00
Grappling Hook	Ag	2/6	—	—	1	—	—	—	00
Jai	Qu/Ag	2/6	—	—	1	—	—	—	00
Lancing	St/Ag	2/6	—	—	1	—	—	—	00
Missile Artillery	In/Ag	3/6	—	—	1	—	—	—	00
Reverse Stroke	Ag/Re	2/6	—	—	1	—	—	—	00
Stunned Maneuv.	SD	2/6	—	—	1	—	—	—	00
Tumbling Attack	Ag/St	2/6	—	—	1	—	—	—	00
Tumbling Evasion	Ag/Qu	2/6	—	—	1	—	—	—	00
2 Weapon Combo	St	v	—	—	1	—	—	—	00
Yado	Qu/Ag	2/6	—	—	1	—	—	—	00
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00
Body Damage St.	SD/Em	3/6	—	—	—	—	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	—	00
Dowsing	Em	2/6	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	2/6	—	—	—	—	—	—	00
Death	SD/Pr	3/7	—	—	—	—	—	—	00
Healing	SD/Em	2/6	—	—	—	—	—	—	00
Ki	SD/Pr	2/6	—	—	—	—	—	—	00
Sleep	SD/In	2/6	—	—	—	—	—	—	00
Trance	Pr/SD	2/6	—	—	—	—	—	—	00
Mnemonics	Me/SD	2/6	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	3/8	—	—	—	—	—	—	00
Deadly									
Silent Kill	Ag	3/6	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	2/6	—	—	1	—	—	—	00
Armor Evaluation	In/Re	2/6	—	—	1	—	—	—	00
Metal Evaluation	In/Re	2/6	—	—	1	—	—	—	00
Stone Evaluation	In/Re	2/6	—	—	1	—	—	—	00
Weap. Evaluation	In/Re	2/6	—	—	1	—	—	—	00
General									
Advertising	In/Re	2/6	—	—	1	—	—	—	00
Crafting	Ag/SD	2/6	—	—	1	—	—	—	00
Gimmickry	Re	2/6	—	—	1	—	—	—	00
Horticulture	In/Em	2/6	—	—	1	—	—	—	00
Painting	In/Ag	2/6	—	—	1	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	1	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	1	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	1	—	—	—	0
Sculpting	In/Ag	2/6	—	—	1	—	—	—	00
Skinning	Ag/In	2/6	—	—	1	—	—	—	00
Tactical Games	Re/Me	2/6	—	—	1	—	—	—	00
Gymnastic									
Juggling	Ag/In	2/6	—	—	1	—	—	—	00
Jumping	St/Ag	2/6	—	—	1	—	—	—	00
Pole Vaulting	St/Ag	2/6	—	—	1	—	—	—	00
Stilt Walking	St/Ag	2/6	—	—	1	—	—	—	00
Tightrope Walk.	Ag/SD	2/6	—	—	1	—	—	—	00
Linguistic									
Lip Reading	In/Re	2/6	—	—	1	—	—	—	00
Mimicry	In/SD	2/6	—	—	1	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	1	—	—	—	00
Propaganda	In/Em	2/6	—	—	1	—	—	—	00
Tale Telling	Pr	2/6	—	—	1	—	—	—	00
Ventriloquism	SD/In	2/6	—	—	1	—	—	—	00
Magical									
Circle Lore	Me/Re	2/6	—	—	1	—	—	—	00
Divination	In/Em	2/6	—	—	1	—	—	—	00
Magical Language	none	2/6	—	—	1	—	—	—	00
Magical Rituals	Re/Me	5/6	—	—	1	—	—	—	00
Power Perception	Em	2/6	—	—	1	—	—	—	00
Power Pt. Dev.	varies	4	—	—	1	—	—	—	0
Power Projection	varies	3/8	—	—	1	—	—	—	00
Symbol Lore	Me/Re	2/6	—	—	1	—	—	—	00
Targeting Skill	In	3/6	—	—	1	—	—	—	00
Transcend Armor	varies	15	—	—	1	—	—	—	0
Warding Lore	Me/Re	2/6	—	—	1	—	—	—	00
Medical									
Diagnostics	In/Re	2/6	—	—	—	—	—	—	00
Drug Tolerance	Co/SD	2/6	—	—	—	—	—	—	00
Hypnosis	Pr/SD	2/6	—	—	—	—	—	—	00
Midwifery	Em/Me/In	3/6	—	—	—	—	—	—	00
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00
Surgery	SD/Em/In	5	—	—	—	—	—	—	0
Perception									
Detect Traps	In	2/6	—	—	1	—	—	—	00
Direction Sense	In/Re	2/6	—	—	1	—	—	—	00
Lie Perception	In/Re	2/6	—	—	1	—	—	—	00
Loc. Secret Open.	In/Re	2/6	—	—	1	—	—	—	00
Poison Percep.	In/Re	2/6	—	—	1	—	—	—	00
Read Tracks	In/Re	2/6	—	—	1	—	—	—	00
Sense Amb./Ass.	In/Re	2/6	—	—	1	—	—	—	00
Sense Reality Wp.	In/Em	3/8	—	—	1	—	—	—	00
Surveillance	In/SD	2/6	—	—	1	—	—	—	00
Time Sense	In/Me	2/6	—	—	1	—	—	—	00
Social									
Diplomacy	Pr/In	2/6	—	—	1	—	—	—	00
Duping	Pr	2/6	—	—	1	—	—	—	00
Interrogation	Ag/Re	2/6	—	—	1	—	—	—	00
Leadership	Pr/Re	2/6	—	—	1	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	—	00
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	—	00
Camouflage	Re/In	2/6	—	—	1	—	—	—	00
Disguise	Pr/SD	2/6	—	—	1	—	—	—	00
Hide Item	Re/In	2/6	—	—	1	—	—	—	00
Mimery	Ag/SD	2/6	—	—	1	—	—	—	00
Pick Pockets	Ag/In	2/6	—	—	1	—	—	—	00
Set Traps	Re/Ag	2/6	—	—	1	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	2/6	—	—	1	—	—	—	00
Region Lore	Re/Me	2/6	—	—	1	—	—	—	00
Scrounge	In/Re	2/6	—	—	1	—	—	—	00
Streetwise	Pr/In	2/4	—	—	1	—	—	—	00

Acrobatics	Ag/Qu	2/6	—	—	—	—	—	—	00
Acting	Pr/Ap/Em	1/5	—	—	0 ¹	—	—	—	00
Animal Healing	Em/Re	2/5	—	—	—	—	—	—	00
Caving	SD/Re	2/6	—	—	0 ¹	—	—	—	00
Contortions	Ag/SD	2/5	—	—	—	—	—	—	00
Cookery	In/Re	2/6	—	—	3	—	—	—	00
Dance	Ag/In	1/3	—	—	—	—	—	—	00
Diving	SD/Ag	2/5	—	—	—	—	—	—	00
Falsification	SD/Re	3	—	—	0 ¹	—	—	—	0
First Aid	SD/Em	2/6	—	—	—	—	—	—	00
Fletching	Ag/SD	2/5	—	—	3	—	—	—	00
Foraging	In/Me	2/6	—	—	0 ¹	—	—	—	00
Frenzy	Em/SD	2/6	—	—	1	—	—	—	00
Gambling	Me/Pr	2/6	—	—	—	—	—	—	00
Herding	Em/Pr	2/7	—	—	0 ¹	—	—	—	00
Leather-working	Ag/Re	2/6	—	—	—	—	—	—	00
Mathematics	Re/Me	3/6	—	—	2	—	—	—	00
Meditation	Pr/SD	2/4	—	—	1	—	—	—	00
Music	Ag/Em	1/2	—	—	3	—	—	—	00

Academic									
Administration	Re/Pr	1/5	___	___	2	___	___	___	00
Advanced Math	Re/Me	3/6	___	___	2	___	___	___	00
Alchemy	Re/Me	2/4	___	___	2	___	___	___	00
Anthropology	In/Em	1/4	___	___	2	___	___	___	00
Architecture	Re/Em	2/5	___	___	2	___	___	___	00
Astronomy	Em/Re	3/6	___	___	2	___	___	___	00
Basic Mathematics	Re/Me	2/5	___	___	2	___	___	___	00
Biochemistry	In/Re	5	___	___	2	___	___	___	0
Boat Pilot	Me/Ag	2/6	___	___	2	___	___	___	00
Demon/Devil Lore	Me/Re	2/5	___	___	2	___	___	___	00
Drafting	Re/Me	2/4	___	___	2	___	___	___	00
Dragon Lore	Me/Re	2/5	___	___	2	___	___	___	00
Engineering	In/Re	2/4	___	___	2	___	___	___	00
Faerie Lore	Me/Re	1/4	___	___	2	___	___	___	00

Public Speaking	Em/Pr/Ap	1/2	___	___	___	3	___	___	___	00
Rope Mastery	Me/Ag	2/5	___	___	___	3	___	___	___	00
Rowing	St/SD	2/5	___	___	___	___	___	___	___	00
Sailing	Em/In	2/6	___	___	___	___	___	___	___	00
Seduction	Em/Pr/Ap	1/4	___	___	___	___	___	___	___	00
Signaling	Me/SD	1/5	___	___	___	3	___	___	___	00
Singing	Pr/In	1/2	___	___	___	3	___	___	___	00
Skiing	Ag/SD	2/7	___	___	___	___	___	___	___	00
Smithing	St/Ag	3/5	___	___	___	3	___	___	___	00
Spell Mastery	varies	3/5	___	___	___	___	___	___	___	00
Star-Gazing	In/Me	2/5	___	___	___	2	___	___	___	00
Stone Crafts	SD/Ag	2/7	___	___	___	3	___	___	___	00
Subduing	Ag/Qu	5	___	___	___	___	___	___	___	0
Tracking	In/Re	2/6	___	___	___	0 ¹	___	___	___	00
Trading	Re/Me	2/4	___	___	___	3	___	___	___	00
Trap-Building	Re/Em	2/6	___	___	___	0 ¹	___	___	___	00
Trickery	Pr/Qu	2/4	___	___	___	0 ¹	___	___	___	00
Tumbling	Ag/SD	2/5	___	___	___	___	___	___	___	00
Weather-Watching	In/Em	2/6	___	___	___	2	___	___	___	00
Wood Crafts	Ag/Em	2/4	___	___	___	3	___	___	___	00

Fauna Lore	Me/Re	1/4	___	___	___	2	___	___	___	00
Flora Lore	Me/Re	2/4	___	___	___	2	___	___	___	00
Heraldry	Re/Me	1/2	___	___	___	2	___	___	___	00
Herb Lore	Me/Re	1/4	___	___	___	2	___	___	___	00
Lock Lore	Me/Re	1/3	___	___	___	2	___	___	___	00
Mapping	Re/Me	2/5	___	___	___	2	___	___	___	00
Mechanition	Ag/Re	2/4	___	___	___	2	___	___	___	00
Metal Lore	Me/Re	2/4	___	___	___	2	___	___	___	00
Military Org.	Pr/Re	2/5	___	___	___	2	___	___	___	00
Mining	Re/In	2/6	___	___	___	2	___	___	___	00
Navigation	Re/In	2/6	___	___	___	2	___	___	___	00
Planetology	Em/Re	5	___	___	___	2	___	___	___	0
Phil./Relig. Doct.	Me/In/Re	1/3	___	___	___	2	___	___	___	00
Physics	Me/Re	3/6	___	___	___	2	___	___	___	00
Poison Lore	Me/Re	1/4	___	___	___	2	___	___	___	00
Racial History	Me/Re	1/2	___	___	___	2	___	___	___	00
Sanity Heal. Lore	Me/Em	3/6	___	___	___	2	___	___	___	00

Skill	Stats	Cost	Skill Rank	Bonuses					Total	
				Skill	Level	Stat	Special			
Siege Engineer	Re/In	2/4	—	—	2	—	—	—	00	
Stone Lore	Me/Re	2/4	—	—	2	—	—	—	00	
Tactics	In/Re	2/4	—	—	2	—	—	—	00	
Trading Lore	Me/Re	1/4	—	—	2	—	—	—	00	
Xeno-Lores	varies	3/5	—	—	2	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	1/5	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	—	00	
Beast Master	Em/Pr	4	—	—	—	—	—	—	0	
Driving	Ag/Qu	2/7	—	—	—	—	—	—	00	
Loading	Em/Re	2/7	—	—	—	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	—	00	
Distance Running	Co	2/6	—	—	—	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	—	—	—	—	00	
Rappelling	Ag	3/9	—	—	—	—	—	—	00	
Skating	Ag/SD	2/7	—	—	—	—	—	—	00	
Sprinting	Qu	2/6	—	—	—	—	—	—	00	
Surfing	Ag/SD	2/7	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	5	—	—	—	—	—	—	0	
Disarm, Armed	Ag	5	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	5	—	—	—	—	—	—	0	
Grappling Hook	Ag	2/5	—	—	—	—	—	—	00	
Jai	Qu/Ag	3/5	—	—	—	—	—	—	00	
Lancing	St/Ag	3/6	—	—	—	—	—	—	00	
Missile Artillery	In/Ag	2/5	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	5	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	2/7	—	—	—	—	—	—	00	
Tumbling Attack	Ag/St	2/6	—	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	—	00	
Yado	Qu/Ag	5	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	1	—	—	—	00	
Body Damage St.	SD/Em	2/5	—	—	1	—	—	—	00	
Control Lycan.	SD	2/6	—	—	1	—	—	—	00	
Dowsing	Em	2/5	—	—	1	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/6	—	—	1	—	—	—	00	
Death	SD/Pr	2/4	—	—	1	—	—	—	00	
Healing	SD/Em	2/4	—	—	1	—	—	—	00	
Ki	SD/Pr	2/5	—	—	1	—	—	—	00	
Sleep	SD/In	2/4	—	—	1	—	—	—	00	
Trance	Pr/SD	2/4	—	—	1	—	—	—	00	
Mnemonics	Me/SD	1/3	—	—	1	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	1	—	—	—	00	
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	1/3	—	—	3	—	—	—	00	
Armor Evaluation	In/Re	2/5	—	—	3	—	—	—	00	
Metal Evaluation	In/Re	2/4	—	—	3	—	—	—	00	
Stone Evaluation	In/Re	2/4	—	—	3	—	—	—	00	
Weap. Evaluation	In/Re	2/5	—	—	3	—	—	—	00	
General										
Advertising	In/Re	1/5	—	—	3	—	—	—	00	
Crafting	Ag/SD	3/5	—	—	3	—	—	—	00	
Gimmickry	Re	2/5	—	—	3	—	—	—	00	
Horticulture	In/Em	2/6	—	—	3	—	—	—	00	
Painting	In/Ag	1/4	—	—	3	—	—	—	00	
Play Instrument, #1	Ag/Me	1/2	—	—	3	—	—	—	00	
Play Instrument, #2	Ag/Me	1/3	—	—	3	—	—	—	00	
Play Instrument, #3	Ag/Me	1/4	—	—	3	—	—	—	00	
Sculpting	In/Ag	2/6	—	—	3	—	—	—	00	
Skinning	Ag/In	2/5	—	—	3	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	3	—	—	—	00	
Gymnastic										
Juggling	Ag/In	1/5	—	—	—	—	—	—	00	
Jumping	St/Ag	3/6	—	—	—	—	—	—	00	
Pole Vaulting	St/Ag	3/6	—	—	—	—	—	—	00	
Stilt Walking	St/Ag	3/6	—	—	—	—	—	—	00	
Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	—	00	
Linguistic										
Lip Reading	In/Re	1/4	—	—	3	—	—	—	00	
Mimicry	In/SD	1/5	—	—	3	—	—	—	00	
Poetic Improv.	In/Re	1/2	—	—	3	—	—	—	00	
Propaganda	In/Em	1/5	—	—	3	—	—	—	00	
Tale Telling	Pr	1/3	—	—	3	—	—	—	00	
Ventriloquism	SD/In	2/5	—	—	3	—	—	—	00	
Magical										
Circle Lore	Me/Re	3/6	—	—	—	—	—	—	00	
Divination	In/Em	3/5	—	—	—	—	—	—	00	
Magical Language	none	4/*	—	—	—	—	—	—	00	
Magical Rituals	Re/Me	4	—	—	—	—	—	—	0	
Power Perception	Em	2/5	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	4	—	—	—	—	—	—	0	
Power Projection	varies	3/6	—	—	—	—	—	—	00	
Symbol Lore	Me/Re	2/4	—	—	—	—	—	—	00	
Targeting Skill	In	3/6	—	—	—	—	—	—	00	
Transcend Armor	varies	3/9	—	—	—	—	—	—	00	
Warding Lore	Me/Re	3/6	—	—	—	—	—	—	00	
Medical										
Diagnostics	In/Re	1/4	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/5	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	1/4	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	1/2	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	1/5	—	—	—	—	—	—	00	
Poison Percep.	In/Re	2	—	—	—	—	—	—	0	
Read Tracks	In/Re	2/4	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	3/6	—	—	—	—	—	—	00	
Surveillance	In/SD	2/5	—	—	—	—	—	—	00	
Time Sense	In/Me	1/3	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	1/4	—	—	—	—	—	—	00	
Duping	Pr	1/4	—	—	—	—	—	—	00	
Interrogation	Ag/Re	1/4	—	—	—	—	—	—	00	
Leadership	Pr/Re	1/4	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	1/5	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	1/5	—	—	—	—	—	—	00	
Camouflage	Re/In	2/7	—	—	—	—	—	—	00	
Disguise	Pr/SD	1/5	—	—	—	—	—	—	00	
Hide Item	Re/In	2/7	—	—	—	—	—	—	00	
Mimery	Ag/SD	1/5	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	2/4	—	—	—	—	—	—	00	
Set Traps	Re/Ag	4	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3/6	—	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	1/4	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES				Total	Skill	Stats	Cost	Skill Rank	BONUSES				Total
				Skill	Level	Stat	Special						Skill	Level	Stat	Special	
Primary Skills																	
Adr.Mv., Balance	Pr/SD	2/7	—	—	—	—	—	00	Swimming	Ag	2/5	—	—	—	—	00	
Adr.Mv., Landing	Pr/SD	2/7	—	—	—	—	—	00	Weapon Skills	— St/St/Ag or St/Ag/Ag or St/Ag	—	—	—	—	3/7, 4, 6, 6, 9	—	
Adr.Mv., Leaping	Pr/SD	2/7	—	—	—	—	—	00						—	—	00	
Adr.Mv., Speed	Pr/SD	2/7	—	—	—	—	—	00						—	—	00	
Adr.Mv., Strength	Pr/SD	2/7	—	—	—	—	—	00						—	—	00	
Adrenal Defense	none	15	—	—	—	—	—	0						—	—	00	
Ambush	none	3	—	—	—	—	—	0						—	—	00	
Body Develop.	Co	1/5	—	—	—	1	—	00						—	—	00	
Channeling	In	13	—	—	—	—	—	0						—	—	00	
Climbing	Ag	2/5	—	—	—	1	—	00						—	—	00	
Directed Spells	Ag	9	—	—	—	—	—	0						—	—	00	
Disarm Traps	In/Ag	2/6	—	—	—	1	—	00						—	—	00	
Perception (Gen.)	In/Re	2/7	—	—	—	1	—	00						—	—	00	
Linguistics	none	3/*	—	—	—	—	—	00						—	—	00	
M.A. Strikes	St/St/Ag	3/7	—	—	—	1	—	00						—	—	00	
	St/St/Ag	3/7	—	—	—	1	—	00						—	—	00	
M.A. Sw. & Th.	Ag/Ag/St	3/7	—	—	—	1	—	00						—	—	00	
	Ag/Ag/St	3/7	—	—	—	1	—	00						—	—	00	
Mn. in Armor, SL	Ag	2/*	—	—	—	1	—	00						—	—	00	
Mn. in Armor, RL	Ag	2/*	—	—	—	1	—	00						—	—	00	
Mn. in Armor, Ch	Ag	4/*	—	—	—	1	—	00						—	—	00	
Mn. in Armor, Pl	Ag	6/*	—	—	—	1	—	00						—	—	00	
Pick Locks	In/Re/Ag	2/5	—	—	—	1	—	00						—	—	00	
Riding	Em/Ag	1/3	—	—	—	2	—	00						—	—	00	
Runes	Em/In	5	—	—	—	—	—	0						—	—	00	
Spell List Acquis.	varies	4/*	—	—	—	—	—	00						—	—	00	
Stalk & Hide	Ag/SD	1/4	—	—	—	1	—	00						—	—	00	
Staves & Wands	Em/In	6	—	—	—	—	—	0						—	—	00	
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	2/5	—	—	—	1	—	00	Public Speaking	Em/Pr/Ag	2/6	—	—	—	—	00	
Acting	Pr/Ag/Em	2/6	—	—	—	1	—	00	Rope Mastery	Me/Ag	2/6	—	—	—	2	00	
Animal Healing	Em/Re	2/6	—	—	—	—	—	00	Rowing	St/SD	1/3	—	—	—	1	00	
Caving	SD/Re	2/6	—	—	—	2	—	00	Sailing	Em/In	2/6	—	—	—	1	00	
Contortions	Ag/SD	2/6	—	—	—	1	—	00	Seduction	Em/Pr/Ag	2/6	—	—	—	—	00	
Cookery	In/Re	2/5	—	—	—	2	—	00	Signaling	Me/SD	1/4	—	—	—	—	00	
Dance	Ag/In	2/6	—	—	—	1	—	00	Singing	Pr/In	2/6	—	—	—	—	00	
Diving	SD/Ag	2/4	—	—	—	1	—	00	Skiing	Ag/SD	2/6	—	—	—	1	00	
Falsification	SD/Re	3	—	—	—	1	—	0	Smithing	St/Ag	3/5	—	—	—	2	00	
First Aid	SD/Em	2/6	—	—	—	—	—	00	Spell Mastery	varies	3/5	—	—	—	—	00	
Fletching	Ag/SD	1/4	—	—	—	2	—	00	Star-Gazing	In/Me	2/6	—	—	—	—	00	
Foraging	In/Me	1/4	—	—	—	2	—	00	Stone Crafts	SD/Ag	2/6	—	—	—	2	00	
Frenzy	Em/SD	2/6	—	—	—	1	—	00	Subduing	Ag/Qu	2/5	—	—	—	1	00	
Gambling	Me/Pr	2/4	—	—	—	2	—	00	Tracking	In/Re	1/2	—	—	—	1	00	
Herdin	Em/Pr	1/2	—	—	—	1	—	00	Trading	Re/Me	3/6	—	—	—	—	00	
Leather-working	Ag/Re	2/4	—	—	—	2	—	00	Trap-Building	Re/Em	2/6	—	—	—	1	00	
Mathematics	Re/Me	3/6	—	—	—	—	—	00	Trickery	Pr/Qu	2/6	—	—	—	1	00	
Meditation	Pr/SD	2/6	—	—	—	—	—	00	Tumbling	Ag/SD	1/5	—	—	—	1	00	
Music	Ag/Em	2/6	—	—	—	—	—	00	Weather-Watching	In/Em	1/4	—	—	—	—	00	
									Wood Crafts	Ag/Em	1/3	—	—	—	2	00	
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	7	—	—	—	—	—	0	Flora Lore	Me/Re	2	—	—	—	—	0	
Advanced Math	Re/Me	7	—	—	—	—	—	0	Heraldry	Re/Me	2/5	—	—	—	—	00	
Alchemy	Re/Me	3/5	—	—	—	—	—	00	Herb Lore	Me/Re	2/6	—	—	—	—	00	
Anthropology	In/Em	6	—	—	—	—	—	0	Lock Lore	Me/Re	2/6	—	—	—	—	00	
Architecture	Re/Em	5	—	—	—	—	—	0	Mapping	Re/Me	6	—	—	—	—	0	
Astronomy	Em/Re	3/7	—	—	—	—	—	00	Mechanition	Ag/Re	2/5	—	—	—	—	00	
Basic Mathematics	Re/Me	3/6	—	—	—	—	—	00	Metal Lore	Me/Re	2/6	—	—	—	—	00	
Biochemistry	In/Re	4	—	—	—	—	—	0	Military Org.	Pr/Re	2/5	—	—	—	—	00	
Boat Pilot	Me/Ag	2/4	—	—	—	—	—	00	Mining	Re/In	2/6	—	—	—	—	00	
Demon/Devil Lore	Me/Re	5	—	—	—	—	—	0	Navigation	Re/In	2/5	—	—	—	—	00	
Drafting	Re/Me	2/5	—	—	—	—	—	00	Planetology	Em/Re	5	—	—	—	—	0	
Dragon Lore	Me/Re	4	—	—	—	—	—	0	Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	0	
Engineering	In/Re	2/5	—	—	—	—	—	00	Physics	Me/Re	7	—	—	—	—	0	
Faerie Lore	Me/Re	6	—	—	—	—	—	0	Poison Lore	Me/Re	1/4	—	—	—	—	00	
Fauna Lore	Me/Re	2	—	—	—	—	—	0	Racial History	Me/Re	3	—	—	—	—	0	
									Sanity Heal. Lore	Me/Em	8	—	—	—	—	0	
									Siege Engineer	Re/In	1/3	—	—	—	—	00	
									Stone Lore	Me/Re	2/5	—	—	—	—	00	

Sense Enhancement	☐	—	—	Movement Enhancement	☐	—	—
Combat Enhancement	☐	—	—	Combat Enhancement	☐	—	—
Animal Bonding	☐	—	—	Animal Control	☐	—	—
Calm Spirits	☐	—	—		☐	—	—
Essence Hand	☐	—	—	Essence's Perceptions	☐	—	—
Rune Mastery	☐	—	—	Spell Wall	☐	—	—
Lesser Illusions	☐	—	—	Detecting Ways	☐	—	—
Unbarring Ways	☐	—	—	Physical Enhancement	☐	—	—
Elemental Shields	☐	—	—	Delving Ways	☐	—	—
	☐	—	—		☐	—	—
	☐	—	—		☐	—	—

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Tactics	In/Re	1/3	—	—	—	—	—	—	00	
Trading Lore	Me/Re	1/3	—	—	—	—	—	—	00	
Xeno-Lores	varies	4	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ap	1/2	—	—	2	—	—	—	00	
	Em/Pr/Ap	1/2	—	—	2	—	—	—	00	
	Em/Pr/Ap	1/2	—	—	2	—	—	—	00	
Animal Training	Em/Pr/Ap	1/2	—	—	2	—	—	—	00	
	Em/Pr/Ap	1/2	—	—	2	—	—	—	00	
	Em/Pr/Ap	1/2	—	—	2	—	—	—	00	
Beast Master	Em/Pr	1/2	—	—	2	—	—	—	00	
	Em/Pr	1/2	—	—	2	—	—	—	00	
	Em/Pr	1/2	—	—	2	—	—	—	00	
Driving	Ag/Qu	1/4	—	—	2	—	—	—	00	
Loading	Em/Re	1/4	—	—	2	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/5	—	—	1	—	—	—	00	
Distance Running	Co	2/5	—	—	1	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	1	—	—	—	00	
Rappelling	Ag	3/7	—	—	1	—	—	—	00	
Skating	Ag/SD	2/6	—	—	1	—	—	—	00	
Sprinting	Qu	2/5	—	—	1	—	—	—	00	
Surfing	Ag/SD	2/6	—	—	1	—	—	—	00	
Combat										
Brawling	Re/In	2/6	—	—	1	—	—	—	00	
Disarm, Armed	Ag	2/5	—	—	1	—	—	—	00	
Disarm, Unarmed	Ag	3/6	—	—	1	—	—	—	00	
Grappling Hook	Ag	2/6	—	—	1	—	—	—	00	
Iai	Qu/Ag	2/6	—	—	1	—	—	—	00	
Lancing	St/Ag	3/6	—	—	1	—	—	—	00	
Missile Artillery	In/Ag	2/5	—	—	1	—	—	—	00	
Reverse Stroke	Ag/Re	3/7	—	—	1	—	—	—	00	
Stunned Maneuv.	SD	2/5	—	—	1	—	—	—	00	
Tumbling Attack	Ag/St	2/6	—	—	1	—	—	—	00	
Tumbling Evasion	Ag/Qu	1/5	—	—	1	—	—	—	00	
2 Weapon Combo	St	v	—	—	1	—	—	—	00	
Yado	Qu/Ag	3/6	—	—	1	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	1/4	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	2/5	—	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	—	00	
Dowsing	Em	3/7	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	3/6	—	—	—	—	—	—	00	
Death	SD/Pr	2/4	—	—	—	—	—	—	00	
Healing	SD/Em	2/5	—	—	—	—	—	—	00	
Ki	SD/Pr	2/6	—	—	—	—	—	—	00	
Sleep	SD/In	2/7	—	—	—	—	—	—	00	
Trance	Pr/SD	3/7	—	—	—	—	—	—	00	
Mnemonics	Me/SD	3/7	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	6	—	—	—	—	—	—	0	
Deadly										
Silent Kill	Ag	2/6	—	—	1	—	—	—	00	
Use/Rem. Poison	Ag/In	2/5	—	—	1	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2/5	—	—	2	—	—	—	00	
Armor Evaluation	In/Re	1/2	—	—	2	—	—	—	00	
Metal Evaluation	In/Re	3/6	—	—	2	—	—	—	00	
Stone Evaluation	In/Re	3/6	—	—	2	—	—	—	00	
Weap. Evaluation	In/Re	1/2	—	—	2	—	—	—	00	
General										
Advertising	In/Re	3/6	—	—	2	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	2	—	—	—	00	
Gimmickry	Re	2/4	—	—	2	—	—	—	00	
Horticulture	In/Em	8	—	—	2	—	—	—	0	
Painting	In/Ag	2/6	—	—	2	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	2	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	2	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	2	—	—	—	0	
Sculpting	In/Ag	2/6	—	—	2	—	—	—	00	
Skinning	Ag/In	1/4	—	—	2	—	—	—	00	
Tactical Games	Re/Me	2/5	—	—	2	—	—	—	00	
Gymnastic										
Juggling	Ag/In	1/5	—	—	1	—	—	—	00	
Jumping	St/Ag	1/3	—	—	1	—	—	—	00	
Pole Vaulting	St/Ag	2/5	—	—	1	—	—	—	00	
Stilt Walking	St/Ag	2/5	—	—	1	—	—	—	00	
Tightrope Walk.	Ag/SD	3/6	—	—	1	—	—	—	00	
Linguistic										
Lip Reading	In/Re	3/7	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	6	—	—	—	—	—	—	0	
Divination	In/Em	3/5	—	—	—	—	—	—	00	
Magical Language	none	6/*	—	—	—	—	—	—	00	
Magical Rituals	Re/Me	4	—	—	—	—	—	—	0	
Power Perception	Em	2/5	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	4	—	—	—	—	—	—	0	
Power Projection	varies	12	—	—	—	—	—	—	0	
Symbol Lore	Me/Re	7	—	—	—	—	—	—	0	
Targeting Skill	In	3/6	—	—	—	—	—	—	00	
Transcend Armor	varies	3/9	—	—	—	—	—	—	00	
Warding Lore	Me/Re	5	—	—	—	—	—	—	0	
Medical										
Diagnostics	In/Re	3	—	—	—	—	—	—	0	
Drug Tolerance	Co/SD	3	—	—	—	—	—	—	0	
Hypnosis	Pr/SD	4	—	—	—	—	—	—	0	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	7	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	2/4	—	—	1	—	—	—	00	
Direction Sense	In/Re	1/4	—	—	1	—	—	—	00	
Lie Perception	In/Re	3/5	—	—	1	—	—	—	00	
Loc. Secret Open.	In/Re	2/5	—	—	1	—	—	—	00	
Poison Percep.	In/Re	2/5	—	—	1	—	—	—	00	
Read Tracks	In/Re	1/2	—	—	1	—	—	—	00	
Sense Amb./Ass.	In/Re	1/3	—	—	1	—	—	—	00	
Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	—	00	
Surveillance	In/SD	3/6	—	—	1	—	—	—	00	
Time Sense	In/Me	3/5	—	—	1	—	—	—	00	
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00	
Duping	Pr	2/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/4	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/4	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	—	00	
Camouflage	Re/In	2/5	—	—	1	—	—	—	00	
Disguise	Pr/SD	2/6	—	—	1	—	—	—	00	
Hide Item	Re/In	2/5	—	—	1	—	—	—	00	
Mimery	Ag/SD	2/6	—	—	1	—	—	—	00	
Pick Pockets	Ag/In	2/6	—	—	1	—	—	—	00	
Set Traps	Re/Ag	2/4	—	—	1	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	2/5	—	—	2	—	—	—	00	
Region Lore	Re/Me	1/3	—	—	2	—	—	—	00	
Scrounge	In/Re	2/6	—	—	2	—	—	—	00	
Streetwise	Pr/In	3/6	—	—	2	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Xeno-Lores	varies	4	—	—	2	—	—	—	Gymnastic								
Animal									Juggling	Ag/In	3	—	—	—	—	—	—
Animal Handling	Em/Pr/Ap	2/5	—	—	—	—	—	—	Jumping	St/Ag	4	—	—	—	—	—	—
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	Pole Vaulting	St/Ag	5	—	—	—	—	—	—
Beast Master	Em/Pr	5	—	—	—	—	—	—	Stilt Walking	St/Ag	4	—	—	—	—	—	—
Driving	Ag/Qu	3	—	—	—	—	—	—	Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—
Loading	Em/Re	3	—	—	—	—	—	—	Linguistic								
Athletic									Lip Reading	In/Re	3/5	—	—	—	—	—	—
Athletic Games	St/Ag/Qu	3/7	—	—	—	—	—	—	Mimicry	In/SD	2/6	—	—	—	—	—	—
Distance Running	Co	3	—	—	—	—	—	—	Poetic Improv.	In/Re	2/6	—	—	—	—	—	—
Flying/Gliding	Ag	3	—	—	—	—	—	—	Propaganda	In/Em	3/6	—	—	—	—	—	—
Rappelling	Ag	7	—	—	—	—	—	—	Tale Telling	Pr	2/6	—	—	—	—	—	—
Skating	Ag/SD	3	—	—	—	—	—	—	Ventriloquism	SD/In	3/6	—	—	—	—	—	—
Sprinting	Qu	3	—	—	—	—	—	—	Magical								
Surfing	Ag/SD	3	—	—	—	—	—	—	Circle Lore	Me/Re	2/4	—	—	1	—	—	—
Combat									Divination	In/Em	3/5	—	—	1	—	—	—
Brawling	Re/In	18	—	—	2	—	—	—	Magical Language	none	4/*	—	—	1	—	—	—
Disarm, Armed	Ag	6	—	—	2	—	—	—	Magical Rituals	Re/Me	4	—	—	1	—	—	—
Disarm, Unarmed	Ag	9	—	—	2	—	—	—	Power Perception	Em	2/5	—	—	1	—	—	—
Grappling Hook	Ag	3	—	—	2	—	—	—	Power Pt. Dev.	varies	4	—	—	1	—	—	—
Jai	Qu/Ag	18	—	—	2	—	—	—	Power Projection	varies	2/4	—	—	1	—	—	—
Lancing	St/Ag	18	—	—	2	—	—	—	Symbol Lore	Me/Re	1/4	—	—	1	—	—	—
Missile Artillery	In/Ag	2/5	—	—	2	—	—	—	Targeting Skill	In	3/6	—	—	1	—	—	—
Reverse Stroke	Ag/Re	20	—	—	2	—	—	—	Transcend Armor	varies	3/8	—	—	1	—	—	—
Stunned Maneuv.	SD	4	—	—	2	—	—	—	Warding Lore	Me/Re	1/4	—	—	1	—	—	—
Tumbling Attack	Ag/St	5	—	—	2	—	—	—	Medical								
Tumbling Evasion	Ag/Qu	3	—	—	2	—	—	—	Diagnostics	In/Re	2	—	—	—	—	—	—
2 Weapon Combo	St	v	—	—	2	—	—	—	Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—
Yado	Qu/Ag	6	—	—	2	—	—	—	Hypnosis	Pr/SD	3/6	—	—	—	—	—	—
Concentration									Midwifery	Em/Me/In	4	—	—	—	—	—	—
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	Second Aid	SD/Em/In	3/6	—	—	—	—	—	—
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	Surgery	SD/Em/In	5	—	—	—	—	—	—
Control Lycan.	SD	2/6	—	—	—	—	—	—	Perception								
Dowsing	Em	2/5	—	—	—	—	—	—	Detect Traps	In	2/5	—	—	1	—	—	—
Meditation									Direction Sense	In/Re	2/4	—	—	1	—	—	—
Cleansing	SD/Em	1/4	—	—	—	—	—	—	Lie Perception	In/Re	3/5	—	—	1	—	—	—
Death	SD/Pr	2/4	—	—	—	—	—	—	Loc. Secret Open.	In/Re	2/5	—	—	1	—	—	—
Healing	SD/Em	2/4	—	—	—	—	—	—	Poison Percep.	In/Re	2/4	—	—	1	—	—	—
Ki	SD/Pr	3/5	—	—	—	—	—	—	Read Tracks	In/Re	3	—	—	1	—	—	—
Sleep	SD/In	2/4	—	—	—	—	—	—	Sense Amb./Ass.	In/Re	3	—	—	1	—	—	—
Trance	Pr/SD	2/4	—	—	—	—	—	—	Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	—
Mnemonics	Me/SD	1/4	—	—	—	—	—	—	Surveillance	In/SD	2/5	—	—	1	—	—	—
Spacial Loc. Aw.	In	3/6	—	—	—	—	—	—	Time Sense	In/Me	1/4	—	—	1	—	—	—
Deadly									Social								
Silent Kill	Ag	6	—	—	—	—	—	—	Diplomacy	Pr/In	2/5	—	—	—	—	—	—
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	Duping	Pr	3/5	—	—	—	—	—	—
Evaluation									Interrogation	Ag/Re	4	—	—	—	—	—	—
Appraisal	Re/Me	1/2	—	—	2	—	—	—	Leadership	Pr/Re	2/4	—	—	—	—	—	—
	Re/Me	1/2	—	—	2	—	—	—	Subterfuge								
Armor Evaluation	In/Re	1/3	—	—	2	—	—	—	Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—
	In/Re	1/3	—	—	2	—	—	—	Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—
Metal Evaluation	In/Re	1/2	—	—	2	—	—	—	Camouflage	Re/In	6	—	—	—	—	—	—
	In/Re	1/2	—	—	2	—	—	—	Disguise	Pr/SD	3/6	—	—	—	—	—	—
Stone Evaluation	In/Re	1/2	—	—	2	—	—	—	Hide Item	Re/In	2/5	—	—	—	—	—	—
	In/Re	1/2	—	—	2	—	—	—	Mimery	Ag/SD	3/6	—	—	—	—	—	—
Weap. Evaluation	In/Re	1/3	—	—	2	—	—	—	Pick Pockets	Ag/In	3	—	—	—	—	—	—
General									Set Traps	Re/Ag	2/4	—	—	—	—	—	—
Advertising	In/Re	3/6	—	—	2	—	—	—	Survival								
Crafting	Ag/SD	1/3	—	—	2	—	—	—	Hostile Environ.	Ag/SD	3	—	—	—	—	—	—
Gimmickry	Re	1/4	—	—	2	—	—	—	Region Lore	Re/Me	2/5	—	—	—	—	—	—
Horticulture	In/Em	1/5	—	—	2	—	—	—	Scrounge	In/Re	2/6	—	—	—	—	—	—
Painting	In/Ag	2/5	—	—	2	—	—	—	Streetwise	Pr/In	2/4	—	—	—	—	—	—
Play Instrument, #1	Ag/Me	2/6	—	—	2	—	—	—									
Play Instrument, #2	Ag/Me	3/7	—	—	2	—	—	—									
Play Instrument, #3	Ag/Me	3	—	—	2	—	—	—									
Sculpting	In/Ag	2/4	—	—	2	—	—	—									
Skinning	Ag/In	3	—	—	2	—	—	—									
Tactical Games	Re/Me	1/4	—	—	2	—	—	—									

DELIVER SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	BONUSES					Skill Rank	Stats	Cost	Skill Level	BONUSES				
				Skill	Level	Stat	Special	Total					Stat	Special	Total		
Primary Skills																	
Adr.Mv., Balance	Pr/SD	2/7															
Adr.Mv., Landing	Pr/SD	2/7															
Adr.Mv., Leaping	Pr/SD	2/7															
Adr.Mv., Speed	Pr/SD	2/7															
Adr.Mv., Strength	Pr/SD	2/7															
Adrenal Defense	none	3															
Ambush	none	3															
Body Develop.	Co	2/6				1											
Channeling	In	2/7				1											
Climbing	Ag	2/5				1											
Directed Spells	Ag	15				1											
Disarm Traps	In/Ag	5															
Perception (Gen.)	In/Re	2/4															
Linguistics	none	3/*															
M.A. Strikes	St/St/Ag	2/5				2											
	St/St/Ag	2/5				2											
	St/St/Ag	2/5				2											
	St/St/Ag	2/5				2											
M.A. Sw. & Th.	Ag/Ag/St	2/5				2											
	Ag/Ag/St	2/5				2											
	Ag/Ag/St	2/5				2											
	Ag/Ag/St	2/5				2											
Mn. in Armor, SL	Ag	5/*				2											
Mn. in Armor, RL	Ag	7/*				2											
Mn. in Armor, Ch	Ag	9/*				2											
Mn. in Armor, Pl	Ag	20				2											
Pick Locks	In/Re/Ag	6															
Riding	Em/Ag	3															
Runes	Em/In	8				1											
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	1/4				1											
Acting	Pr/Ag/Em	2/6															
Animal Healing	Em/Re	2/5															
Caving	SD/Re	2/6															
Contortions	Ag/SD	1/4				1											
Cookery	In/Re	2/6															
Dance	Ag/In	1/5				1											
Diving	SD/Ag	1/3				1											
Falsification	SD/Re	5															
First Aid	SD/Em	1/4															
Fletching	Ag/SD	3															
Foraging	In/Me	2/4															
Frenzy	Em/SD	1/5															
Gambling	Me/Pr	3/5				2											
Herdin	Em/Pr	3/6															
Leather-working	Ag/Re	3/5															
Mathematics	Re/Me	2/6															
Meditation	Pr/SD	2/6															
Music	Ag/Em	2/6															
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	2/6															
Advanced Math	Re/Me	3/7															
Alchemy	Re/Me	3/7															
Anthropology	In/Em	3															
Architecture	Re/Em	4															
Astronomy	Em/Re	3/7															
Basic Mathematics	Re/Me	2/6															
Biochemistry	In/Re	4															
Boat Pilot	Me/Ag	3/7															
Demon/Devil Lore	Me/Re	2/4															
Drafting	Re/Me	3															
Dragon Lore	Me/Re	2/5															
Engineering	In/Re	4															
Spell List Acquis.																	
Stalk & Hide	Ag/SD	3															
Staves & Wands	Em/In	6										1					
Swimming	Ag	1/5										1					
Weapon Skills—St/St/Ag or St/Ag/Ag or St/Ag — 3/9, 5, 6, 6, 9, 15																	
												2					
												2					
												2					
												2					
												2					
Fascination Dances																	
Traveling Dances																	
Teledance																	
Barrier Law																	
Light's Way																	
Detection Mastery																	
Sound's Way																	
Weather Ways																	
Deadly Dances																	
Changing Dances																	
Communing Dances																	
Purifications																	
Nature's Law																	
Spell Defense																	
Concussion's Ways																	
Lofty Movements																	
Public Speaking																	
Rope Mastery	Me/Ag	2/6															
Rowing	St/SD	3/9										1					
Sailing	Em/In	3/7										1					
Seduction	Em/Pr/Ag	2/5										2					
Signaling	Me/SD	2/5															
Singing	Pr/In	2/5															
Skiing	Ag/SD	1/4										1					
Smithing	St/Ag	4															
Spell Mastery	varies	3/5										1					
Star-Gazing	In/Me	2/5															
Stone Crafts	SD/Ag	4															
Subduing	Ag/Qu	3/6															
Tracking	In/Re	2/6															
Trading	Re/Me	3/6															
Trap-Building	Re/Em	2/6															
Trickery	Pr/Qu	3															
Tumbling	Ag/SD	1/4										1					
Weather-Watching	In/Em	2/5															
Wood Crafts	Ag/Em	3															
Faerie Lore																	
Fauna Lore	Me/Re	2/5															
Flora Lore	Me/Re	2/5															
Heraldry	Re/Me	2/5															
Herb Lore	Me/Re	2/4															
Lock Lore	Me/Re	4															
Mapping	Re/Me	3															
Mechanition	Ag/Re	4															
Metal Lore	Me/Re	3															
Military Org.	Pr/Re	3/6															
Mining	Re/In	5															
Navigation	Re/In	2/4															
Planetology	Em/Re	6															
Phil./Relig. Doct.	Me/In/Re	1/2															
Physics	Me/Re	5															
Poison Lore	Me/Re	1/4															
Racial History	Me/Re	2/5															

DERVISH SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Sanity Heal. Lore	Me/Em	2							Gymnastic								
Siege Engineer	Re/In	2/6							Juggling	Ag/In	2/5			1			
Stone Lore	Me/Re	2/5							Jumping	St/Ag	1/4			1			
Tactics	In/Re	2/6							Pole Vaulting	St/Ag	2/5			1			
Trading Lore	Me/Re	2/6							Stilt Walking	St/Ag	2/5			1			
Xeno-Lores	varies	6							Tightrope Walk.	Ag/SD	1/5			1			
Animal									Linguistic								
Animal Handling	Em/Pr/Ap	3							Lip Reading	In/Re	3/5						
Animal Training	Em/Pr/Ap	5							Mimicry	In/SD	2/6						
Beast Master	Em/Pr	4							Poetic Improv.	In/Re	1/4						
Driving	Ag/Qu	3							Propaganda	In/Em	3/6						
Loading	Em/Re	3							Tale Telling	Pr	2/5						
Athletic									Ventriloquism	SD/In	3/7						
Athletic Games	St/Ag/Qu	3/6			1				Magical								
Distance Running	Co	1/2			1				Circle Lore	Me/Re	3/8			1			
Flying/Gliding	Ag	2/5			1				Divination	In/Em	3/5			1			
Rappelling	Ag	3/7			1				Magical Language	none	4/*			1			
Skating	Ag/SD	1/3			1				Magical Rituals	Re/Me	4			1			
Sprinting	Qu	1/3			1				Power Perception	Em	2/5			1			
Surfing	Ag/SD	1/4			1				Power Pt. Dev.	varies	4			1			
Combat									Power Projection	varies	2/5			1			
Brawling	Re/In	5			2				Symbol Lore	Me/Re	3/6			1			
Disarm, Armed	Ag	5			2				Targeting Skill	In	2/5			1			
Disarm, Unarmed	Ag	4			2				Transcend Armor	varies	4/6			1			
Grappling Hook	Ag	3			2				Warding Lore	Me/Re	3/6			1			
Jai	Qu/Ag	2/5			2				Medical								
Lancing	St/Ag	12			2				Diagnostics	In/Re	2/5						
Missile Artillery	In/Ag	3/7			2				Drug Tolerance	Co/SD	2/5						
Reverse Stroke	Ag/Re	3/9			2				Hypnosis	Pr/SD	2/5						
Stunned Maneuv.	SD	2/5			2				Midwifery	Em/Me/In	2/6						
Tumbling Attack	Ag/St	2/5			2				Second Aid	SD/Em/In	2/5						
Tumbling Evasion	Ag/Qu	2/5			2				Surgery	SD/Em/In	3/6						
2 Weapon Combo	St	v			2				Perception								
Yado	Qu/Ag	4			2				Detect Traps	In	3/7						
Concentration									Direction Sense	In/Re	1/4						
Ad. Mv. Quick Draw	Pr/SD	1/4							Lie Perception	In/Re	1/3						
Body Damage St.	SD/Em	1/5							Loc. Secret Open.	In/Re	2/5						
Control Lycan.	SD	1/3							Poison Percep.	In/Re	3						
Dowsing	Em	2/4							Read Tracks	In/Re	3/6						
Meditation									Sense Amb./Ass.	In/Re	1/5						
Cleansing	SD/Em	1/3							Sense Reality Wp.	In/Em	3/6						
Death	SD/Pr	2/6							Surveillance	In/SD	2/6						
Healing	SD/Em	1/4							Time Sense	In/Me	2/4						
Ki	SD/Pr	3/7							Social								
Sleep	SD/In	3/6							Diplomacy	Pr/In	2/6			2			
Trance	Pr/SD	3/6							Duping	Pr	3/5			2			
Mnemonics	Me/SD	2/6							Interrogation	Ag/Re	3/6			2			
Spacial Loc. Aw.	In	3/7							Leadership	Pr/Re	2/6			2			
Deadly									Subterfuge								
Silent Kill	Ag	5							Begging	Pr/Em/Ap	1/4						
Use/Rem. Poison	Ag/In	3							Bribery	Pr/Re/Ap	3/6						
Evaluation									Camouflage	Re/In	2/6						
Appraisal	Re/Me	3							Disguise	Pr/SD	2/6						
Armor Evaluation	In/Re	6							Hide Item	Re/In	3						
Metal Evaluation	In/Re	4							Mimery	Ag/SD	2/7						
Stone Evaluation	In/Re	4							Pick Pockets	Ag/In	2/5						
Weap. Evaluation	In/Re	3							Set Traps	Re/Ag	6						
General									Survival								
Advertising	In/Re	1/4							Hostile Environ.	Ag/SD	3/5						
Crafting	Ag/SD	2/6							Region Lore	Re/Me	2/6						
Gimmickry	Re	3							Scrounge	In/Re	2/6						
Horticulture	In/Em	2/6							Streetwise	Pr/In	1/4						
Painting	In/Ag	4															
Play Instrument, #1	Ag/Me	2/6															
Play Instrument, #2	Ag/Me	3/7															
Play Instrument, #3	Ag/Me	3															
Sculpting	In/Ag	4															
Skinning	Ag/In	4															
Tactical Games	Re/Me	2/4															

DERVISH SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	Bonuses			Skill	Stats	Cost	Skill Rank	Bonuses					
				Skill	Level	Stat	Special	Total				Skill	Level	Stat	Special	Total
Primary Skills																
Adr.Mv., Balance	Pr/SD	2/4						00	Staves & Wands	Em/In	5			0 ¹		0
Adr.Mv., Landing	Pr/SD	2/4						00	Swimming	Ag	2/6			2 ¹		00
Adr.Mv., Leaping	Pr/SD	2/4						00	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 5, 8, 8, 15, 15							
Adr.Mv., Speed	Pr/SD	2/4						00						1 ¹		0
Adr.Mv., Strength	Pr/SD	2/4						00						1 ¹		0
Adrenal Defense	none	6						0						1 ¹		0
Ambush	none	4						0	Evasions Monk's Sense Body Reins Essence Hand Rune Mastery Lesser Illusions Unbarring Ways Elemental Shields Invisible Ways Spirit Mastery Lofty Bridge Gate Mastery Rapid Ways Body Renewal Monk's Bridge Essence's Perceptions Spell Wall Detecting Ways Physical Enhancement Delving Ways Living change Spell Reins Spell Enhancement Dispelling Ways Shield Mastery							
Body Develop.	Co	3/7			1 ¹			00								
Channeling	In	13						0								
Climbing	Ag	3/7			2 ¹			00								
Directed Spells	Ag	9						0								
Disarm Traps	In/Ag	4			1 ¹			0								
Perception (Gen.)	In/Re	2/7			1 ¹			00								
Linguistics	none	3/*						00								
M.A. Strikes	St/St/Ag	2/5			1 ¹			00								
	St/St/Ag	2/5			1 ¹			00								
	St/St/Ag	2/5			1 ¹			00								
	St/St/Ag	2/5			1 ¹			00								
M.A. Sw. & Th.	Ag/Ag/St	2/5			1 ¹			00								
	Ag/Ag/St	2/5			1 ¹			00								
	Ag/Ag/St	2/5			1 ¹			00								
	Ag/Ag/St	2/5			1 ¹			00								
Mn. in Armor, SL	Ag	9			1			0								
Mn. in Armor, RL	Ag	9			1			0								
Mn. in Armor, Ch	Ag	10			1			0								
Mn. in Armor, Pl	Ag	10			1			0								
Pick Locks	In/Re/Ag	4			1 ¹			0								
Riding	Em/Ag	3			1 ¹			0								
Runes	Em/In	4			0 ¹			0								
Spell List Acquis.	varies	4/*						00								
Stalk & Hide	Ag/SD	2/7			1 ¹			00								
Character Law Secondary Skills																
Acrobatics	Ag/Qu	1/5			2			00	Rope Mastery	Me/Ag	2/4					00
Acting	Pr/Ap/Em	2/6			1 ¹			00	Rowing	St/SD	1/5			2		00
Animal Healing	Em/Re	2/5			1			00	Sailing	Em/In	2/4			2		00
Caving	SD/Re	2/6			1 ¹			00	Seduction	Em/Pr/Ap	2/6					00
Contortions	Ag/SD	2/4			2			00	Signaling	Me/SD	2/6					00
Cookery	In/Re	2/6						00	Singing	Pr/In	2/6					00
Dance	Ag/In	1/5			2			00	Skiing	Ag/SD	2/6			2		00
Falsification	SD/Re	3			1 ¹			0	Smithing	St/Ag	2/6					00
First Aid	SD/Em	2/6			1			00	Spell Mastery	varies	3/5					00
Fletching	Ag/SD	2/5						00	Star-Gazing	In/Me	2/5			1		00
Foraging	In/Me	2/6			1 ¹			00	Stone Crafts	SD/Ag	2/7					00
Frenzy	Em/SD	1/3						00	Subduing	Ag/Qu	3			1		0
Gambling	Me/Pr	2/6						00	Tracking	In/Re	2/6			1 ¹		00
Herding	Em/Pr	3/7			1 ¹			00	Trading	Re/Me	3/6					00
Leather-working	Ag/Re	2/6						00	Trap-Building	Re/Em	2/6			1 ¹		00
Mathematics	Re/Me	2/5						00	Trickery	Pr/Qu	2/5			1 ¹		00
Meditation	Pr/SD	1/5						00	Tumbling	Ag/SD	1/4			2		00
Music	Ag/Em	2/6						00	Weather-Watching	In/Em	1/5			1		00
Public Speaking	Em/Pr/Ap	2/6						00	Wood Crafts	Ag/Em	1/5					00
Rolemaster Companion Secondary Skills																
Academic																
Administration	Re/Pr	3/7			1			00	Dragon Lore	Me/Re	2/5			1		00
Advanced Math	Re/Me	3/6			1			00	Engineering	In/Re	2/5			1		00
Alchemy	Re/Me	2/5			1			00	Faerie Lore	Me/Re	2/4			1		00
Anthropology	In/Em	2/6			1			00	Fauna Lore	Me/Re	2/4			1		00
Architecture	Re/Em	3/6			1			00	Flora Lore	Me/Re	2/5			1		00
Astronomy	Em/Re	3/6			1			00	Heraldry	Re/Me	2/6			1		00
Basic Mathematics	Re/Me	2/5			1			00	Herb Lore	Me/Re	2/4			1		00
Biochemistry	In/Re	5			1			0	Lock Lore	Me/Re	1/4			1		00
Boat Pilot	Me/Ag	2/6			1			00	Mapping	Re/Me	3			1		0
Demon/Devil Lore	Me/Re	1/3			1			00	Mechanition	Ag/Re	2/5			1		00
Drafting	Re/Me	1/3			1			00	Metal Lore	Me/Re	2/6			1		00
									Military Org.	Pr/Re	2/5			1		00
									Mining	Re/In	2/6			1		00
									Navigation	Re/In	2/6			1		00
MONK SKILL SHEET #1																

Skill	Stats	Cost	Skill Rank	Bonuses				Total	
				Skill	Level	Stat	Special		
Planetology	Em/Re	5	—	—	1	—	—	0	
Phil./Relig. Doct.	Me/In/Re	1/3	—	—	1	—	—	0	
Physics	Me/Re	3/6	—	—	1	—	—	0	
Poison Lore	Me/Re	2/4	—	—	1	—	—	0	
Racial History	Me/Re	2/4	—	—	1	—	—	0	
Sanity Heal. Lore	Me/Em	2/5	—	—	1	—	—	0	
Siege Engineer	Re/In	2/4	—	—	1	—	—	0	
Stone Lore	Me/Re	2/6	—	—	1	—	—	0	
Tactics	In/Re	2/4	—	—	1	—	—	0	
Trading Lore	Me/Re	2/5	—	—	1	—	—	0	
Xeno-Lores	varies	4	—	—	1	—	—	0	
Animal									
Animal Handling	Em/Pr/Ap	2/5	—	—	1	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	1	—	—	0	
Beast Master	Em/Pr	4	—	—	1	—	—	0	
Driving	Ag/Qu	2/7	—	—	1	—	—	0	
Loading	Em/Re	2/7	—	—	1	—	—	0	
Athletic									
Athletic Games	St/Ag/Qu	1/5	—	—	2	—	—	0	
Distance Running	Co	2/6	—	—	2	—	—	0	
Flying/Gliding	Ag	2/5	—	—	2	—	—	0	
Rappelling	Ag	3/7	—	—	2	—	—	0	
Skating	Ag/SD	2/6	—	—	2	—	—	0	
Sprinting	Qu	2/6	—	—	2	—	—	0	
Surfing	Ag/SD	2/6	—	—	2	—	—	0	
Combat									
Brawling	Re/In	8	—	—	1	—	—	0	
Disarm, Armed	Ag	3	—	—	1	—	—	0	
Disarm, Unarmed	Ag	2/4	—	—	1	—	—	0	
Grappling Hook	Ag	2/4	—	—	1	—	—	0	
Jai	Qu/Ag	2/4	—	—	1	—	—	0	
Lancing	St/Ag	3/6	—	—	1	—	—	0	
Missile Artillery	In/Ag	2/5	—	—	1	—	—	0	
Reverse Stroke	Ag/Re	3/7	—	—	1	—	—	0	
Stunned Maneuv.	SD	2/4	—	—	1	—	—	0	
Tumbling Attack	Ag/St	2/5	—	—	1	—	—	0	
Tumbling Evasion	Ag/Qu	1/4	—	—	1	—	—	0	
2 Weapon Combo	St	v	—	—	1	—	—	0	
Yado	Qu/Ag	3/6	—	—	1	—	—	0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	1/4	—	—	—	—	—	0	
Body Damage St.	SD/Em	1/3	—	—	—	—	—	0	
Control Lycan.	SD	2/6	—	—	—	—	—	0	
Dowsing	Em	2/4	—	—	—	—	—	0	
Meditation									
Cleansing	SD/Em	1/2	—	—	—	—	—	0	
Death	SD/Pr	1/4	—	—	—	—	—	0	
Healing	SD/Em	1/4	—	—	—	—	—	0	
Ki	SD/Pr	1/3	—	—	—	—	—	0	
Sleep	SD/In	1/5	—	—	—	—	—	0	
Trance	Pr/SD	1/5	—	—	—	—	—	0	
Mnemonics	Me/SD	2/4	—	—	—	—	—	0	
Spacial Loc. Aw.	In	1/3	—	—	—	—	—	0	
Deadly									
Silent Kill	Ag	3	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	0	
Evaluation									
Appraisal	Re/Me	2/5	—	—	—	—	—	0	
Armor Evaluation	In/Re	3/6	—	—	—	—	—	0	
Metal Evaluation	In/Re	3	—	—	—	—	—	0	
Stone Evaluation	In/Re	3	—	—	—	—	—	0	
Weap. Evaluation	In/Re	3/6	—	—	—	—	—	0	
General									
Advertising	In/Re	3/6	—	—	—	—	—	0	
Crafting	Ag/SD	1/4	—	—	—	—	—	0	
Gimmickry	Re	2/6	—	—	—	—	—	0	
Horticulture	In/Em	1/4	—	—	—	—	—	0	
Painting	In/Ag	1/3	—	—	—	—	—	0	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	0	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	0	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0	
Sculpting	In/Ag	2/5	—	—	—	—	—	0	
Skinning	Ag/In	2/6	—	—	—	—	—	0	
Tactical Games	Re/Me	1/4	—	—	—	—	—	0	
Gymnastic									
Juggling	Ag/In	2/7	—	—	2	—	—	0	
Jumping	St/Ag	2/5	—	—	2	—	—	0	
Pole Vaulting	St/Ag	2/5	—	—	2	—	—	0	
Stilt Walking	St/Ag	2/5	—	—	2	—	—	0	
Tightrope Walk.	Ag/SD	1/5	—	—	2	—	—	0	
Linguistic									
Lip Reading	In/Re	2/4	—	—	—	—	—	0	
Mimicry	In/SD	2/6	—	—	—	—	—	0	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	0	
Propaganda	In/Em	3/6	—	—	—	—	—	0	
Tale Telling	Pr	2/6	—	—	—	—	—	0	
Ventriloquism	SD/In	3/6	—	—	—	—	—	0	
Magical									
Circle Lore	Me/Re	3/6	—	—	—	—	—	0	
Divination	In/Em	3/5	—	—	—	—	—	0	
Magical Language	none	4/*	—	—	—	—	—	0	
Magical Rituals	Re/Me	3	—	—	—	—	—	0	
Power Perception	Em	2/5	—	—	—	—	—	0	
Power Pt. Dev.	varies	4	—	—	—	—	—	0	
Power Projection	varies	2/5	—	—	—	—	—	0	
Symbol Lore	Me/Re	2/5	—	—	—	—	—	0	
Targeting Skill	In	3/6	—	—	—	—	—	0	
Transcend Armor	varies	8	—	—	—	—	—	0	
Warding Lore	Me/Re	3/6	—	—	—	—	—	0	
Medical									
Diagnostics	In/Re	1/4	—	—	1	—	—	0	
Drug Tolerance	Co/SD	1/5	—	—	1	—	—	0	
Hypnosis	Pr/SD	4	—	—	1	—	—	0	
Midwifery	Em/Me/In	4	—	—	1	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	1	—	—	0	
Surgery	SD/Em/In	5	—	—	1	—	—	0	
Perception									
Detect Traps	In	2/5	—	—	1	—	—	0	
Direction Sense	In/Re	2/4	—	—	1	—	—	0	
Lie Perception	In/Re	2/4	—	—	1	—	—	0	
Loc. Secret Open.	In/Re	2/5	—	—	1	—	—	0	
Poison Percep.	In/Re	1/4	—	—	1	—	—	0	
Read Tracks	In/Re	2/5	—	—	1	—	—	0	
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	0	
Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	0	
Surveillance	In/SD	2/6	—	—	1	—	—	0	
Time Sense	In/Me	1/4	—	—	1	—	—	0	
Social									
Diplomacy	Pr/In	2/6	—	—	—	—	—	0	
Duping	Pr	2/6	—	—	—	—	—	0	
Interrogation	Ag/Re	3	—	—	—	—	—	0	
Leadership	Pr/Re	2/6	—	—	—	—	—	0	
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	0	
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	0	
Camouflage	Re/In	2/7	—	—	1	—	—	0	
Hide Item	Re/In	2/7	—	—	1	—	—	0	
Mimery	Ag/SD	2/6	—	—	1	—	—	0	
Pick Pockets	Ag/In	2/5	—	—	1	—	—	0	
Set Traps	Re/Ag	4	—	—	1	—	—	0	
Survival									
Hostile Environ.	Ag/SD	3/6	—	—	1	—	—	0	
Region Lore	Re/Me	2/6	—	—	1	—	—	0	
Scrounge	In/Re	2/6	—	—	1	—	—	0	
Streetwise	Pr/In	3/7	—	—	1	—	—	0	

Skill	Stats	Cost	Skill Rank	Bonuses					Skill Rank	Stats	Cost	Skill Rank	Bonuses						
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total		
Planetology	Em/Re	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Physics	Me/Re	3/8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Poison Lore	Me/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	Me/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Racial History	Me/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Sanity Heal. Lore	Me/Em	7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Siege Engineer	Re/In	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Stone Lore	Me/Re	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Tactics	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Trading Lore	Me/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Xeno-Lores	varies	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Animal																			
Animal Handling	Em/Pr/Ap	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Animal Training	Em/Pr/Ap	3/8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Beast Master	Em/Pr	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Driving	Ag/Qu	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Loading	Em/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Athletic																			
Athletic Games	St/Ag/Qu	2/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Distance Running	Co	1/3	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Flying/Gliding	Ag	1/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Rappelling	Ag	2/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Sprinting	Qu	1/3	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Surfing	Ag/SD	2/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Combat																			
Brawling	Re/In	2/7	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Disarm, Unarmed	Ag	2/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Grappling Hook	Ag	1/3	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Jai	Qu/Ag	18	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Lancing	St/Ag	18	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Missile Artillery	In/Ag	2/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Reverse Stroke	Ag/Re	4	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Stunned Maneuv.	SD	1/4	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Tumbling Attack	Ag/St	1/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Tumbling Evasion	Ag/Qu	1/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
2 Weapon Combo	St	v	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Yado	Qu/Ag	3/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—	—	—
Concentration																			
Ad. Mv. Quick Draw	Pr/SD	1/4	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Body Damage St.	SD/Em	1/3	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Control Lycan.	SD	2/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Dowsing	Em	3/5	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Meditation																			
Cleansing	SD/Em	3/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Death	SD/Pr	2/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Healing	SD/Em	3/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Ki	SD/Pr	3/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Sleep	SD/In	3/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Trance	Pr/SD	3/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Mnemonics	Me/SD	2/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Spacial Loc. Aw.	In	3/8	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—	—	—
Deadly																			
Silent Kill	Ag	1/3	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—	—	—
Use/Rem. Poison	Ag/In	1/4	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—	—	—
Evaluation																			
Appraisal	Re/Me	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Metal Evaluation	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Stone Evaluation	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Weap. Evaluation	In/Re	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
General																			
Advertising	In/Re	3/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Crafting	Ag/SD	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Gimmickry	Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Horticulture	In/Em	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Painting	In/Ag	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Sculpting	In/Ag	2/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Skinning	Ag/In	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Gymnastic																			
Juggling	Ag/In	1/2	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—
Jumping	St/Ag	1/4	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—
Pole Vaulting	St/Ag	1/3	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—
Stilt Walking	St/Ag	1/3	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—
Tightrope Walk.	Ag/SD	1/3	—	—	—	—	—	—	—	—	—	—	—	—	2	—	—	—	—
Linguistic																			
Lip Reading	In/Re	3/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Mimicry	In/SD	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Propaganda	In/Em	3/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Tale Telling	Pr	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Magical																			
Circle Lore	Me/Re	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Divination	In/Em	3/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Magical Language	none	4/*	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Magical Rituals	Re/Me	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Power Perception	Em	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Power Pt. Dev.	varies	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Power Projection	varies	9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Symbol Lore	Me/Re	6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Targeting Skill	In	3/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Transcend Armor	varies	3/9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Warding Lore	Me/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Medical																			
Diagnostics	In/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Drug Tolerance	Co/SD	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Hypnosis	Pr/SD	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Midwifery	Em/Me/In	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Surgery	SD/Em/In	6	—	—	—	—	—	—	—	—	—	—	—	—</					

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total	
				Skill	Level	Stat	Special			
Racial History	Me/Re	2/4	—	—	—	—	—	—	—	00
Sanity Heal. Lore	Me/Em	1/5	—	—	—	—	—	—	—	00
Siege Engineer	Re/In	1/3	—	—	—	—	—	—	—	00
Stone Lore	Me/Re	2/4	—	—	—	—	—	—	—	00
Tactics	In/Re	1/3	—	—	—	—	—	—	—	00
Trading Lore	Me/Re	1/4	—	—	—	—	—	—	—	00
Xeno-Lores	varies	4	—	—	—	—	—	—	—	0
Animal										
Animal Handling	Em/Pr/Ap	1/4	—	—	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	—	—	00
Beast Master	Em/Pr	4	—	—	—	—	—	—	—	0
Driving	Ag/Qu	2/6	—	—	—	—	—	—	—	00
Loading	Em/Re	2/6	—	—	—	—	—	—	—	00
Athletic										
Athletic Games	Ag/Qu/St	1/5	—	—	1	—	—	—	—	00
Distance Running	Co	2/5	—	—	1	—	—	—	—	00
Flying/Gliding	Ag	2/6	—	—	1	—	—	—	—	00
Rappelling	Ag	3/7	—	—	1	—	—	—	—	00
Skating	Ag/SD	2/6	—	—	1	—	—	—	—	00
Sprinting	Qu	2/5	—	—	1	—	—	—	—	00
Surfing	Ag/SD	2/6	—	—	1	—	—	—	—	00
Combat										
Brawling	Re/In	3/6	—	—	3	—	—	—	—	00
Disarm, Armed	Ag	2/5	—	—	3	—	—	—	—	00
Disarm, Unarmed	Ag	4	—	—	3	—	—	—	—	0
Grappling Hook	Ag	2/6	—	—	3	—	—	—	—	00
Jai	Qu/Ag	2/5	—	—	3	—	—	—	—	00
Lancing	St/Ag	3/6	—	—	3	—	—	—	—	00
Missile Artillery	In/Ag	1/4	—	—	3	—	—	—	—	00
Reverse Stroke	Ag/Re	3/7	—	—	3	—	—	—	—	00
Stunned Maneuv.	SD	2/5	—	—	3	—	—	—	—	00
Tumbling Attack	Ag/St	2/5	—	—	3	—	—	—	—	00
Tumbling Evasion	Ag/Qu	2/6	—	—	3	—	—	—	—	00
2 Weapon Combo	St	v	—	—	3	—	—	—	—	00
Yado	Qu/Ag	3/7	—	—	3	—	—	—	—	00
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	—	00
Body Damage St.	SD/Em	1/5	—	—	—	—	—	—	—	00
Control Lycan.	SD	1/4	—	—	—	—	—	—	—	00
Dowsing	Em	3/6	—	—	—	—	—	—	—	00
Meditation										
Cleansing	SD/Em	1/2	—	—	—	—	—	—	—	00
Death	SD/Pr	2/4	—	—	—	—	—	—	—	00
Healing	SD/Em	2/4	—	—	—	—	—	—	—	00
Ki	SD/Pr	1/5	—	—	—	—	—	—	—	00
Sleep	SD/In	2/4	—	—	—	—	—	—	—	00
Trance	Pr/SD	2/4	—	—	—	—	—	—	—	00
Mnemonics	Me/SD	2/6	—	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	—	00
Deadly										
Silent Kill	Ag	3/7	—	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	3/6	—	—	—	—	—	—	—	00
Evaluation										
Appraisal	Re/Me	1/4	—	—	—	—	—	—	—	00
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	—	00
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	—	00
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	—	00
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	—	—	00
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	—	00
Crafting	Ag/SD	2/4	—	—	—	—	—	—	—	00
Gimmickry	Re	2/6	—	—	—	—	—	—	—	00
Horticulture	In/Em	3	—	—	—	—	—	—	—	0
Painting	In/Ag	1/4	—	—	—	—	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	—	0
Sculpting	In/Ag	2/7	—	—	—	—	—	—	—	00
Skinning	Ag/In	2/6	—	—	—	—	—	—	—	00
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	—	00
Gymnastic										
Juggling	Ag/In	2/7	—	—	1	—	—	—	—	00
Pole Vaulting	St/Ag	3/6	—	—	1	—	—	—	—	00
Stilt Walking	St/Ag	3/6	—	—	1	—	—	—	—	00
Tightrope Walk.	Ag/SD	2/6	—	—	1	—	—	—	—	00
Linguistic										
Lip Reading	In/Re	2/5	—	—	—	—	—	—	—	00
Mimicry	In/SD	2/5	—	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	—	00
Propaganda	In/Em	3/6	—	—	—	—	—	—	—	00
Tale Telling	Pr	2/6	—	—	—	—	—	—	—	00
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	—	00
Magical										
Circle Lore	Me/Re	3/6	—	—	—	—	—	—	—	00
Divination	In/Em	3/5	—	—	—	—	—	—	—	00
Magical Language	none	4/*	—	—	—	—	—	—	—	00
Magical Rituals	Re/Me	5	—	—	—	—	—	—	—	0
Power Perception	Em	2/5	—	—	—	—	—	—	—	00
Power Pt. Dev.	varies	4	—	—	—	—	—	—	—	0
Power Projection	varies	2/6	—	—	—	—	—	—	—	00
Symbol Lore	Me/Re	3/6	—	—	—	—	—	—	—	00
Targeting Skill	In	3/6	—	—	—	—	—	—	—	00
Transcend Armor	varies	2/6	—	—	—	—	—	—	—	00
Warding Lore	Me/Re	2/5	—	—	—	—	—	—	—	00
Medical										
Diagnostics	In/Re	1/4	—	—	—	—	—	—	—	00
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	—	00
Hypnosis	Pr/SD	3/6	—	—	—	—	—	—	—	00
Midwifery	Em/Me/In	2/5	—	—	—	—	—	—	—	00
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	—	00
Surgery	SD/Em/In	3	—	—	—	—	—	—	—	0
Perception										
Detect Traps	In	1/4	—	—	1	—	—	—	—	00
Direction Sense	In/Re	2/4	—	—	1	—	—	—	—	00
Lie Perception	In/Re	1/3	—	—	1	—	—	—	—	00
Loc. Secret Open.	In/Re	2/4	—	—	1	—	—	—	—	00
Poison Percep.	In/Re	1/4	—	—	1	—	—	—	—	00
Read Tracks	In/Re	2/4	—	—	1	—	—	—	—	00
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	—	—	00
Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	—	—	00
Surveillance	In/SD	2/6	—	—	1	—	—	—	—	00
Time Sense	In/Me	2/4	—	—	1	—	—	—	—	00
Social										
Diplomacy	Pr/In	1/4	—	—	1	—	—	—	—	00
Duping	Pr	2/4	—	—	1	—	—	—	—	00
Interrogation	Ag/Re	1/4	—	—	1	—	—	—	—	00
Leadership	Pr/Re	1/3	—	—	1	—	—	—	—	00
Subterfuge										
Begging	Pr/Em/Ap	3/6	—	—	—	—	—	—	—	00
Bribery	Pr/Re/Ap	3/6	—	—	—	—	—	—	—	00
Camouflage	Re/In	2/5	—	—	—	—	—	—	—	00
Disguise	Pr/SD	3/6	—	—	—	—	—	—	—	00
Hide Item	Re/In	3	—	—	—	—	—	—	—	0
Mimery	Ag/SD	3/6	—	—	—	—	—	—	—	00
Pick Pockets	Ag/In	4	—	—	—	—	—	—	—	0
Set Traps	Re/Ag	7	—	—	—	—	—	—	—	0
Survival										
Hostile Environ.	Ag/SD	2/6	—	—	—	—	—	—	—	00
Region Lore	Re/Me	2/6	—	—	—	—	—	—	—	00
Scrounge	In/Re	2/6	—	—	—	—	—	—	—	00
Streetwise	Pr/In	4	—	—	—	—	—	—	—	0

Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total
				Skill	Level	Stat	Special	Total		
Siege Engineer	Re/In	1/4	—	—	—	—	—	—	00	—
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	00	—
Tactics	In/Re	1/4	—	—	—	—	—	—	00	—
Trading Lore	Me/Re	1/2	—	—	—	—	—	—	00	—
Xeno-Lores	varies	4	—	—	—	—	—	—	0	—
Animal										
Animal Handling	Em/Pr/Ap	1/3	—	—	3	—	—	—	00	—
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00	—
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00	—
Animal Training	Em/Pr/Ap	3/7	—	—	3	—	—	—	00	—
Beast Master	Em/Pr	4	—	—	3	—	—	—	0	—
Driving	Ag/Qu	2/7	—	—	3	—	—	—	00	—
Loading	Em/Re	2/7	—	—	3	—	—	—	00	—
Athletic										
Athletic Games	St/Ag/Qu	1/4	—	—	1	—	—	—	00	—
Distance Running	Co	2/6	—	—	1	—	—	—	00	—
Flying/Gliding	Ag	2/6	—	—	1	—	—	—	00	—
Rappelling	Ag	3/9	—	—	1	—	—	—	00	—
Skating	Ag/SD	2/6	—	—	1	—	—	—	00	—
Sprinting	Qu	2/6	—	—	1	—	—	—	00	—
Surfing	Ag/SD	2/6	—	—	1	—	—	—	00	—
Combat										
Brawling	Re/In	5	—	—	1	—	—	—	0	—
Disarm, Armed	Ag	4	—	—	1	—	—	—	0	—
Disarm, Unarmed	Ag	5	—	—	1	—	—	—	0	—
Grappling Hook	Ag	2/5	—	—	1	—	—	—	00	—
Jai	Qu/Ag	2/6	—	—	1	—	—	—	00	—
Lancing	St/Ag	3/6	—	—	1	—	—	—	00	—
Missile Artillery	In/Ag	2/5	—	—	1	—	—	—	00	—
Reverse Stroke	Ag/Re	3/7	—	—	1	—	—	—	00	—
Stunned Maneuv.	SD	2/7	—	—	1	—	—	—	00	—
Tumbling Attack	Ag/St	3/5	—	—	1	—	—	—	00	—
Tumbling Evasion	Ag/Qu	2/4	—	—	1	—	—	—	00	—
2 Weapon Combo	St	v	—	—	1	—	—	—	00	—
Yado	Qu/Ag	4	—	—	1	—	—	—	0	—
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00	—
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	00	—
Control Lycan.	SD	2/6	—	—	—	—	—	—	00	—
Dowsing	Em	2/4	—	—	—	—	—	—	00	—
Meditation										
Cleansing	SD/Em	1/4	—	—	—	—	—	—	00	—
Death	SD/Pr	2/4	—	—	—	—	—	—	00	—
Healing	SD/Em	2/4	—	—	—	—	—	—	00	—
Ki	SD/Pr	2/4	—	—	—	—	—	—	00	—
Sleep	SD/In	2/4	—	—	—	—	—	—	00	—
Trance	Pr/SD	2/4	—	—	—	—	—	—	00	—
Mnemonics	Me/SD	2/5	—	—	—	—	—	—	00	—
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	00	—
Deadly										
Silent Kill	Ag	4	—	—	1	—	—	—	0	—
Use/Rem. Poison	Ag/In	2/5	—	—	1	—	—	—	00	—
Evaluation										
Appraisal	Re/Me	1/4	—	—	2	—	—	—	00	—
Armor Evaluation	In/Re	1/4	—	—	2	—	—	—	00	—
Metal Evaluation	In/Re	2/5	—	—	2	—	—	—	00	—
Stone Evaluation	In/Re	2/5	—	—	2	—	—	—	00	—
Weap. Evaluation	In/Re	1/4	—	—	2	—	—	—	00	—
General										
Advertising	In/Re	3/6	—	—	2	—	—	—	00	—
Crafting	Ag/SD	2/4	—	—	2	—	—	—	00	—
Gimmickry	Re	2/7	—	—	2	—	—	—	00	—
Horticulture	In/Em	1/2	—	—	2	—	—	—	00	—
Painting	In/Ag	1/4	—	—	2	—	—	—	00	—
Play Instrument, #1	Ag/Me	2/6	—	—	2	—	—	—	00	—
Play Instrument, #2	Ag/Me	3/7	—	—	2	—	—	—	00	—
Play Instrument, #3	Ag/Me	3	—	—	2	—	—	—	0	—
Sculpting										
Sculpting	In/Ag	2/5	—	—	2	—	—	—	00	—
Skinning	Ag/In	1/3	—	—	2	—	—	—	00	—
Tactical Games	Re/Me	2/4	—	—	2	—	—	—	00	—
Gymnastic										
Juggling	Ag/In	2/7	—	—	1	—	—	—	00	—
Jumping	St/Ag	3/6	—	—	1	—	—	—	00	—
Pole Vaulting	St/Ag	2/6	—	—	1	—	—	—	00	—
Stilt Walking	St/Ag	3/6	—	—	1	—	—	—	00	—
Tightrope Walk.	Ag/SD	2/6	—	—	1	—	—	—	00	—
Linguistic										
Lip Reading	In/Re	2/6	—	—	—	—	—	—	00	—
Mimicry	In/SD	2/6	—	—	—	—	—	—	00	—
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	—
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	—
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	—
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	00	—
Magical										
Circle Lore	Me/Re	3/6	—	—	—	—	—	—	00	—
Divination	In/Em	3/5	—	—	—	—	—	—	00	—
Magical Language	none	4/	—	—	—	—	—	—	00	—
Magical Rituals	Re/Me	4	—	—	—	—	—	—	0	—
Power Perception	Em	2/5	—	—	—	—	—	—	00	—
Power Pt. Dev.	varies	4	—	—	—	—	—	—	0	—
Power Projection	varies	3/6	—	—	—	—	—	—	00	—
Symbol Lore	Me/Re	3/6	—	—	—	—	—	—	00	—
Targeting Skill	In	3/6	—	—	—	—	—	—	00	—
Transcend Armor	varies	3/7	—	—	—	—	—	—	00	—
Warding Lore	Me/Re	2/4	—	—	—	—	—	—	00	—
Medical										
Diagnostics	In/Re	1/4	—	—	—	—	—	—	00	—
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	—
Hypnosis	Pr/SD	3/6	—	—	—	—	—	—	00	—
Midwifery	Em/Me/In	2/6	—	—	—	—	—	—	00	—
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	00	—
Surgery	SD/Em/In	3/6	—	—	—	—	—	—	00	—
Perception										
Detect Traps	In	1/3	—	—	1	—	—	—	00	—
Direction Sense	In/Re	1/2	—	—	1	—	—	—	00	—
Lie Perception	In/Re	3/5	—	—	1	—	—	—	00	—
Loc. Secret Open.	In/Re	1/4	—	—	1	—	—	—	00	—
Poison Percep.	In/Re	3	—	—	1	—	—	—	0	—
Read Tracks	In/Re	1/3	—	—	1	—	—	—	00	—
Sense Amb./Ass.	In/Re	1/3	—	—	1	—	—	—	00	—
Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	—	00	—
Surveillance	In/SD	2/6	—	—	1	—	—	—	00	—
Time Sense	In/Me	1/3	—	—	1	—	—	—	00	—
Social										
Diplomacy	Pr/In	2/6	—	—	—	—	—	—	00	—
Duping	Pr	2/6	—	—	—	—	—	—	00	—
Interrogation	Ag/Re	2/6	—	—	—	—	—	—	00	—
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	—
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	—	00	—
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	—	00	—
Camouflage	Re/In	1/5	—	—	1	—	—	—	00	—
Disguise	Pr/SD	2/6	—	—	1	—	—	—	00	—
Hide Item	Re/In	1/5	—	—	1	—	—	—	00	—
Pick Pockets	Ag/In	2/5	—	—	1	—	—	—	00	—
Set Traps	Re/Ag	4	—	—	1	—	—	—	0	—
Survival										
Hostile Environ.	Ag/SD	2/4	—	—	3	—	—	—	00	—
Region Lore	Re/Me	1/3	—	—	3	—	—	—	00	—
	Re/Me	1/3	—	—	3	—	—	—	00	—
Scrounge	In/Re	2/6	—	—	3	—	—	—	00	—
Streetwise	Pr/In	3/8	—	—	3	—	—	—	00	—

Skill	Stats	Cost	Skill Rank	BONUSES				Skill	Stats	Cost	Skill Rank	BONUSES					
				Skill	Level	Stat	Special Total					Skill	Level	Stat	Special Total		
Primary Skills																	
Adr.Mv., Balance	Pr/SD	3/7	—	—	—	—	—	00	Swimming	Ag	2/6	—	—	1	—	—	00
Adr.Mv., Landing	Pr/SD	3/7	—	—	—	—	—	00	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 2/7, 3/8, 3/9, 5, 9, 12								
Adr.Mv., Leaping	Pr/SD	3/7	—	—	—	—	—	00	—	—	—	—	—	2	—	—	00
Adr.Mv., Speed	Pr/SD	3/7	—	—	—	—	—	00	—	—	—	—	—	2	—	—	00
Adr.Mv., Strength	Pr/SD	3/7	—	—	—	—	—	00	—	—	—	—	—	2	—	—	00
Adrenal Defense	none	20	—	—	—	—	—	0	—	—	—	—	—	2	—	—	00
Ambush	none	3	—	—	—	—	—	0	—	—	—	—	—	2	—	—	00
Body Develop.	Co	2/8	—	—	2	—	—	00	—	—	—	—	—	2	—	—	00
Channeling	In	10	—	—	2	—	—	0	—	—	—	—	—	2	—	—	00
Climbing	Ag	3/9	—	—	1	—	—	00	—	—	—	—	—	2	—	—	00
Directed Spells	Ag	3/6	—	—	—	—	—	00	Elemental Ways000								

Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special		
Physics	Me/Re	3/7	—	—	—	—	—	00	
Poison Lore	Me/Re	2/5	—	—	—	—	—	00	
Racial History	Me/Re	2/6	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	4	—	—	—	—	—	0	
Siege Engineer	Re/In	1/4	—	—	—	—	—	00	
Stone Lore	Me/Re	2/4	—	—	—	—	—	00	
Tactics	In/Re	1/4	—	—	—	—	—	00	
Trading Lore	Me/Re	2/6	—	—	—	—	—	00	
Xeno-Lores	varies	5	—	—	—	—	—	0	
Animal									
Animal Handling	Em/Pr/Ap	1/5	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	2/6	—	—	—	—	—	00	
Beast Master	Em/Pr	4	—	—	—	—	—	0	
Driving	Ag/Qu	2/4	—	—	—	—	—	00	
Loading	Em/Re	2/4	—	—	—	—	—	00	
Athletic									
Athletic Games	St/Ag/Qu	2/6	—	—	1	—	—	00	
Distance Running	Co	2/7	—	—	1	—	—	00	
Flying/Gliding	Ag	2/5	—	—	1	—	—	00	
Rappelling	Ag	3/8	—	—	1	—	—	00	
Skating	Ag/SD	2/6	—	—	1	—	—	00	
Sprinting	Qu	2/7	—	—	1	—	—	00	
Surfing	Ag/SD	2/6	—	—	1	—	—	00	
Combat									
Brawling	Re/In	6	—	—	2	—	—	0	
Disarm, Armed	Ag	4	—	—	2	—	—	0	
Disarm, Unarmed	Ag	6	—	—	2	—	—	0	
Grappling Hook	Ag	3/6	—	—	2	—	—	00	
Jai	Qu/Ag	3/6	—	—	2	—	—	00	
Lancing	St/Ag	3/6	—	—	2	—	—	00	
Missile Artillery	In/Ag	2/5	—	—	2	—	—	00	
Reverse Stroke	Ag/Re	3/8	—	—	2	—	—	00	
Stunned Maneuv.	SD	2/5	—	—	2	—	—	00	
Tumbling Attack	Ag/St	3/6	—	—	2	—	—	00	
Tumbling Evasion	Ag/Qu	2/5	—	—	2	—	—	00	
2 Weapon Combo	St	v	—	—	2	—	—	00	
Yado	Qu/Ag	3/7	—	—	2	—	—	00	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	
Body Damage St.	SD/Em	3/6	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	00	
Dowsing	Em	3/7	—	—	—	—	—	00	
Meditation									
Cleansing	SD/Em	1/4	—	—	—	—	—	00	
Death	SD/Pr	3/7	—	—	—	—	—	00	
Healing	SD/Em	3/7	—	—	—	—	—	00	
Ki	SD/Pr	3/7	—	—	—	—	—	00	
Sleep	SD/In	2/6	—	—	—	—	—	00	
Trance	Pr/SD	3/6	—	—	—	—	—	00	
Mnemonics	Me/SD	2/5	—	—	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	00	
Deadly									
Silent Kill	Ag	4	—	—	1	—	—	0	
Use/Rem. Poison	Ag/In	3/7	—	—	1	—	—	00	
Evaluation									
Appraisal	Re/Me	3/7	—	—	—	—	—	00	
Armor Evaluation	In/Re	2/4	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/6	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/6	—	—	—	—	—	00	
Weap. Evaluation	In/Re	2/4	—	—	—	—	—	00	
General									
Advertising	In/Re	3/6	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	00	
Horticulture	In/Em	3/8	—	—	—	—	—	00	
Painting	In/Ag	2/5	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0	
Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special		
Sculpting	In/Ag	2/7	—	—	—	—	—	00	
Skinning	Ag/In	3/7	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	00	
Gymnastic									
Juggling	Ag/In	2/6	—	—	1	—	—	00	
Jumping	St/Ag	2/6	—	—	1	—	—	00	
Pole Vaulting	St/Ag	3/7	—	—	1	—	—	00	
Stilt Walking	St/Ag	3/8	—	—	1	—	—	00	
Tightrope Walk.	Ag/SD	3/6	—	—	1	—	—	00	
Linguistic									
Lip Reading	In/Re	2/5	—	—	—	—	—	00	
Mimicry	In/SD	2/6	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	00	
Propaganda	In/Em	3/5	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	00	
Ventriloquism	SD/In	3/6	—	—	—	—	—	00	
Magical									
Circle Lore	Me/Re	2/7	—	—	2	—	—	00	
Divination	In/Em	3/6	—	—	2	—	—	00	
Magical Language	none	4/*	—	—	2	—	—	00	
Magical Rituals	Re/Me	3	—	—	2	—	—	0	
Power Perception	Em	3/6	—	—	2	—	—	00	
Power Pt. Dev.	varies	4	—	—	2	—	—	0	
Power Projection	varies	3/6	—	—	2	—	—	00	
Symbol Lore	Me/Re	2/7	—	—	2	—	—	00	
Targeting Skill	In	3/6	—	—	2	—	—	00	
Transcend Armor	varies	2/5	—	—	2	—	—	00	
Warding Lore	Me/Re	2/6	—	—	2	—	—	00	
Medical									
Diagnostics	In/Re	3	—	—	—	—	—	0	
Drug Tolerance	Co/SD	3/5	—	—	—	—	—	00	
Hypnosis	Pr/SD	3/5	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	0	
Perception									
Detect Traps	In	2/6	—	—	1	—	—	00	
Direction Sense	In/Re	1/5	—	—	1	—	—	00	
Lie Perception	In/Re	2/5	—	—	1	—	—	00	
Poison Percep.	In/Re	2/6	—	—	1	—	—	00	
Read Tracks	In/Re	2/6	—	—	1	—	—	00	
Sense Amb./Ass.	In/Re	2/5	—	—	1	—	—	00	
Sense Reality Wp.	In/Em	3/8	—	—	1	—	—	00	
Surveillance	In/SD	2/5	—	—	1	—	—	00	
Time Sense	In/Me	2/5	—	—	1	—	—	00	
Social									
Diplomacy	Pr/In	2/4	—	—	—	—	—	00	
Duping	Pr	2/7	—	—	—	—	—	00	
Interrogation	Ag/Re	3/7	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	00	
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	00	
Camouflage	Re/In	2/7	—	—	—	—	—	00	
Disguise	Pr/SD	2/6	—	—	—	—	—	00	
Hide Item	Re/In	3/6	—	—	—	—	—	00	
Mimery	Ag/SD	2/6	—	—	—	—	—	00	
Pick Pockets	Ag/In	3/5	—	—	—	—	—	00	
Set Traps	Re/Ag	4	—	—	—	—	—	0	
Survival									
Hostile Environ.	Ag/SD	2/4	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	00	
Streetwise	Pr/In	2/5	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses				Total	
				Skill	Level	Stat	Special		
Poison Lore	Me/Re	2/6	—	—	3	—	—	00	
Racial History	Me/Re	1/4	—	—	3	—	—	00	
Sanity Heal. Lore	Me/Em	2	—	—	3	—	—	0	
Siege Engineer	Re/In	2/4	—	—	3	—	—	00	
Stone Lore	Me/Re	1/4	—	—	3	—	—	00	
Tactics	In/Re	2/4	—	—	3	—	—	00	
Trading Lore	Me/Re	2/5	—	—	3	—	—	00	
Xeno-Lores	varies	4/7	—	—	3	—	—	00	
Animal									
Animal Handling	Em/Pr/Ap	4	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	0	
Beast Master	Em/Pr	2/5	—	—	—	—	—	00	
Driving	Ag/Qu	4	—	—	—	—	—	0	
Loading	Em/Re	4	—	—	—	—	—	0	
Athletic									
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	0	
Rappelling	Ag	6	—	—	—	—	—	0	
Skating	Ag/SD	3	—	—	—	—	—	0	
Sprinting	Qu	3	—	—	—	—	—	0	
Surfing	Ag/SD	3	—	—	—	—	—	0	
Combat									
Brawling	Re/In	18	—	—	—	—	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	0	
Disarm, Unarmed	Ag	9	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	0	
Jai	Qu/Ag	18	—	—	—	—	—	0	
Lancing	St/Ag	18	—	—	—	—	—	0	
Missile Artillery	In/Ag	3/6	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0	
Stunned Maneuv.	SD	5	—	—	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	0	
Yado	Qu/Ag	6	—	—	—	—	—	0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	5	—	—	2	—	—	0	
Body Damage St.	SD/Em	3	—	—	2	—	—	0	
Control Lycan.	SD	1/3	—	—	2	—	—	00	
Dowsing	Em	1/3	—	—	2	—	—	00	
Meditation									
Cleansing	SD/Em	1/2	—	—	2	—	—	00	
Death	SD/Pr	1/3	—	—	2	—	—	00	
Healing	SD/Em	1/5	—	—	2	—	—	00	
Ki	SD/Pr	3/5	—	—	2	—	—	00	
Sleep	SD/In	1/5	—	—	2	—	—	00	
Trance	Pr/SD	1/5	—	—	2	—	—	00	
Mnemonics	Me/SD	1/4	—	—	2	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	2	—	—	00	
Deadly									
Silent Kill	Ag	6	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00	
Evaluation									
Appraisal	Re/Me	3/7	—	—	—	—	—	00	
Armor Evaluation	In/Re	4	—	—	—	—	—	0	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/4	—	—	—	—	—	00	
Weap. Evaluation	In/Re	4	—	—	—	—	—	0	
General									
Advertising	In/Re	3/6	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	00	
Gimmickry	Re	2/5	—	—	—	—	—	00	
Horticulture	In/Em	2/6	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0	
Sculpting	In/Ag	2/5	—	—	—	—	—	00	
Skinning	Ag/In	3	—	—	—	—	—	0	
Tactical Games	Re/Me	1/2	—	—	—	—	—	00	
Gymnastic									
Juggling	Ag/In	3	—	—	—	—	—	0	
Jumping	St/Ag	4	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0	
Linguistic									
Lip Reading	In/Re	2/4	—	—	—	—	—	00	
Mimicry	In/SD	2/6	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	00	
Ventriloquism	SD/In	3/6	—	—	—	—	—	00	
Magical									
Circle Lore	Me/Re	1/4	—	—	2	—	—	00	
Divination	In/Em	2/4	—	—	2	—	—	00	
Magical Language	none	1/*	—	—	2	—	—	00	
Magical Rituals	Re/Me	1/4	—	—	2	—	—	00	
Power Perception	Em	1/2	—	—	2	—	—	00	
Power Pt. Dev.	varies	3	—	—	2	—	—	0	
Power Projection	varies	2/4	—	—	2	—	—	00	
Symbol Lore	Me/Re	1/4	—	—	2	—	—	00	
Targeting Skill	In	2/5	—	—	2	—	—	00	
Transcend Armor	varies	4	—	—	2	—	—	0	
Warding Lore	Me/Re	2/4	—	—	2	—	—	00	
Medical									
Diagnostics	In/Re	2	—	—	—	—	—	0	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/4	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	0	
Perception									
Detect Traps	In	3	—	—	—	—	—	0	
Direction Sense	In/Re	2/4	—	—	—	—	—	00	
Lie Perception	In/Re	2/5	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	00	
Poison Percep.	In/Re	3	—	—	—	—	—	0	
Read Tracks	In/Re	3	—	—	—	—	—	0	
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	0	
Sense Reality Wp.	In/Em	1/2	—	—	—	—	—	00	
Surveillance	In/SD	2/6	—	—	—	—	—	00	
Time Sense	In/Me	1/2	—	—	—	—	—	00	
Social									
Diplomacy	Pr/In	2/4	—	—	—	—	—	00	
Duping	Pr	3/5	—	—	—	—	—	00	
Interrogation	Ag/Re	3	—	—	—	—	—	0	
Leadership	Pr/Re	2/4	—	—	—	—	—	00	
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	00	
Camouflage	Re/In	5	—	—	—	—	—	0	
Disguise	Pr/SD	3/6	—	—	—	—	—	00	
Hide Item	Re/In	5	—	—	—	—	—	0	
Mimery	Ag/SD	3/6	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	0	
Set Traps	Re/Ag	7	—	—	—	—	—	0	
Survival									
Hostile Environ.	Ag/SD	3	—	—	—	—	—	0	
Region Lore	Re/Me	2/6	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	00	
Streetwise	Pr/In	3/6	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES			Skill	Stats	Cost	Skill Rank	BONUSES						
				Skill	Level	Stat	Special	Total				Skill	Level	Stat	Special	Total	
Primary Skills																	
Adr.Mv., Balance	Pr/SD	6	—	—	—	—	—	0	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20, 20								
Adr.Mv., Landing	Pr/SD	6	—	—	—	—	—	0	—	—	—	—	—	—	—	0	
Adr.Mv., Leaping	Pr/SD	6	—	—	—	—	—	0	—	—	—	—	—	—	—	0	
Adr.Mv., Speed	Pr/SD	6	—	—	—	—	—	0	—	—	—	—	—	—	—	0	
Adr.Mv., Strength	Pr/SD	6	—	—	—	—	—	0	—	—	—	—	—	—	—	0	
Adrenal Defense	none	20	—	—	—	—	—	0	Enchanting Ways	0	—	Organic Skills	0	—	—	—	
Ambush	none	9	—	—	—	—	—	0	Inorganic Skills	0	—	Liquid-Gas Skills	0	—	—	—	
Body Develop.	Co	6	—	—	—	—	—	0	Essence Embedding	0	—	Ment./Chan. Imbedding	0	—	—	—	
Channeling	In	7	—	—	3	—	—	0	Essence Hand	0	—	Essence's Perceptions	0	—	—	—	
Climbing	Ag	7	—	—	—	—	—	0	Rune Mastery	0	—	Spell Wall	0	—	—	—	
Directed Spells	Ag	2/7	—	—	0 ¹	—	—	00	Lesser Illusions	0	—	Detecting Ways	0	—	—	—	
Disarm Traps	In/Ag	4	—	—	0 ¹	—	—	0	Unbarring Ways	0	—	Physical Enhancement	0	—	—	—	
Perception (Gen.)	In/Re	3	—	—	1	—	—	0	Elemental Shields	0	—	Delving Ways	0	—	—	—	
Linguistics	none	1/*	—	—	—	—	—	00	Invisible Ways	0	—	Living change	0	—	—	—	
	none	1/*	—	—	—	—	—	00	Spirit Mastery	0	—	Spell Reins	0	—	—	—	
M.A. Strikes	St/St/Ag	9	—	—	—	—	—	0	Lofty Bridge	0	—	Spell Enhancement	0	—	—	—	
M.A. Sw. & Th.	Ag/Ag/St	9	—	—	—	—	—	0	Gate Mastery	0	—	Dispelling Ways	0	—	—	—	
Mn. in Armor, SL	Ag	9	—	—	—	—	—	0	Rapid Ways	0	—	Shield Mastery	0	—	—	—	
Mn. in Armor, RL	Ag	9	—	—	—	—	—	0		0	—		0	—	—	—	
Mn. in Armor, Ch	Ag	10	—	—	—	—	—	0		0	—		0	—	—	—	
Mn. in Armor, PI	Ag	11	—	—	—	—	—	0		0	—		0	—	—	—	
Pick Locks	In/Re/Ag	4	—	—	0 ¹	—	—	0		0	—		0	—	—	—	
Riding	Em/Ag	3	—	—	—	—	—	0		0	—		0	—	—	—	
Runes	Em/In	1/3	—	—	3 ³	—	—	00		0	—		0	—	—	—	
Spell List Acquis.	varies	1/*	—	—	—	—	—	00		0	—		0	—	—	—	
Stalk & Hide	Ag/SD	6	—	—	0 ¹	—	—	0		0	—		0	—	—	—	
Staves & Wands	Em/In	1/3	—	—	3 ³	—	—	00		0	—		0	—	—	—	
Swimming	Ag	3	—	—	—	—	—	0		0	—		0	—	—	—	
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	3	—	—	—	—	—	0	Public Speaking	Em/Pr/Ag	2/6	—	—	—	—	—	00
Acting	Pr/Ag/Em	3/6	—	—	—	—	—	00	Rope Mastery	Me/Ag	1/4	—	—	2	—	—	00
Animal Healing	Em/Re	2/5	—	—	—	—	—	00	Rowing	St/SD	3	—	—	—	—	—	0
Caving	SD/Re	3	—	—	—	—	—	00	Sailing	Em/In	3	—	—	—	—	—	0
Contortions	Ag/SD	5	—	—	—	—	—	00	Seduction	Em/Pr/Ag	2/5	—	—	—	—	—	00
Cookery	In/Re	1/2	—	—	2	—	—	00	Signaling	Me/SD	1/5	—	—	—	—	—	00
Dance	Ag/In	2/6	—	—	—	—	—	00	Singing	Pr/In	2/6	—	—	—	—	—	00
Diving	SD/Ag	3	—	—	—	—	—	0	Skiing	Ag/SD	3	—	—	—	—	—	0
Falsification	SD/Re	1/3	—	—	0 ¹	—	—	00	Smithing	St/Ag	1/2	—	—	2	—	—	00
First Aid	SD/Em	2/5	—	—	—	—	—	00	Spell Mastery	varies	2/5	—	—	3	—	—	00
Fletching	Ag/SD	1/3	—	—	2	—	—	00	Star-Gazing	In/Me	2/6	—	—	3	—	—	00
Foraging	In/Me	2/5	—	—	—	—	—	00	Stone Crafts	SD/Ag	1/2	—	—	2	—	—	00
Frenzy	Em/SD	6	—	—	—	—	—	0	Subduing	Ag/Qu	6	—	—	—	—	—	0
Gambling	Me/Pr	2/6	—	—	—	—	—	00	Tracking	In/Re	3	—	—	1	—	—	0
Herdin	Em/Pr	2/6	—	—	—	—	—	00	Trading	Re/Me	3/5	—	—	—	—	—	00
Leather-working	Ag/Re	3	—	—	2	—	—	0	Trap-Building	Re/Em	1/5	—	—	0 ¹	—	—	00
Mathematics	Re/Me	1/4	—	—	3	—	—	00	Trickery	Pr/Qu	3	—	—	—	—	—	0
Meditation	Pr/SD	2/4	—	—	—	—	—	00	Tumbling	Ag/SD	3	—	—	—	—	—	0
Music	Ag/Em	2/6	—	—	—	—	—	00	Weather-Watching	In/Em	1/4	—	—	3	—	—	00
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	2/5	—	—	3	—	—	00	Wood Crafts	Ag/Em	1/3	—	—	2	—	—	00
Advanced Math	Re/Me	2/5	—	—	3	—	—	00	Fauna Lore	Me/Re	1/4	—	—	3	—	—	00
Alchemy	Re/Me	1/3	—	—	3	—	—	00	Flora Lore	Me/Re	1/4	—	—	3	—	—	00
Anthropology	In/Em	2/5	—	—	3	—	—	00	Heraldry	Re/Me	3/5	—	—	3	—	—	00
Architecture	Re/Em	2/5	—	—	3	—	—	00	Herb Lore	Me/Re	1/3	—	—	3	—	—	00
Astronomy	Em/Re	3/7	—	—	3	—	—	00	Lock Lore	Me/Re	1/3	—	—	3	—	—	00
Basic Mathematics	Re/Me	1/4	—	—	3	—	—	00	Mapping	Re/Me	2	—	—	3	—	—	0
Biochemistry	In/Re	5	—	—	3	—	—	0	Mechanition	Ag/Re	1/2	—	—	3	—	—	00
Boat Pilot	Me/Ag	2/6	—	—	3	—	—	00	Metal Lore	Me/Re	1/2	—	—	3	—	—	00
Demon/Devil Lore	Me/Re	1/3	—	—	3	—	—	00	Military Org.	Pr/Re	3/6	—	—	3	—	—	00
Drafting	Re/Me	1/3	—	—	3	—	—	00	Mining	Re/In	3	—	—	3	—	—	0
Dragon Lore	Me/Re	1/3	—	—	3	—	—	00	Navigation	Re/In	2/6	—	—	3	—	—	00
Engineering	In/Re	1/2	—	—	3	—	—	00	Planetology	Em/Re	4	—	—	3	—	—	0
Faerie Lore	Me/Re	1/3	—	—	3	—	—	00	Phil./Relig. Doct.	Me/In/Re	1/2	—	—	3	—	—	00
									Physics	Me/Re	2/5	—	—	3	—	—	00
									Poison Lore	Me/Re	1/3	—	—	3	—	—	00
									Racial History	Me/Re	1/4	—	—	3	—	—	00
									Sanity Heal. Lore	Me/Em	2	—	—	3	—	—	0

ARCHIVIST SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total
				Skill	Level	Stat	Special		
Siege Engineer	Re/In	2/4	—	—	3	—	—	—	00
Stone Lore	Me/Re	1/2	—	—	3	—	—	—	00
Tactics	In/Re	2/4	—	—	3	—	—	—	00
Trading Lore	Me/Re	2/6	—	—	3	—	—	—	00
Xeno-Lores	varies	4/6	—	—	3	—	—	—	00
Animal									
Animal Handling	Em/Pr/Ap	2/5	—	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0
Beast Master	Em/Pr	5	—	—	—	—	—	—	0
Driving	Ag/Qu	3	—	—	—	—	—	—	0
Loading	Em/Re	3	—	—	—	—	—	—	0
Athletic									
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	0
Distance Running	Co	3	—	—	—	—	—	—	0
Flying/Gliding	Ag	3	—	—	—	—	—	—	0
Rappelling	Ag	7	—	—	—	—	—	—	0
Skating	Ag/SD	3	—	—	—	—	—	—	0
Sprinting	Qu	3	—	—	—	—	—	—	0
Surfing	Ag/SD	3	—	—	—	—	—	—	0
Combat									
Brawling	Re/In	18	—	—	—	—	—	—	0
Disarm, Armed	Ag	6	—	—	—	—	—	—	0
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	0
Grappling Hook	Ag	3	—	—	—	—	—	—	0
Iai	Qu/Ag	15	—	—	—	—	—	—	0
Lancing	St/Ag	18	—	—	—	—	—	—	0
Missile Artillery	In/Ag	3/6	—	—	—	—	—	—	00
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0
Stunned Maneuv.	SD	4	—	—	—	—	—	—	0
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0
2 Weapon Combo	St	v	—	—	—	—	—	—	0
Yado	Qu/Ag	6	—	—	—	—	—	—	0
Concentration									
Ad. Mv. Quick Draw	Pr/SD	4	—	—	—	—	—	—	0
Body Damage St.	SD/Em	3/5	—	—	—	—	—	—	00
Control Lycan.	SD	3/6	—	—	—	—	—	—	00
Dowsing	Em	2/5	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	2/4	—	—	—	—	—	—	00
Death	SD/Pr	1/5	—	—	—	—	—	—	00
Healing	SD/Em	2/4	—	—	—	—	—	—	00
Ki	SD/Pr	3/5	—	—	—	—	—	—	00
Sleep	SD/In	1/4	—	—	—	—	—	—	00
Trance	Pr/SD	1/4	—	—	—	—	—	—	00
Mnemonics	Me/SD	1/4	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	3/6	—	—	—	—	—	—	00
Deadly									
Silent Kill	Ag	6	—	—	—	—	—	—	0
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	1/2	—	—	2	—	—	—	00
	Re/Me	1/2	—	—	2	—	—	—	00
Armor Evaluation	In/Re	1/3	—	—	2	—	—	—	00
	In/Re	1/2	—	—	2	—	—	—	00
Metal Evaluation	In/Re	1/2	—	—	2	—	—	—	00
	In/Re	1/2	—	—	2	—	—	—	00
Stone Evaluation	In/Re	1/2	—	—	2	—	—	—	00
	In/Re	1/2	—	—	2	—	—	—	00
Weap. Evaluation	In/Re	1/3	—	—	2	—	—	—	00
	In/Re	1/2	—	—	2	—	—	—	00
General									
Advertising	In/Re	3/5	—	—	2	—	—	—	00
Crafting	Ag/SD	1/2	—	—	2	—	—	—	00
Gimmickry	Re	2/4	—	—	2	—	—	—	00
Horticulture	In/Em	1/4	—	—	2	—	—	—	00
Painting	In/Ag	2/5	—	—	2	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	2	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	2	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	2	—	—	—	0
Sculpting	In/Ag	1/4	—	—	2	—	—	—	00
Skinning	Ag/In	3	—	—	2	—	—	—	0
Tactical Games	Re/Me	1/4	—	—	2	—	—	—	00
Gymnastic									
Juggling	Ag/In	3	—	—	—	—	—	—	0
Jumping	St/Ag	4	—	—	—	—	—	—	0
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0
Linguistic									
Lip Reading	In/Re	3/5	—	—	—	—	—	—	00
Mimicry	In/SD	2/6	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00
Propaganda	In/Em	3/5	—	—	—	—	—	—	00
Tale Telling	Pr	2/6	—	—	—	—	—	—	00
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	00
Magical									
Circle Lore	Me/Re	2/4	—	—	3	—	—	—	00
Divination	In/Em	2/4	—	—	3	—	—	—	00
Magical Language	none	1/*	—	—	3	—	—	—	00
Magical Rituals	Re/Me	1/4	—	—	3	—	—	—	00
Power Perception	Em	2/4	—	—	3	—	—	—	00
Power Pt. Dev.	varies	2	—	—	3	—	—	—	0
Power Projection	varies	2/4	—	—	3	—	—	—	00
Symbol Lore	Me/Re	1/4	—	—	3	—	—	—	00
Targeting Skill	In	2/5	—	—	3	—	—	—	00
Transcend Armor	varies	4	—	—	3	—	—	—	0
Warding Lore	Me/Re	1/4	—	—	3	—	—	—	00
Medical									
Diagnostics	In/Re	2	—	—	—	—	—	—	0
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	—	00
Hypnosis	Pr/SD	2/4	—	—	—	—	—	—	00
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0
Second Aid	SD/Em/In	3/6	—	—	—	—	—	—	00
Surgery	SD/Em/In	5	—	—	—	—	—	—	0
Perception									
Detect Traps	In	2/5	—	—	1	—	—	—	00
Direction Sense	In/Re	2/4	—	—	1	—	—	—	00
Lie Perception	In/Re	3/5	—	—	1	—	—	—	00
Loc. Secret Open.	In/Re	2/5	—	—	1	—	—	—	00
Poison Percep.	In/Re	1/4	—	—	1	—	—	—	00
Read Tracks	In/Re	3/7	—	—	1	—	—	—	00
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	—	0
Sense Reality Wp.	In/Em	1/4	—	—	1	—	—	—	00
Surveillance	In/SD	2/6	—	—	1	—	—	—	00
Time Sense	In/Me	1/3	—	—	1	—	—	—	00
Social									
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00
Duping	Pr	3/5	—	—	—	—	—	—	00
Interrogation	Ag/Re	4	—	—	—	—	—	—	0
Leadership	Pr/Re	2/4	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00
Camouflage	Re/In	6	—	—	—	—	—	—	0
Disguise	Pr/SD	3/6	—	—	—	—	—	—	00
Hide Item	Re/In	6	—	—	—	—	—	—	0
Mimery	Ag/SD	3/6	—	—	—	—	—	—	00
Pick Pockets	Ag/In	3	—	—	—	—	—	—	0
Set Traps	Re/Ag	4	—	—	—	—	—	—	0
Survival									
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0
Region Lore	Re/Me	2/5	—	—	—	—	—	—	00
Scrounge	In/Re	2/5	—	—	—	—	—	—	00
Streetwise	Pr/In	2/7	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	Bonuses					Special	Total
				Skill	Level	Stat	Special	Total		
Physics	Me/Re	3/7	—	—	3	—	—	00		
Poison Lore	Me/Re	2/6	—	—	3	—	—	00		
Racial History	Me/Re	1/4	—	—	3	—	—	00		
Sanity Heal. Lore	Me/Em	2	—	—	3	—	—	0		
Siege Engineer	Re/In	1/4	—	—	3	—	—	00		
Stone Lore	Me/Re	2/4	—	—	3	—	—	00		
Tactics	In/Re	1/4	—	—	3	—	—	00		
Trading Lore	Me/Re	2/5	—	—	3	—	—	00		
Xeno-Lores	varies	4/7	—	—	3	—	—	00		
Animal										
Animal Handling	Em/Pr/Ap	2/4	—	—	—	—	—	00		
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	0		
Beast Master	Em/Pr	4	—	—	—	—	—	0		
Driving	Ag/Qu	3	—	—	—	—	—	0		
Loading	Em/Re	3	—	—	—	—	—	0		
Athletic										
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	0		
Distance Running	Co	3	—	—	—	—	—	0		
Flying/Gliding	Ag	3	—	—	—	—	—	0		
Rappelling	Ag	6	—	—	—	—	—	0		
Skating	Ag/SD	3	—	—	—	—	—	0		
Sprinting	Qu	3	—	—	—	—	—	0		
Surfing	Ag/SD	3	—	—	—	—	—	0		
Combat										
Brawling	Re/In	18	—	—	—	—	—	0		
Disarm, Armed	Ag	6	—	—	—	—	—	0		
Disarm, Unarmed	Ag	9	—	—	—	—	—	0		
Grappling Hook	Ag	3	—	—	—	—	—	0		
Jai	Qu/Ag	15	—	—	—	—	—	0		
Lancing	St/Ag	18	—	—	—	—	—	0		
Missile Artillery	In/Ag	3/6	—	—	—	—	—	00		
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0		
Stunned Maneuv.	SD	5	—	—	—	—	—	0		
Tumbling Attack	Ag/St	5	—	—	—	—	—	0		
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	0		
2 Weapon Combo	St	v	—	—	—	—	—	0		
Yado	Qu/Ag	6	—	—	—	—	—	0		
Concentration										
Ad. Mv. Quick Draw	Pr/SD	4	—	—	—	—	—	0		
Body Damage St.	SD/Em	2/6	—	—	—	—	—	00		
Control Lycan.	SD	1/5	—	—	—	—	—	00		
Dowsing	Em	2/5	—	—	—	—	—	00		
Meditation										
Cleansing	SD/Em	2/4	—	—	—	—	—	00		
Death	SD/Pr	1/5	—	—	—	—	—	00		
Healing	SD/Em	2/4	—	—	—	—	—	00		
Ki	SD/Pr	2/6	—	—	—	—	—	00		
Sleep	SD/In	1/4	—	—	—	—	—	00		
Trance	Pr/SD	1/4	—	—	—	—	—	00		
Mnemonics	Me/SD	1/4	—	—	—	—	—	00		
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	00		
Deadly										
Silent Kill	Ag	5	—	—	—	—	—	0		
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	00		
Evaluation										
Appraisal	Re/Me	3/7	—	—	—	—	—	00		
Armor Evaluation	In/Re	3	—	—	—	—	—	0		
Metal Evaluation	In/Re	2/5	—	—	—	—	—	00		
Stone Evaluation	In/Re	2/4	—	—	—	—	—	00		
Weap. Evaluation	In/Re	3	—	—	—	—	—	0		
General										
Advertising	In/Re	3/6	—	—	—	—	—	00		
Crafting	Ag/SD	2/4	—	—	—	—	—	00		
Gimmickry	Re	3	—	—	—	—	—	0		
Horticulture	In/Em	2/5	—	—	—	—	—	00		
Painting	In/Ag	2/5	—	—	—	—	—	00		
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00		
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00		
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0		
Sculpting										
Sculpting	In/Ag	2/7	—	—	—	—	—	00		
Skinning	Ag/In	3	—	—	—	—	—	0		
Tactical Games	Re/Me	1/5	—	—	—	—	—	00		
Gymnastic										
Juggling	Ag/In	3	—	—	—	—	—	0		
Jumping	St/Ag	4	—	—	—	—	—	0		
Pole Vaulting	St/Ag	5	—	—	—	—	—	0		
Stilt Walking	St/Ag	4	—	—	—	—	—	0		
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0		
Linguistic										
Lip Reading	In/Re	3/5	—	—	2	—	—	00		
Mimicry	In/SD	2/4	—	—	2	—	—	00		
Poetic Improv.	In/Re	1/5	—	—	2	—	—	00		
Propaganda	In/Em	3/6	—	—	2	—	—	00		
Tale Telling	Pr	2/6	—	—	2	—	—	00		
Ventriloquism	SD/In	3/6	—	—	2	—	—	00		
Magical										
Circle Lore	Me/Re	1/3	—	—	3	—	—	00		
Divination	In/Em	1/4	—	—	3	—	—	00		
Magical Language	none	2/*	—	—	3	—	—	00		
	none	2/*	—	—	3	—	—	00		
	none	2/*	—	—	3	—	—	00		
Magical Rituals	Re/Me	1/2	—	—	3	—	—	00		
Power Perception	Em	1/3	—	—	3	—	—	00		
Power Pt. Dev.	varies	2	—	—	3	—	—	0		
Power Projection	varies	2/4	—	—	3	—	—	00		
Symbol Lore	Me/Re	1/4	—	—	3	—	—	00		
Targeting Skill	In	2/6	—	—	3	—	—	00		
Transcend Armor	varies	6	—	—	3	—	—	0		
Warding Lore	Me/Re	1/3	—	—	3	—	—	00		
Medical										
Diagnostics	In/Re	2	—	—	—	—	—	0		
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	00		
Hypnosis	Pr/SD	1/4	—	—	—	—	—	00		
Midwifery	Em/Me/In	4	—	—	—	—	—	0		
Second Aid	SD/Em/In	3/7	—	—	—	—	—	00		
Surgery	SD/Em/In	6	—	—	—	—	—	0		
Perception										
Detect Traps	In	3	—	—	1	—	—	0		
Direction Sense	In/Re	1/5	—	—	1	—	—	00		
Lie Perception	In/Re	2/4	—	—	1	—	—	00		
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	00		
Poison Percep.	In/Re	3	—	—	1	—	—	0		
Read Tracks	In/Re	2/6	—	—	1	—	—	00		
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	0		
Sense Reality Wp.	In/Em	1/3	—	—	1	—	—	00		
Surveillance	In/SD	2/6	—	—	1	—	—	00		
Time Sense	In/Me	1/4	—	—	1	—	—	00		
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	00		
Duping	Pr	2/5	—	—	—	—	—	00		
Interrogation	Ag/Re	3	—	—	—	—	—	0		
Leadership	Pr/Re	2/5	—	—	—	—	—	00		
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	00		
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	00		
Camouflage	Re/In	5	—	—	—	—	—	0		
Disguise	Pr/SD	3/6	—	—	—	—	—	00		
Hide Item	Re/In	5	—	—	—	—	—	0		
Mimery	Ag/SD	3/6	—	—	—	—	—	00		
Pick Pockets	Ag/In	3	—	—	—	—	—	0		
Set Traps	Re/Ag	2/5	—	—	—	—	—	00		
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	0		
Region Lore	Re/Me	2/6	—	—	—	—	—	00		
Scrounge	In/Re	2/6	—	—	—	—	—	00		
Streetwise	Pr/In	2/7	—	—	—	—	—	00		

Skill	Stats	Cost	Skill	BONUSES					Total
			Rank	Skill	Level	Stat	Special		
Racial History	Me/Re	1/4			2			00	
Sanity Heal. Lore	Me/Em	2/5			2			00	
Siege Engineer	Re/In	1/4			2			00	
Stone Lore	Me/Re	2/4			2			00	
Tactics	In/Re	1/4			2			00	
Trading Lore	Me/Re	2/5			2			00	
Xeno-Lores	varies	4/7			2			00	
Animal									
Animal Handling	Em/Pr/Ap	2/5						00	
Animal Training	Em/Pr/Ap	4						0	
Beast Master	Em/Pr	4						0	
Driving	Ag/Qu	3						0	
Loading	Em/Re	3						0	
Athletic									
Athletic Games	St/Ag/Qu	7						0	
Distance Running	Co	3						0	
Flying/Gliding	Ag	3						0	
Rappelling	Ag	7						0	
Skating	Ag/SD	3						0	
Sprinting	Qu	3						0	
Surfing	Ag/SD	3						0	
Combat									
Brawling	Re/In	18						0	
Disarm, Armed	Ag	5						0	
Disarm, Unarmed	Ag	9						0	
Grappling Hook	Ag	3						0	
Iai	Qu/Ag	15						0	
Lancing	St/Ag	18						0	
Missile Artillery	In/Ag	3/6						00	
Reverse Stroke	Ag/Re	20						0	
Stunned Maneuv.	SD	5						0	
Tumbling Attack	Ag/St	5						0	
Tumbling Evasion	Ag/Qu	3						0	
2 Weapon Combo	St	v						0	
Yado	Qu/Ag	6						0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	4						0	
Body Damage St.	SD/Em	3/5						00	
Control Lycan.	SD	2/4						00	
Dowsing	Em	2/5						00	
Meditation									
Cleansing	SD/Em	2/4						00	
Death	SD/Pr	1/5						00	
Healing	SD/Em	2/4						00	
Ki	SD/Pr	3/5						00	
Sleep	SD/In	1/4						00	
Trance	Pr/SD	1/3						00	
Mnemonics	Me/SD	1/4						00	
Spacial Loc. Aw.	In	2/5						00	
Deadly									
Silent Kill	Ag	4						0	
Use/Rem. Poison	Ag/In	2/6						00	
Evaluation									
Appraisal	Re/Me	3/7						00	
Armor Evaluation	In/Re	4						0	
Metal Evaluation	In/Re	2/5						00	
Stone Evaluation	In/Re	2/4						00	
Weap. Evaluation	In/Re	3						0	
General									
Advertising	In/Re	2/4						00	
Crafting	Ag/SD	2/6						00	
Gimmickry	Re	3						0	
Horticulture	In/Em	2/6						00	
Painting	In/Ag	2/4						00	
Play Instrument, #1	Ag/Me	2/6						00	
Play Instrument, #2	Ag/Me	3/7						00	
Play Instrument, #3	Ag/Me	3						0	
Sculpting	In/Ag	2/4						00	
Skinning									
Tactical Games	Re/Me	1/4						00	
Gymnastic									
Juggling	Ag/In	3						0	
Jumping	St/Ag	4						0	
Pole Vaulting	St/Ag	5						0	
Stilt Walking	St/Ag	4						0	
Tightrope Walk.	Ag/SD	3						0	
Linguistic									
Lip Reading	In/Re	1/3						00	
Mimicry	In/SD	1/3						00	
Poetic Improv.	In/Re	2/5						00	
Propaganda	In/Em	2/4						00	
Tale Telling	Pr	2/5						00	
Ventriloquism	SD/In	2/3						00	
Magical									
Circle Lore	Me/Re	2/4					3	00	
Divination	In/Em	2/4					3	00	
Magical Language	none	2/*					3	00	
	none	2/*					3	00	
	none	2/*					3	00	
Magical Rituals	Re/Me	1/4					3	00	
Power Perception	Em	1/3					3	00	
Power Pt. Dev.	varies	2					3	0	
Power Projection	varies	2/4					3	00	
Symbol Lore	Me/Re	1/4					3	00	
Targeting Skill	In	2/5					3	00	
Transcend Armor	varies	6					3	0	
Warding Lore	Me/Re	2/4					3	00	
Medical									
Diagnostics	In/Re	2						0	
Drug Tolerance	Co/SD	3/6						00	
Hypnosis	Pr/SD	1/4						00	
Midwifery	Em/Me/In	4						0	
Second Aid	SD/Em/In	3/7						00	
Surgery	SD/Em/In	6						0	
Perception									
Detect Traps	In	1/4					2	00	
Direction Sense	In/Re	1/4					2	00	
Lie Perception	In/Re	1/4					2	00	
Loc. Secret Open.	In/Re	3/6					2	00	
Poison Percep.	In/Re	2					2	0	
Read Tracks	In/Re	3/6					2	00	
Sense Amb./Ass.	In/Re	2					2	0	
Sense Reality Wp.	In/Em	1/2					2	00	
Surveillance	In/SD	2/5					2	00	
Time Sense	In/Me	1/4					2	00	
Social									
Diplomacy	Pr/In	2/4						00	
Duping	Pr	3/5						00	
Interrogation	Ag/Re	2/5						00	
Leadership	Pr/Re	2/4						00	
Subterfuge									
Begging	Pr/Em/Ap	2/6					1	00	
Bribery	Pr/Re/Ap	2/6					1	00	
Camouflage	Re/In	3					1	0	
Disguise	Pr/SD	8					1	0	
Hide Item	Re/In	1/3					1	00	
Mimery	Ag/SD	1/3					1	00	
Pick Pockets	Ag/In	1/5					1	00	
Set Traps	Re/Ag	8					1	0	
Survival									
Hostile Environ.	Ag/SD	3						0	
Region Lore	Re/Me	2/7						00	
Scrounge	In/Re	2/7						00	
Streetwise	Pr/In	3/6						00	

Skill	Stats	Cost	Skill Rank	BONUSES				Skill	Stats	Cost	Skill Rank	BONUSES			
				Skill	Level	Stat	Special					Total	Skill	Level	Stat
Primary Skills															
Adr.Mv., Balance	Pr/SD	6	—	—	1	—	—	—	Riding	Em/Ag	3	—	—	—	—
Adr.Mv., Landing	Pr/SD	6	—	—	1	—	—	—	Runes	Em/In	1/4	—	—	3 ²	—
Adr.Mv., Leaping	Pr/SD	6	—	—	1	—	—	—	Spell List Acquis.	varies	1/*	—	—	—	—
Adr.Mv., Speed	Pr/SD	6	—	—	1	—	—	—	Stalk & Hide	Ag/SD	5	—	—	—	—
Adr.Mv., Strength	Pr/SD	6	—	—	1	—	—	—	Staves & Wands	Em/In	1/4	—	—	3 ²	—
Adrenal Defense	none	20	—	—	1	—	—	—	Swimming	Ag	3	—	—	—	—
Ambush	none	9	—	—	—	—	—	—	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20						
Body Develop.	Co	8	—	—	—	—	—	—	—	—	—	—	—	—	—
Channeling	In	7	—	—	3	—	—	—	—	—	—	—	—	—	—
Climbing	Ag	6	—	—	—	—	—	—	—	—	—	—	—	—	—
Directed Spells															
Fire bolt	Ag	2/5	—	—	3 ³	—	—	—	Fire Law	□	—	—	—	—	—
Ice Bolt	Ag	2/5	—	—	3 ³	—	—	—	Ice Law	□	—	—	—	—	—
Water bolt	Ag	2/5	—	—	3 ³	—	—	—	Water Law	□	—	—	—	—	—
Shock bolt	Ag	2/5	—	—	3 ³	—	—	—	Essence Hand	□	—	—	—	—	—
Lightning bolt	Ag	2/5	—	—	3 ³	—	—	—	Rune Mastery	□	—	—	—	—	—
—	Ag	2/5	—	—	3 ³	—	—	—	Lesser Illusions	□	—	—	—	—	—
—	Ag	2/5	—	—	3 ³	—	—	—	Unbarring Ways	□	—	—	—	—	—
—	Ag	2/5	—	—	3 ³	—	—	—	Elemental Shields	□	—	—	—	—	—
Disarm Traps	In/Ag	7	—	—	—	—	—	—	Invisible Ways	□	—	—	—	—	—
Perception (Gen.)	In/Re	3	—	—	—	—	—	—	Spirit Mastery	□	—	—	—	—	—
Linguistics	none	2/*	—	—	—	—	—	—	Lofty Bridge	□	—	—	—	—	—
—	none	2/*	—	—	—	—	—	—	Gate Mastery	□	—	—	—	—	—
—	none	2/*	—	—	—	—	—	—	Rapid Ways	□	—	—	—	—	—
M.A. Strikes	St/St/Ag	9	—	—	—	—	—	—	—	□	—	—	—	—	—
M.A. Sw. & Th.	Ag/Ag/St	9	—	—	—	—	—	—	—	□	—	—	—	—	—
Mn. in Armor, SL	Ag	9	—	—	—	—	—	—	—	□	—	—	—	—	—
Mn. in Armor, RL	Ag	9	—	—	—	—	—	—	—	□	—	—	—	—	—
Mn. in Armor, Ch	Ag	10	—	—	—	—	—	—	—	□	—	—	—	—	—
Mn. in Armor, Pl	Ag	11	—	—	—	—	—	—	—	□	—	—	—	—	—
Pick Locks	In/Re/Ag	8	—	—	—	—	—	—	—	□	—	—	—	—	—
Character Law Secondary Skills															
Acrobatics	Ag/Qu	3	—	—	—	—	—	—	Public Speaking	Em/Pr/Ap	2/6	—	—	—	—
Acting	Pr/Ap/Em	3/6	—	—	—	—	—	—	Rope Mastery	Me/Ag	3	—	—	—	—
Animal Healing	Em/Re	2/6	—	—	—	—	—	—	Rowing	St/SD	3	—	—	—	—
Caving	SD/Re	3	—	—	—	—	—	—	Sailing	Em/In	3	—	—	—	—
Contortions	Ag/SD	5	—	—	—	—	—	—	Seduction	Em/Pr/Ap	2/5	—	—	—	—
Cookery	In/Re	2/6	—	—	—	—	—	—	Signaling	Me/SD	1/5	—	—	—	—
Dance	Ag/In	2/6	—	—	—	—	—	—	Singing	Pr/In	2/6	—	—	—	—
Diving	SD/Ag	3	—	—	—	—	—	—	Skiing	Ag/SD	3	—	—	—	—
Falsification	SD/Re	3	—	—	—	—	—	—	Smithing	St/Ag	3	—	—	—	—
First Aid	SD/Em	2/6	—	—	—	—	—	—	Spell Mastery	varies	2/5	—	—	3	—
Fletching	Ag/SD	2/6	—	—	—	—	—	—	Star-Gazing	In/Me	2/6	—	—	2	—
Foraging	In/Me	2/6	—	—	—	—	—	—	Stone Crafts	SD/Ag	3	—	—	—	—
Frenzy	Em/SD	5	—	—	1	—	—	—	Subduing	Ag/Qu	6	—	—	—	—
Gambling	Me/Pr	2/6	—	—	—	—	—	—	Tracking	In/Re	3	—	—	—	—
Herding	Em/Pr	2/6	—	—	—	—	—	—	Trading	Re/Me	3/5	—	—	—	—
Leather-working	Ag/Re	3	—	—	—	—	—	—	Trap-Building	Re/Em	3/6	—	—	—	—
Mathematics	Re/Me	2/6	—	—	2	—	—	—	Trickery	Pr/Qu	3	—	—	—	—
Meditation	Pr/SD	1/5	—	—	1	—	—	—	Tumbling	Ag/SD	3	—	—	—	—
Music	Ag/Em	2/6	—	—	—	—	—	—	Weather-Watching	In/Em	1/4	—	—	2	—
Rolemaster Companion Secondary Skills															
Academic															
Administration	Re/Pr	2/5	—	—	2	—	—	—	Engineering	In/Re	2/6	—	—	2	—
Advanced Math	Re/Me	3/7	—	—	2	—	—	—	Faerie Lore	Me/Re	1/2	—	—	2	—
Alchemy	Re/Me	2/4	—	—	2	—	—	—	Fauna Lore	Me/Re	2/5	—	—	2	—
Anthropology	In/Em	2/5	—	—	2	—	—	—	Flora Lore	Me/Re	2/5	—	—	2	—
Architecture	Re/Em	2/5	—	—	2	—	—	—	Heraldry	Re/Me	3/5	—	—	2	—
Astronomy	Em/Re	3/7	—	—	2	—	—	—	Herb Lore	Me/Re	2/6	—	—	2	—
Basic Mathematics	Re/Me	2/6	—	—	2	—	—	—	Lock Lore	Me/Re	2/4	—	—	2	—
Biochemistry	In/Re	5	—	—	2	—	—	—	Mapping	Re/Me	3	—	—	2	—
Boat Pilot	Me/Ag	2/6	—	—	2	—	—	—	Mechanition	Ag/Re	2/6	—	—	2	—
Demon/Devil Lore	Me/Re	1/2	—	—	2	—	—	—	Metal Lore	Me/Re	1/4	—	—	2	—
Drafting	Re/Me	2/4	—	—	2	—	—	—	Military Org.	Pr/Re	3/6	—	—	2	—
Dragon Lore	Me/Re	1/3	—	—	2	—	—	—	Mining	Re/In	3	—	—	2	—
Engineering															
Navigation															
Planetology															
Phil./Relig. Doct.															

MAGICIAN SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	Bonuses					Special	Total
				Skill	Level	Stat	Special	Total		
Poison Lore	Me/Re	2/6	—	—	2	—	—	—	—	—
Racial History	Me/Re	1/4	—	—	2	—	—	—	—	—
Sanity Heal. Lore	Me/Em	2	—	—	2	—	—	—	—	—
Siege Engineer	Re/In	2/4	—	—	2	—	—	—	—	—
Stone Lore	Me/Re	1/4	—	—	2	—	—	—	—	—
Tactics	In/Re	2/4	—	—	2	—	—	—	—	—
Trading Lore	Me/Re	2/5	—	—	2	—	—	—	—	—
Xeno-Lores	varies	4/7	—	—	2	—	—	—	—	—
Animal										
Animal Handling	Em/Pr/Ap	2/5	—	—	—	—	—	—	—	—
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	—	—
Beast Master	Em/Pr	4	—	—	—	—	—	—	—	—
Driving	Ag/Qu	3	—	—	—	—	—	—	—	—
Loading	Em/Re	3	—	—	—	—	—	—	—	—
Athletic										
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	—	—	—
Distance Running	Co	3	—	—	—	—	—	—	—	—
Flying/Gliding	Ag	3	—	—	—	—	—	—	—	—
Rappelling	Ag	6	—	—	—	—	—	—	—	—
Skating	Ag/SD	3	—	—	—	—	—	—	—	—
Sprinting	Qu	3	—	—	—	—	—	—	—	—
Surfing	Ag/SD	3	—	—	—	—	—	—	—	—
Combat										
Brawling	Re/In	18	—	—	—	—	—	—	—	—
Disarm, Armed	Ag	6	—	—	—	—	—	—	—	—
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	—	—
Grappling Hook	Ag	3	—	—	—	—	—	—	—	—
Jai	Qu/Ag	15	—	—	—	—	—	—	—	—
Lancing	St/Ag	18	—	—	—	—	—	—	—	—
Missile Artillery	In/Ag	3/6	—	—	—	—	—	—	—	—
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	—	—
Stunned Maneuv.	SD	5	—	—	—	—	—	—	—	—
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	—	—
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	—	—
2 Weapon Combo	St	v	—	—	—	—	—	—	—	—
Yado	Qu/Ag	6	—	—	—	—	—	—	—	—
Concentration										
Ad. Mv. Quick Draw	Pr/SD	4	—	—	1	—	—	—	—	—
Body Damage St.	SD/Em	3/5	—	—	1	—	—	—	—	—
Control Lycan.	SD	1/4	—	—	1	—	—	—	—	—
Dowsing	Em	1/3	—	—	1	—	—	—	—	—
Meditation										
Cleansing	SD/Em	2/4	—	—	1	—	—	—	—	—
Death	SD/Pr	1/5	—	—	1	—	—	—	—	—
Healing	SD/Em	2/4	—	—	1	—	—	—	—	—
Ki	SD/Pr	3/5	—	—	1	—	—	—	—	—
Sleep	SD/In	1/4	—	—	1	—	—	—	—	—
Trance	Pr/SD	1/3	—	—	1	—	—	—	—	—
Mnemonics	Me/SD	1/4	—	—	1	—	—	—	—	—
Spacial Loc. Aw.	In	2/5	—	—	1	—	—	—	—	—
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	—	—	—
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	—	—
Evaluation										
Appraisal	Re/Me	3/7	—	—	—	—	—	—	—	—
Armor Evaluation	In/Re	4	—	—	—	—	—	—	—	—
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	—	—
Stone Evaluation	In/Re	2/4	—	—	—	—	—	—	—	—
Weap. Evaluation	In/Re	4	—	—	—	—	—	—	—	—
General										
Advertising	In/Re	3/5	—	—	—	—	—	—	—	—
Crafting	Ag/SD	2/6	—	—	—	—	—	—	—	—
Gimmickry	Re	3	—	—	—	—	—	—	—	—
Horticulture	In/Em	2/6	—	—	—	—	—	—	—	—
Painting	In/Ag	2/4	—	—	—	—	—	—	—	—
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	—	—
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	—	—
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	—	—
Sculpting										
Sculpting	In/Ag	2/4	—	—	—	—	—	—	—	—
Skinning	Ag/In	3	—	—	—	—	—	—	—	—
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	—	—
Gymnastic										
Juggling	Ag/In	3	—	—	—	—	—	—	—	—
Jumping	St/Ag	4	—	—	—	—	—	—	—	—
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	—	—
Stilt Walking	St/Ag	4	—	—	—	—	—	—	—	—
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	—	—
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	—	—	—
Mimicry	In/SD	2/6	—	—	—	—	—	—	—	—
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	—	—
Propaganda	In/Em	3/5	—	—	—	—	—	—	—	—
Tale Telling	Pr	2/6	—	—	—	—	—	—	—	—
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	—	—
Magical										
Circle Lore	Me/Re	1/4	—	—	3	—	—	—	—	—
Divination	In/Em	2/4	—	—	3	—	—	—	—	—
Magical Language	none	1/*	—	—	3	—	—	—	—	—
—	none	1/*	—	—	3	—	—	—	—	—
—	none	1/*	—	—	3	—	—	—	—	—
Magical Rituals	Re/Me	1/4	—	—	3	—	—	—	—	—
Power Perception	Em	1/3	—	—	3	—	—	—	—	—
Power Pt. Dev.	varies	2	—	—	3	—	—	—	—	—
Power Projection	varies	2/4	—	—	3	—	—	—	—	—
Symbol Lore	Me/Re	1/4	—	—	3	—	—	—	—	—
Targeting Skill	In	2/5	—	—	3	—	—	—	—	—
Transcend Armor	varies	6	—	—	3	—	—	—	—	—
Warding Lore	Me/Re	2/4	—	—	3	—	—	—	—	—
Medical										
Diagnostics	In/Re	2/6	—	—	—	—	—	—	—	—
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	—	—
Hypnosis	Pr/SD	2/4	—	—	—	—	—	—	—	—
Midwifery	Em/Me/In	4	—	—	—	—	—	—	—	—
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	—	—
Surgery	SD/Em/In	6	—	—	—	—	—	—	—	—
Perception										
Detect Traps	In	3	—	—	—	—	—	—	—	—
Direction Sense	In/Re	2/4	—	—	—	—	—	—	—	—
Lie Perception	In/Re	2/5	—	—	—	—	—	—	—	—
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	—	—	—
Poison Percep.	In/Re	3	—	—	—	—	—	—	—	—
Read Tracks	In/Re	3/6	—	—	—	—	—	—	—	—
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	—	—	—
Sense Reality Wp.	In/Em	1/3	—	—	—	—	—	—	—	—
Surveillance	In/SD	2/6	—	—	—	—	—	—	—	—
Time Sense	In/Me	1/4	—	—	—	—	—	—	—	—
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	—	—	—
Duping	Pr	3/5	—	—	—	—	—	—	—	—
Interrogation	Ag/Re	3	—	—	—	—	—	—	—	—
Leadership	Pr/Re	2/4	—	—	—	—	—	—	—	—
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	—	—
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	—	—
Camouflage	Re/In	5	—	—	—	—	—	—	—	—
Disguise	Pr/SD	3/6	—	—	—	—	—	—	—	—
Hide Item	Re/In	5	—	—	—	—	—	—	—	—
Mimery	Ag/SD	3/6	—	—	—	—	—	—	—	—
Pick Pockets	Ag/In	3	—	—	—	—	—	—	—	—
Set Traps	Re/Ag	7	—	—	—	—	—	—	—	—
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	—	—
Region Lore	Re/Me	2/6	—	—	—	—	—	—	—	—
Scrounge	In/Re	2/6	—	—	—	—	—	—	—	—
Streetwise	Pr/In	3	—	—	—	—	—	—	—	—

Skill	Stats	Cost	Skill Rank	Bonuses					Special	Total
				Skill	Level	Stat	Special	Total		
Planetology	Em/Re	4	—	—	2	—	—	0		
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	2	—	—	0		
Physics	Me/Re	2/6	—	—	2	—	—	0		
Poison Lore	Me/Re	2/6	—	—	2	—	—	0		
Racial History	Me/Re	1/4	—	—	2	—	—	0		
Sanity Heal. Lore	Me/Em	2	—	—	2	—	—	0		
Siege Engineer	Re/In	2/4	—	—	2	—	—	0		
Stone Lore	Me/Re	2/4	—	—	2	—	—	0		
Tactics	In/Re	2/4	—	—	2	—	—	0		
Trading Lore	Me/Re	2/5	—	—	2	—	—	0		
Xeno-Lores	varies	4/7	—	—	2	—	—	0		
Animal										
Animal Handling	Em/Pr/Ap	2/5	—	—	—	—	—	0		
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	0		
Beast Master	Em/Pr	4	—	—	—	—	—	0		
Driving	Ag/Qu	3	—	—	—	—	—	0		
Loading	Em/Re	3	—	—	—	—	—	0		
Athletic										
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	0		
Distance Running	Co	3	—	—	—	—	—	0		
Flying/Gliding	Ag	3	—	—	—	—	—	0		
Rappelling	Ag	7	—	—	—	—	—	0		
Skating	Ag/SD	3	—	—	—	—	—	0		
Sprinting	Qu	3	—	—	—	—	—	0		
Surfing	Ag/SD	3	—	—	—	—	—	0		
Combat										
Brawling	Re/In	18	—	—	—	—	—	0		
Disarm, Armed	Ag	6	—	—	—	—	—	0		
Disarm, Unarmed	Ag	9	—	—	—	—	—	0		
Grappling Hook	Ag	3	—	—	—	—	—	0		
Jai	Qu/Ag	15	—	—	—	—	—	0		
Lancing	St/Ag	18	—	—	—	—	—	0		
Missile Artillery	In/Ag	3/6	—	—	—	—	—	0		
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0		
Stunned Maneuv.	SD	5	—	—	—	—	—	0		
Tumbling Attack	Ag/St	5	—	—	—	—	—	0		
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	0		
2 Weapon Combo	St	v	—	—	—	—	—	0		
Yado	Qu/Ag	6	—	—	—	—	—	0		
Concentration										
Ad. Mv. Quick Draw	Pr/SD	4	—	—	1	—	—	0		
Body Damage St.	SD/Em	3/5	—	—	1	—	—	0		
Control Lycan.	SD	2/4	—	—	1	—	—	0		
Dowsing	Em	2/5	—	—	1	—	—	0		
Meditation										
Cleansing	SD/Em	2/4	—	—	1	—	—	0		
Death	SD/Pr	1/5	—	—	1	—	—	0		
Healing	SD/Em	2/4	—	—	1	—	—	0		
Ki	SD/Pr	3/5	—	—	1	—	—	0		
Sleep	SD/In	1/4	—	—	1	—	—	0		
Trance	Pr/SD	1/3	—	—	1	—	—	0		
Mnemonics	Me/SD	1/4	—	—	1	—	—	0		
Spacial Loc. Aw.	In	2/5	—	—	1	—	—	0		
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	0		
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	0		
Evaluation										
Appraisal	Re/Me	3/7	—	—	—	—	—	0		
Armor Evaluation	In/Re	4	—	—	—	—	—	0		
Metal Evaluation	In/Re	2/5	—	—	—	—	—	0		
Stone Evaluation	In/Re	2/4	—	—	—	—	—	0		
Weap. Evaluation	In/Re	4	—	—	—	—	—	0		
General										
Advertising	In/Re	3/6	—	—	—	—	—	0		
Crafting	Ag/SD	1/5	—	—	—	—	—	0		
Gimmickry	Re	3	—	—	—	—	—	0		
Horticulture	In/Em	2/6	—	—	—	—	—	0		
Painting	In/Ag	1/4	—	—	—	—	—	0		
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	0		
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	0		
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0		
Sculpting	In/Ag	2/5	—	—	—	—	—	0		
Skinning	Ag/In	3	—	—	—	—	—	0		
Tactical Games	Re/Me	1/5	—	—	—	—	—	0		
Gymnastic										
Juggling	Ag/In	3	—	—	—	—	—	0		
Jumping	St/Ag	4	—	—	—	—	—	0		
Pole Vaulting	St/Ag	5	—	—	—	—	—	0		
Stilt Walking	St/Ag	4	—	—	—	—	—	0		
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0		
Linguistic										
Lip Reading	In/Re	2/4	—	—	2	—	—	0		
Mimicry	In/SD	2/6	—	—	2	—	—	0		
Poetic Improv.	In/Re	2/6	—	—	2	—	—	0		
Propaganda	In/Em	3/6	—	—	2	—	—	0		
Tale Telling	Pr	2/6	—	—	2	—	—	0		
Ventriloquism	SD/In	3/6	—	—	2	—	—	0		
Magical										
Circle Lore	Me/Re	1/3	—	—	3	—	—	0		
Divination	In/Em	1/4	—	—	3	—	—	0		
Magical Language	none	1/*	—	—	3	—	—	0		
Magical Rituals	Re/Me	1/4	—	—	3	—	—	0		
Power Perception	Em	1/3	—	—	3	—	—	0		
Power Pt. Dev.	varies	2	—	—	3	—	—	0		
Power Projection	varies	2/4	—	—	3	—	—	0		
Symbol Lore	Me/Re	1/3	—	—	3	—	—	0		
Targeting Skill	In	2/5	—	—	3	—	—	0		
Transcend Armor	varies	5	—	—	3	—	—	0		
Warding Lore	Me/Re	1/3	—	—	3	—	—	0		
Medical										
Diagnostics	In/Re	2	—	—	—	—	—	0		
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	0		
Hypnosis	Pr/SD	2/4	—	—	—	—	—	0		
Midwifery	Em/Me/In	4	—	—	—	—	—	0		
Second Aid	SD/Em/In	3/7	—	—	—	—	—	0		
Surgery	SD/Em/In	6	—	—	—	—	—	0		
Perception										
Detect Traps	In	3	—	—	1	—	—	0		
Direction Sense	In/Re	1/4	—	—	1	—	—	0		
Lie Perception	In/Re	2/5	—	—	1	—	—	0		
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	0		
Poison Percep.	In/Re	3	—	—	1	—	—	0		
Read Tracks	In/Re	2/6	—	—	1	—	—	0		
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	0		
Sense Reality Wp.	In/Em	1/4	—	—	1	—	—	0		
Surveillance	In/SD	2/6	—	—	1	—	—	0		
Time Sense	In/Me	1/4	—	—	1	—	—	0		
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	0		
Duping	Pr	2/5	—	—	—	—	—	0		
Interrogation	Ag/Re	3	—	—	—	—	—	0		
Leadership	Pr/Re	2/4	—	—	—	—	—	0		
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	0		
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	0		
Camouflage	Re/In	5	—	—	—	—	—	0		
Disguise	Pr/SD	3/6	—	—	—	—	—	0		
Hide Item	Re/In	5	—	—	—	—	—	0		
Mimery	Ag/SD	3/6	—	—	—	—	—	0		
Pick Pockets	Ag/In	3	—	—	—	—	—	0		
Set Traps	Re/Ag	2/5	—	—	—	—	—	0		
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	0		
Region Lore	Re/Me	2/6	—	—	—	—	—	0		
Scrounge	In/Re	2/6	—	—	—	—	—	0		
Streetwise	Pr/In	3	—	—	—	—	—	0		

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	Skill	Level	BONUSES							
				Skill	Level	Stat	Special	Total							Stat	Special	Total					
Primary Skills																						
Adr.Mv., Balance	Pr/SD	5								Staves & Wands	Em/In	2/6			1 ¹				00			
Adr.Mv., Landing	Pr/SD	5								Swimming	Ag	3			0 ²				0			
Adr.Mv., Leaping	Pr/SD	5								Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 6, 7, 9, 9, 9, 20												0
Adr.Mv., Speed	Pr/SD	5																	0			
Adr.Mv., Strength	Pr/SD	5																	0			
Adrenal Defense	none	20																	0			
Ambush	none	6																	0			
Body Develop.	Co	4																	0			
Channeling	In	2/5																	00			
Climbing	Ag	4																	0			
Directed Spells	Ag	3																	0			
Disarm Traps	In/Ag	8																	0			
Perception (Gen.)	In/Re	3																	0			
Linguistics	none	2/*																	00			
	none	2/*																	00			
	none	2/*																	00			
M.A. Strikes	St/St/Ag	20																	0			
M.A. Sw. & Th.	Ag/Ag/St	20																	0			
Mn. in Armor, SL	Ag	2/*																	00			
Mn. in Armor, RL	Ag	3/*																	00			
Mn. in Armor, Ch	Ag	10																	0			
Mn. in Armor, Pl	Ag	11																	0			
Pick Locks	In/Re/Ag	8																	0			
Riding	Em/Ag	1/3																	00			
Runes	Em/In	2/6																	00			
Spell List Acquis.	varies	1/*																	00			
Stalk & Hide	Ag/SD	3																	0			
Character Law Secondary Skills																						
Acrobatics	Ag/Qu	2/7																	00			
Acting	Pr/Ag/Em	2/7																	00			
Animal Healing	Em/Re	1/4																	00			
Caving	SD/Re	2/7																	00			
Contortions	Ag/SD	2/6																	00			
Cookery	In/Re	1/4																	00			
Dance	Ag/In	1/5																	00			
Diving	SD/Ag	2/5																	00			
Falsification	SD/Re	3																	0			
First Aid	SD/Em	1/5																	00			
Fletching	Ag/SD	2/5																	00			
Foraging	In/Me	1/5																	00			
Frenzy	Em/SD	3																	0			
Gambling	Me/Pr	2/6																	00			
Herding	Em/Pr	1/2																	00			
Leather-working	Ag/Re	2/5																	00			
Mathematics	Re/Me	2/6																	00			
Meditation	Pr/SD	1/3																	00			
Music	Ag/Em	2/6																	00			
Rolemaster Companion Secondary Skills																						
Academic																						
Administration	Re/Pr	6																	0			
Advanced Math	Re/Me	3/7																	00			
Alchemy	Re/Me	3/7																	00			
Anthropology	In/Em	2/5																	00			
Architecture	Re/Em	3/6																	00			
Astronomy	Em/Re	2/4																	00			
Basic Mathematics	Re/Me	2/6																	00			
Biochemistry	In/Re	2/5																	00			
Boat Pilot	Me/Ag	1/5																	00			
Demon/Devil Lore	Me/Re	1/4																	00			
Drafting	Re/Me	3/7																	00			
Dragon Lore	Me/Re	1/3																	00			
Engineering	In/Re	3/7																	00			
Faerie Lore	Me/Re	1/4																	00			
Fauna Lore	Me/Re	1/2																	00			
Flora Lore	Me/Re	1/2																	00			
Heraldry	Re/Me	3/5																	00			
Herb Lore	Me/Re	1/2																	00			
Lock Lore	Me/Re	2/7																	00			
Mapping	Re/Me	2/6																	00			
Mechanition	Ag/Re	3/7																	00			
Metal Lore	Me/Re	2/6																	00			
Military Org.	Pr/Re	3																	0			
Mining	Re/In	2/7																	00			
Navigation	Re/In	1/5																	00			
Planetology	Em/Re	2/7																	00			
Phil./Relig. Doct.	Me/In/Re	1/2																	00			
Physics	Me/Re	5																	0			
Poison Lore	Me/Re	1/3																	00			
Racial History	Me/Re	1/4																	00			
Sanity Heal. Lore	Me/Em	1/4																	00			
Siege Engineer	Re/In	2/5																	00			
Stone Lore	Me/Re	2/5																	00			

ANIMIST SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	Bonuses				Total	
				Skill	Level	Stat	Special		
Tactics	In/Re	2/5	—	—	—	—	—	—	00
Trading Lore	Me/Re	1/2	—	—	—	—	—	—	00
Xeno-Lores	varies	4/7	—	—	—	—	—	—	00
Animal									
Animal Handling	Em/Pr/Ap	1/2	—	—	3	—	—	—	00
	Em/Pr/Ap	1/2	—	—	3	—	—	—	00
	Em/Pr/Ap	1/2	—	—	3	—	—	—	00
Animal Training	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
Beast Master	Em/Pr	2/5	—	—	3	—	—	—	00
	Em/Pr	2/5	—	—	3	—	—	—	00
Driving	Ag/Qu	2	—	—	3	—	—	—	00
Loading	Em/Re	2	—	—	3	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	4	—	—	—	—	—	—	00
Distance Running	Co	3	—	—	—	—	—	—	00
Flying/Gliding	Ag	2/7	—	—	—	—	—	—	00
Rappelling	Ag	4	—	—	—	—	—	—	00
Skating	Ag/SD	2/7	—	—	—	—	—	—	00
Sprinting	Qu	3	—	—	—	—	—	—	00
Surfing	Ag/SD	2/7	—	—	—	—	—	—	00
Combat									
Brawling	Re/In	7	—	—	—	—	—	—	00
Disarm, Armed	Ag	5	—	—	—	—	—	—	00
Disarm, Unarmed	Ag	7	—	—	—	—	—	—	00
Grappling Hook	Ag	2/6	—	—	—	—	—	—	00
Jai	Qu/Ag	9	—	—	—	—	—	—	00
Lancing	St/Ag	20	—	—	—	—	—	—	00
Missile Artillery	In/Ag	3	—	—	—	—	—	—	00
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	00
Stunned Maneuv.	SD	4	—	—	—	—	—	—	00
Tumbling Attack	Ag/St	3/6	—	—	—	—	—	—	00
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	—	00
2 Weapon Combo	St	v	—	—	—	—	—	—	00
Yado	Qu/Ag	5	—	—	—	—	—	—	00
Concentration									
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	—	00
Body Damage St.	SD/Em	2/4	—	—	—	—	—	—	00
Control Lycan.	SD	2/4	—	—	—	—	—	—	00
Dowsing	Em	1/3	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	2/4	—	—	—	—	—	—	00
Death	SD/Pr	3/7	—	—	—	—	—	—	00
Healing	SD/Em	1/3	—	—	—	—	—	—	00
Ki	SD/Pr	2/6	—	—	—	—	—	—	00
Sleep	SD/In	1/4	—	—	—	—	—	—	00
Trance	Pr/SD	2/4	—	—	—	—	—	—	00
Mnemonics	Me/SD	2/4	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	—	00
Deadly									
Silent Kill	Ag	3/6	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	1/5	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	2	—	—	1	—	—	—	00
Armor Evaluation	In/Re	2	—	—	1	—	—	—	00
Metal Evaluation	In/Re	2	—	—	1	—	—	—	00
Stone Evaluation	In/Re	2/5	—	—	1	—	—	—	00
Weap. Evaluation	In/Re	2	—	—	1	—	—	—	00
General									
Advertising	In/Re	2/6	—	—	1	—	—	—	00
Crafting	Ag/SD	2/6	—	—	1	—	—	—	00
Gimmickry	Re	3/7	—	—	1	—	—	—	00
Horticulture	In/Em	1/2	—	—	1	—	—	—	00
Painting	In/Ag	1/4	—	—	1	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	1	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	1	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	1	—	—	—	00
Skill	Stats	Cost	Skill Rank	Bonuses				Total	
				Skill	Level	Stat	Special		
Sculpting	In/Ag	2/5	—	—	1	—	—	—	00
Skinning	Ag/In	1/3	—	—	1	—	—	—	00
Tactical Games	Re/Me	2/4	—	—	1	—	—	—	00
Gymnastic									
Juggling	Ag/In	2/7	—	—	—	—	—	—	00
Jumping	St/Ag	3	—	—	—	—	—	—	00
Pole Vaulting	St/Ag	4	—	—	—	—	—	—	00
Stilt Walking	St/Ag	3	—	—	—	—	—	—	00
Tightrope Walk.	Ag/SD	2	—	—	—	—	—	—	00
Linguistic									
Lip Reading	In/Re	2/4	—	—	1	—	—	—	00
Mimicry	In/SD	1/5	—	—	1	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	1	—	—	—	00
Propaganda	In/Em	2/6	—	—	1	—	—	—	00
Tale Telling	Pr	2/6	—	—	1	—	—	—	00
Ventriloquism	SD/In	2/5	—	—	1	—	—	—	00
Magical									
Circle Lore	Me/Re	1/4	—	—	1	—	—	—	00
Divination	In/Em	2/4	—	—	1	—	—	—	00
Magical Language	none	2/*	—	—	1	—	—	—	00
	none	2/*	—	—	1	—	—	—	00
	none	2/*	—	—	1	—	—	—	00
Magical Rituals	Re/Me	1/4	—	—	1	—	—	—	00
Power Perception	Em	1/3	—	—	1	—	—	—	00
Power Pt. Dev.	varies	2	—	—	1	—	—	—	00
Power Projection	varies	1/4	—	—	1	—	—	—	00
Symbol Lore	Me/Re	2/4	—	—	1	—	—	—	00
Targeting Skill	In	3/5	—	—	1	—	—	—	00
Transcend Armor	varies	5	—	—	1	—	—	—	00
Warding Lore	Me/Re	1/4	—	—	1	—	—	—	00
Medical									
Diagnostics	In/Re	1/4	—	—	1	—	—	—	00
Drug Tolerance	Co/SD	3	—	—	1	—	—	—	00
Hypnosis	Pr/SD	3	—	—	1	—	—	—	00
Midwifery	Em/Me/In	2/6	—	—	1	—	—	—	00
Second Aid	SD/Em/In	2/5	—	—	1	—	—	—	00
Surgery	SD/Em/In	3/7	—	—	1	—	—	—	00
Perception									
Detect Traps	In	3	—	—	1	—	—	—	00
Direction Sense	In/Re	1/4	—	—	1	—	—	—	00
Lie Perception	In/Re	1/4	—	—	1	—	—	—	00
Loc. Secret Open.	In/Re	3/5	—	—	1	—	—	—	00
Poison Percep.	In/Re	1/4	—	—	1	—	—	—	00
Read Tracks	In/Re	1/4	—	—	1	—	—	—	00
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	—	00
Sense Reality Wp.	In/Em	2/5	—	—	1	—	—	—	00
Surveillance	In/SD	3/6	—	—	1	—	—	—	00
Time Sense	In/Me	1/4	—	—	1	—	—	—	00
Social									
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00
Duping	Pr	3/6	—	—	—	—	—	—	00
Interrogation	Ag/Re	2/5	—	—	—	—	—	—	00
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	3/6	—	—	—	—	—	—	00
Bribery	Pr/Re/Ap	3/6	—	—	—	—	—	—	00
Camouflage	Re/In	3	—	—	—	—	—	—	00
Disguise	Pr/SD	2/7	—	—	—	—	—	—	00
Hide Item	Re/In	3	—	—	—	—	—	—	00
Mimery	Ag/SD	2/7	—	—	—	—	—	—	00
Pick Pockets	Ag/In	3	—	—	—	—	—	—	00
Set Traps	Re/Ag	8	—	—	—	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	1/3	—	—	3	—	—	—	00
Region Lore	Re/Me	1/5	—	—	3	—	—	—	00
Scrounge	In/Re	1/5	—	—	3	—	—	—	00
Streetwise	Pr/In	3/7	—	—	3	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total	
				Skill	Level	Stat	Special			
Racial History	Me/Re	1/4	—	—	1	—	—	—	00	
Sanity Heal. Lore	Me/Em	2/5	—	—	1	—	—	—	00	
Siege Engineer	Re/In	2/5	—	—	1	—	—	—	00	
Stone Lore	Me/Re	2/6	—	—	1	—	—	—	00	
Tactics	In/Re	2/5	—	—	1	—	—	—	00	
Trading Lore	Me/Re	2/4	—	—	1	—	—	—	00	
Xeno-Lores	varies	4/7	—	—	1	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0	
Beast Master	Em/Pr	5	—	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	2	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	5	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	2/7	—	—	—	—	—	—	00	
Rappelling	Ag	5	—	—	—	—	—	—	0	
Skating	Ag/SD	2/6	—	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	2/6	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	7	—	—	1	—	—	—	0	
Disarm, Armed	Ag	5	—	—	1	—	—	—	0	
Disarm, Unarmed	Ag	7	—	—	1	—	—	—	0	
Grappling Hook	Ag	2/5	—	—	1	—	—	—	00	
Iai	Qu/Ag	9	—	—	1	—	—	—	0	
Lancing	St/Ag	20	—	—	1	—	—	—	0	
Missile Artillery	In/Ag	3/6	—	—	1	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	1	—	—	—	0	
Stunned Maneuv.	SD	4	—	—	1	—	—	—	0	
Tumbling Attack	Ag/St	3/7	—	—	1	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/6	—	—	1	—	—	—	00	
2 Weapon Combo	St	v	—	—	1	—	—	—	0	
Yado	Qu/Ag	5	—	—	1	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	—	0	
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	00	
Control Lycan.	SD	1/4	—	—	—	—	—	—	00	
Dowsing	Em	2/4	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	1/2	—	—	—	—	—	—	00	
Death	SD/Pr	3/6	—	—	—	—	—	—	00	
Healing	SD/Em	1/2	—	—	—	—	—	—	00	
Ki	SD/Pr	2/4	—	—	—	—	—	—	00	
Sleep	SD/In	1/4	—	—	—	—	—	—	00	
Trance	Pr/SD	2/4	—	—	—	—	—	—	00	
Mnemonics	Me/SD	2/4	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	3/6	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/5	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2	—	—	2	—	—	—	0	
Armor Evaluation	In/Re	2	—	—	2	—	—	—	0	
Metal Evaluation	In/Re	2	—	—	2	—	—	—	0	
Stone Evaluation	In/Re	2/5	—	—	2	—	—	—	00	
Weap. Evaluation	In/Re	2	—	—	2	—	—	—	0	
General										
Advertising	In/Re	2/5	—	—	2	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	2	—	—	—	00	
Gimmickry	Re	3/7	—	—	2	—	—	—	00	
Horticulture	In/Em	2/6	—	—	2	—	—	—	00	
Painting	In/Ag	2/5	—	—	2	—	—	—	00	
Play Instrument, #1	Ag/Me	2/5	—	—	2	—	—	—	00	
Play Instrument, #2	Ag/Me	3/6	—	—	2	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	2	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	2	—	—	—	00	
Skinning	Ag/In	2/5	—	—	2	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	2	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/6	—	—	—	—	—	—	00	
Jumping	St/Ag	3	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	4	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	3	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	2	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	—	00	
Mimicry	In/SD	2/7	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	00	
Propaganda	In/Em	2/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/5	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/7	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	2/4	—	—	2	—	—	—	00	
Divination	In/Em	1/5	—	—	2	—	—	—	00	
Magical Language	none	2/*	—	—	2	—	—	—	00	
—	none	2/*	—	—	2	—	—	—	00	
—	none	2/*	—	—	2	—	—	—	00	
Magical Rituals	Re/Me	1/4	—	—	2	—	—	—	00	
Power Perception	Em	1/3	—	—	2	—	—	—	00	
Power Pt. Dev.	varies	2	—	—	2	—	—	—	0	
Power Projection	varies	1/4	—	—	2	—	—	—	00	
Symbol Lore	Me/Re	1/4	—	—	2	—	—	—	00	
Targeting Skill	In	3/5	—	—	2	—	—	—	00	
Transcend Armor	varies	4	—	—	2	—	—	—	0	
Warding Lore	Me/Re	2/4	—	—	2	—	—	—	00	
Medical										
Diagnostics	In/Re	2/5	—	—	1	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	1	—	—	—	00	
Hypnosis	Pr/SD	3/6	—	—	1	—	—	—	00	
Midwifery	Em/Me/In	3/6	—	—	1	—	—	—	00	
Second Aid	SD/Em/In	2/6	—	—	1	—	—	—	00	
Surgery	SD/Em/In	4	—	—	1	—	—	—	0	
Perception										
Detect Traps	In	3	—	—	2	—	—	—	0	
Direction Sense	In/Re	2/4	—	—	2	—	—	—	00	
Lie Perception	In/Re	1/4	—	—	2	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	2	—	—	—	00	
Poison Percep.	In/Re	2/5	—	—	2	—	—	—	00	
Read Tracks	In/Re	2/5	—	—	2	—	—	—	00	
Sense Amb./Ass.	In/Re	3	—	—	2	—	—	—	0	
Sense Reality Wp.	In/Em	1/3	—	—	2	—	—	—	00	
Surveillance	In/SD	2/6	—	—	2	—	—	—	00	
Time Sense	In/Me	1/4	—	—	2	—	—	—	00	
Social										
Diplomacy	Pr/In	1/4	—	—	—	—	—	—	00	
Duping	Pr	3/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/5	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	5	—	—	—	—	—	—	0	
Disguise	Pr/SD	2/7	—	—	—	—	—	—	00	
Hide Item	Re/In	5	—	—	—	—	—	—	0	
Mimery	Ag/SD	2/7	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	—	0	
Set Traps	Re/Ag	7	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0	
Region Lore	Re/Me	2/5	—	—	—	—	—	—	00	
Scrounge	In/Re	2/5	—	—	—	—	—	—	00	
Streetwise	Pr/In	2/6	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill					Bonuses		
			Rank	Skill	Level	Stat	Special	Total		
Stone Lore	Me/Re	2/5	—	—	—	—	—	00		
Tactics	In/Re	2/5	—	—	—	—	—	00		
Trading Lore	Me/Re	2/4	—	—	—	—	—	00		
Xeno-Lores	varies	4/7	—	—	—	—	—	00		
Animal										
Animal Handling	Em/Pr/Ap	1/2	—	—	3	—	—	00		
	Em/Pr/Ap	1/2	—	—	3	—	—	00		
	Em/Pr/Ap	1/2	—	—	3	—	—	00		
Animal Training	Em/Pr/Ap	1/3	—	—	3	—	—	00		
	Em/Pr/Ap	1/3	—	—	3	—	—	00		
	Em/Pr/Ap	1/3	—	—	3	—	—	00		
Beast Master	Em/Pr	2/4	—	—	3	—	—	00		
	Em/Pr	2/4	—	—	3	—	—	00		
Driving	Ag/Qu	2	—	—	3	—	—	00		
Loading	Em/Re	2	—	—	3	—	—	00		
Athletic										
Athletic Games	St/Ag/Qu	3	—	—	—	—	—	00		
Distance Running	Co	3	—	—	—	—	—	00		
Flying/Gliding	Ag	2/7	—	—	—	—	—	00		
Rappelling	Ag	4	—	—	—	—	—	00		
Skating	Ag/SD	2/7	—	—	—	—	—	00		
Sprinting	Qu	3	—	—	—	—	—	00		
Surfing	Ag/SD	2/7	—	—	—	—	—	00		
Combat										
Brawling	Re/In	5	—	—	—	—	—	00		
Disarm, Armed	Ag	5	—	—	—	—	—	00		
Disarm, Unarmed	Ag	7	—	—	—	—	—	00		
Grappling-Hook	Ag	2/5	—	—	—	—	—	00		
Jai	Qu/Ag	9	—	—	—	—	—	00		
Lancing	St/Ag	20	—	—	—	—	—	00		
Missile Artillery	In/Ag	3/7	—	—	—	—	—	00		
Reverse Stroke	Ag/Re	15	—	—	—	—	—	00		
Stunned Maneuv.	SD	3	—	—	—	—	—	00		
Tumbling Attack	Ag/St	3/6	—	—	—	—	—	00		
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	00		
2 Weapon Combo	St	v	—	—	—	—	—	00		
Yado	Qu/Ag	4	—	—	—	—	—	00		
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	00		
Body Damage-St.	SD/Em	2/4	—	—	—	—	—	00		
Control Lycan.	SD	2/4	—	—	—	—	—	00		
Dowsing	Em	1/2	—	—	—	—	—	00		
Meditation										
Cleansing	SD/Em	2/4	—	—	—	—	—	00		
Death	SD/Pr	3/6	—	—	—	—	—	00		
Healing	SD/Em	1/3	—	—	—	—	—	00		
Ki	SD/Pr	2/6	—	—	—	—	—	00		
Sleep	SD/In	1/4	—	—	—	—	—	00		
Trance	Pr/SD	2/4	—	—	—	—	—	00		
Mnemonics	Me/SD	2/4	—	—	—	—	—	00		
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	00		
Deadly										
Silent Kill	Ag	3/6	—	—	—	—	—	00		
Use/Rem. Poison	Ag/In	1/5	—	—	—	—	—	00		
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	00		
Armor Evaluation	In/Re	2	—	—	—	—	—	00		
Metal Evaluation	In/Re	2	—	—	—	—	—	00		
Stone Evaluation	In/Re	2/3	—	—	—	—	—	00		
Weap. Evaluation	In/Re	2	—	—	—	—	—	00		
General										
Advertising	In/Re	2/6	—	—	—	—	—	00		
Crafting	Ag/SD	1/4	—	—	—	—	—	00		
Gimmickry	Re	3/7	—	—	—	—	—	00		
Horticulture	In/Em	1/4	—	—	—	—	—	00		
Painting	In/Ag	2/4	—	—	—	—	—	00		
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00		
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00		
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	00		
Sculpting										
Sculpting	In/Ag	2/7	—	—	—	—	—	00		
Skinning	Ag/In	1/4	—	—	—	—	—	00		
Tactical Games	Re/Me	2/4	—	—	—	—	—	00		
Gymnastic										
Juggling	Ag/In	2/7	—	—	—	—	—	00		
Jumping	St/Ag	3	—	—	—	—	—	00		
Pole Vaulting	St/Ag	4	—	—	—	—	—	00		
Stilt Walking	St/Ag	3	—	—	—	—	—	00		
Tightrope Walk.	Ag/SD	2	—	—	—	—	—	00		
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	00		
Mimicry	In/SD	1/5	—	—	—	—	—	00		
Poetic Improv.	In/Re	2/5	—	—	—	—	—	00		
Propaganda	In/Em	2/6	—	—	—	—	—	00		
Tale Telling	Pr	2/5	—	—	—	—	—	00		
Ventriloquism	SD/In	2/5	—	—	—	—	—	00		
Magical										
Circle Lore	Me/Re	1/5	—	—	1	—	—	00		
Divination	In/Em	2/5	—	—	1	—	—	00		
Magical Language	none	2/*	—	—	1	—	—	00		
	none	2/*	—	—	1	—	—	00		
	none	2/*	—	—	1	—	—	00		
Magical Rituals	Re/Me	1/4	—	—	1	—	—	00		
Power Perception	Em	1/3	—	—	1	—	—	00		
Power Pt. Dev.	varies	2	—	—	1	—	—	00		
Power Projection	varies	1/4	—	—	1	—	—	00		
Symbol Lore	Me/Re	2/4	—	—	1	—	—	00		
Targeting Skill	In	3/5	—	—	1	—	—	00		
Transcend Armor	varies	5	—	—	1	—	—	00		
Warding Lore	Me/Re	1/4	—	—	1	—	—	00		
Medical										
Diagnostics	In/Re	1/4	—	—	2	—	—	00		
Drug Tolerance	Co/SD	3	—	—	2	—	—	00		
Hypnosis	Pr/SD	3	—	—	2	—	—	00		
Midwifery	Em/Me/In	2/6	—	—	2	—	—	00		
Second Aid	SD/Em/In	2/6	—	—	2	—	—	00		
Surgery	SD/Em/In	3/7	—	—	2	—	—	00		
Perception										
Detect Traps	In	2/4	—	—	1	—	—	00		
Direction Sense	In/Re	1/4	—	—	1	—	—	00		
Lie Perception	In/Re	1/4	—	—	1	—	—	00		
Loc. Secret Open.	In/Re	3/5	—	—	1	—	—	00		
Poison Percep.	In/Re	1/4	—	—	1	—	—	00		
Read Tracks	In/Re	1/4	—	—	1	—	—	00		
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	00		
Sense Reality Wp.	In/Em	2/5	—	—	1	—	—	00		
Surveillance	In/SD	3/6	—	—	1	—	—	00		
Time Sense	In/Me	1/4	—	—	1	—	—	00		
Social										
Diplomacy	Pr/In	3/8	—	—	—	—	—	00		
Duping	Pr	3/6	—	—	—	—	—	00		
Interrogation	Ag/Re	1/5	—	—	—	—	—	00		
Leadership	Pr/Re	2/5	—	—	—	—	—	00		
Subterfuge										
Begging	Pr/Em/Ap	3/6	—	—	2	—	—	00		
Bribery	Pr/Re/Ap	3/6	—	—	2	—	—	00		
Camouflage	Re/In	3/6	—	—	2	—	—	00		
Disguise	Pr/SD	2/7	—	—	2	—	—	00		
Hide Item	Re/In	3	—	—	2	—	—	00		
Mimery	Ag/SD	2/7	—	—	2	—	—	00		
Pick Pockets	Ag/In	3	—	—	2	—	—	00		
Set Traps	Re/Ag	8	—	—	2	—	—	00		
Survival										
Hostile Environ.	Ag/SD	1/4	—	—	3	—	—	00		
Region Lore	Re/Me	1/5	—	—	3	—	—	00		
Scrounge	In/Re	1/5	—	—	3	—	—	00		
Streetwise	Pr/In	3/7	—	—	3	—	—	00		

Skill	Stats	Cost	Skill					BONUSES		
			Rank	Skill	Level	Stat	Special	Total		
Primary Skills										
Adr. Mv., Balance	Pr/SD	5	—	—	2	—	—	—	—	—
Adr. Mv., Landing	Pr/SD	5	—	—	2	—	—	—	—	—
Adr. Mv., Leaping	Pr/SD	5	—	—	2	—	—	—	—	—
Adr. Mv., Speed	Pr/SD	5	—	—	2	—	—	—	—	—
Adr. Mv., Strength	Pr/SD	5	—	—	2	—	—	—	—	—
Adrenal Defense	none	20	—	—	2	—	—	—	—	—
Ambush	none	9	—	—	—	—	—	—	—	—
Body Develop.	Co	1/3	—	—	2 ³	—	—	—	—	—
Channeling	In	2/5	—	—	1	—	—	—	—	—
Climbing	Ag	6	—	—	—	—	—	—	—	—
Directed Spells	Ag	3	—	—	0 ¹	—	—	—	—	—
Disarm Traps	In/Ag	8	—	—	—	—	—	—	—	—
Perception (Gen.)	In/Re	3	—	—	1 ¹	—	—	—	—	—
Linguistics	none	2/*	—	—	—	—	—	—	—	—
	none	2/*	—	—	—	—	—	—	—	—
	none	2/*	—	—	—	—	—	—	—	—
M.A. Strikes	St/St/Ag	6	—	—	—	—	—	—	—	—
M.A. Sw. & Th.	Ag/Ag/St	6	—	—	—	—	—	—	—	—
Mn. in Armor, SL	Ag	2/*	—	—	—	—	—	—	—	—
Mn. in Armor, RL	Ag	3/*	—	—	—	—	—	—	—	—
Mn. in Armor, Ch	Ag	10	—	—	—	—	—	—	—	—
Mn. in Armor, PI	Ag	11	—	—	—	—	—	—	—	—
Pick Locks	In/Re/Ag	8	—	—	—	—	—	—	—	—
Riding	Em/Ag	8	—	—	—	—	—	—	—	—
Runes	Em/In	2/6	—	—	1	—	—	—	—	—
Spell List Acquis.	varies	1/*	—	—	—	—	—	—	—	—
Stalk & Hide	Ag/SD	6	—	—	—	—	—	—	—	—
Staves & Wands	Em/In	3/7	—	—	1	—	—	—	—	—
Character Law Secondary Skills										
Acrobatics	Ag/Qu	2/7	—	—	—	—	—	—	—	—
Acting	Pr/Ag/Em	2/7	—	—	—	—	—	—	—	—
Animal Healing	Em/Re	1/3	—	—	2	—	—	—	—	—
Caving	SD/Re	2/7	—	—	—	—	—	—	—	—
Contortions	Ag/SD	2/6	—	—	—	—	—	—	—	—
Cookery	In/Re	1/5	—	—	—	—	—	—	—	—
Dance	Ag/In	2/4	—	—	—	—	—	—	—	—
Diving	SD/Ag	2/5	—	—	—	—	—	—	—	—
Falsification	SD/Re	3	—	—	—	—	—	—	—	—
First Aid	SD/Em	1/2	—	—	2	—	—	—	—	—
	SD/Em	1/2	—	—	2	—	—	—	—	—
	SD/Em	1/2	—	—	2	—	—	—	—	—
Fletching	Ag/SD	2/6	—	—	—	—	—	—	—	—
Foraging	In/Me	2/5	—	—	—	—	—	—	—	—
Frenzy	Em/SD	3	—	—	2	—	—	—	—	—
Gambling	Me/Pr	2/4	—	—	—	—	—	—	—	—
Herdin	Em/Pr	2/5	—	—	—	—	—	—	—	—
Leather-working	Ag/Re	2/5	—	—	—	—	—	—	—	—
Mathematics	Re/Me	2/6	—	—	1	—	—	—	—	—
Meditation	Pr/SD	1/2	—	—	2	—	—	—	—	—
Music	Ag/Em	2/6	—	—	—	—	—	—	—	—
Rolemaster Companion Secondary Skills										
Academic										
Administration	Re/Pr	2/5	—	—	1	—	—	—	—	—
Advanced Math	Re/Me	3/6	—	—	1	—	—	—	—	—
Alchemy	Re/Me	3/6	—	—	1	—	—	—	—	—
Anthropology	In/Em	2/5	—	—	1	—	—	—	—	—
Architecture	Re/Em	2/5	—	—	1	—	—	—	—	—
Astronomy	Em/Re	2/5	—	—	1	—	—	—	—	—
Basic Mathematics	Re/Me	2/6	—	—	1	—	—	—	—	—
Biochemistry	In/Re	2/4	—	—	1	—	—	—	—	—
Boat Pilot	Me/Ag	3/6	—	—	1	—	—	—	—	—
Demon/Devil Lore	Me/Re	2/5	—	—	1	—	—	—	—	—
Drafting	Re/Me	3/6	—	—	1	—	—	—	—	—
Dragon Lore	Me/Re	2/5	—	—	1	—	—	—	—	—
Engineering										
Engineering	In/Re	3/7	—	—	1	—	—	—	—	—
Faerie Lore	Me/Re	2/5	—	—	1	—	—	—	—	—
Fauna Lore	Me/Re	1/3	—	—	1	—	—	—	—	—
Flora Lore	Me/Re	1/3	—	—	1	—	—	—	—	—
Heraldry	Re/Me	2/4	—	—	1	—	—	—	—	—
Herb Lore	Me/Re	1/2	—	—	1	—	—	—	—	—
Lock Lore	Me/Re	3/7	—	—	1	—	—	—	—	—
Mapping	Re/Me	5	—	—	1	—	—	—	—	—
Mechanition	Ag/Re	3/7	—	—	1	—	—	—	—	—
Metal Lore	Me/Re	3/7	—	—	1	—	—	—	—	—
Military Org.	Pr/Re	4	—	—	1	—	—	—	—	—
Mining	Re/In	2/7	—	—	1	—	—	—	—	—
Navigation	Re/In	2/4	—	—	1	—	—	—	—	—
Planetology	Em/Re	4	—	—	1	—	—	—	—	—
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	1	—	—	—	—	—
Transferring Ways										
Bone Ways	—	—	—	—	—	—	—	—	—	—
Organ Ways	—	—	—	—	—	—	—	—	—	—
Barrier Law	—	—	—	—	—	—	—	—	—	—
Light's Way	—	—	—	—	—	—	—	—	—	—
Detection Mastery	—	—	—	—	—	—	—	—	—	—
Sound's Way	—	—	—	—	—	—	—	—	—	—
Weather Ways	—	—	—	—	—	—	—	—	—	—
Blood Law	—	—	—	—	—	—	—	—	—	—
Nerve Law	—	—	—	—	—	—	—	—	—	—
Muscle Law	—	—	—	—	—	—	—	—	—	—
Creations	—	—	—	—	—	—	—	—	—	—
Lore	—	—	—	—	—	—	—	—	—	—
Blood Ways										
Muscle Ways	—	—	—	—	—	—	—	—	—	—
Surface Ways	—	—	—	—	—	—	—	—	—	—
Purifications	—	—	—	—	—	—	—	—	—	—
Nature's Law	—	—	—	—	—	—	—	—	—	—
Spell Defense	—	—	—	—	—	—	—	—	—	—
Concussion's Ways	—	—	—	—	—	—	—	—	—	—
Lofty Movements	—	—	—	—	—	—	—	—	—	—
Organ Law	—	—	—	—	—	—	—	—	—	—
Bone Law	—	—	—	—	—	—	—	—	—	—
Calm Spirits	—	—	—	—	—	—	—	—	—	—
Locating Ways	—	—	—	—	—	—	—	—	—	—
Symbolic Ways	—	—	—	—	—	—	—	—	—	—

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Physics	Me/Re	3/6	—	—	1	—	—	—	00	
Poison Lore	Me/Re	1/2	—	—	1	—	—	—	00	
Racial History	Me/Re	1/4	—	—	1	—	—	—	00	
Sanity Heal. Lore	Me/Em	1/2	—	—	1	—	—	—	00	
Siege Engineer	Re/In	2/5	—	—	1	—	—	—	00	
Stone Lore	Me/Re	3/7	—	—	1	—	—	—	00	
Tactics	In/Re	2/5	—	—	1	—	—	—	00	
Trading Lore	Me/Re	2/4	—	—	1	—	—	—	00	
Xeno-Lores	varies	4/7	—	—	1	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0	
Beast Master	Em/Pr	5	—	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	2	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	2/7	—	—	—	—	—	—	00	
Rappelling	Ag	6	—	—	—	—	—	—	0	
Skating	Ag/SD	2/7	—	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	2/7	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	18	—	—	—	—	—	—	0	
Disarm, Armed	Ag	7	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	0	
Grappling Hook	Ag	2/6	—	—	—	—	—	—	00	
Jai	Qu/Ag	20	—	—	—	—	—	—	0	
Lancing	St/Ag	20	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	4	—	—	—	—	—	—	0	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	4	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	3/6	—	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	—	0	
Yado	Qu/Ag	7	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	2	—	—	—	0	
Body Damage St.	SD/Em	1/2	—	—	2	—	—	—	00	
Control Lycan.	SD	1/2	—	—	2	—	—	—	00	
Dowsing	Em	2/5	—	—	2	—	—	—	00	
Meditation										
Cleansing	SD/Em	1/2	—	—	2	—	—	—	00	
Death	SD/Pr	3/6	—	—	2	—	—	—	00	
Healing	SD/Em	1/2	—	—	2	—	—	—	00	
Ki	SD/Pr	2/4	—	—	2	—	—	—	00	
Sleep	SD/In	1/2	—	—	2	—	—	—	00	
Trance	Pr/SD	1/3	—	—	2	—	—	—	00	
Mnemonics	Me/SD	2/4	—	—	2	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	2	—	—	—	00	
Deadly										
Silent Kill	Ag	3/6	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/5	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	—	0	
Armor Evaluation	In/Re	5	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	2	—	—	—	—	—	—	0	
Stone Evaluation	In/Re	2	—	—	—	—	—	—	0	
Weap. Evaluation	In/Re	5	—	—	—	—	—	—	0	
General										
Advertising	In/Re	2/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	1/3	—	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Skinning	Ag/In	2/6	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/6	—	—	—	—	—	—	00	
Jumping	St/Ag	3	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	4	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	3	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	2	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	—	00	
Mimicry	In/SD	2/7	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	2/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/5	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/7	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	2/5	—	—	1	—	—	—	00	
Divination	In/Em	2/5	—	—	1	—	—	—	00	
Magical Language	none	2/*	—	—	1	—	—	—	00	
Magical Rituals	Re/Me	1/4	—	—	1	—	—	—	00	
Power Perception	Em	1/3	—	—	1	—	—	—	00	
Power Pt. Dev.	varies	2	—	—	1	—	—	—	0	
Power Projection	varies	1/4	—	—	1	—	—	—	00	
Symbol Lore	Me/Re	2/4	—	—	1	—	—	—	00	
Targeting Skill	In	3/5	—	—	1	—	—	—	00	
Transcend Armor	varies	5	—	—	1	—	—	—	0	
Warding Lore	Me/Re	1/4	—	—	1	—	—	—	00	
Medical										
Diagnostics	In/Re	1/2	—	—	2	—	—	—	00	
Drug Tolerance	Co/SD	2/5	—	—	2	—	—	—	00	
Hypnosis	Pr/SD	3/6	—	—	2	—	—	—	00	
Midwifery	Em/Me/In	1/3	—	—	2	—	—	—	00	
Second Aid	SD/Em/In	1/5	—	—	2	—	—	—	00	
Surgery	SD/Em/In	2/5	—	—	2	—	—	—	00	
Perception										
Detect Traps	In	3	—	—	1	—	—	—	0	
Direction Sense	In/Re	2/4	—	—	1	—	—	—	00	
Lie Perception	In/Re	1/3	—	—	1	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	—	00	
Poison Percep.	In/Re	1/3	—	—	1	—	—	—	00	
Read Tracks	In/Re	2/7	—	—	1	—	—	—	00	
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	—	0	
Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	—	00	
Surveillance	In/SD	3/6	—	—	1	—	—	—	00	
Time Sense	In/Me	1/2	—	—	1	—	—	—	00	
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	—	00	
Duping	Pr	3/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	3/7	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	6	—	—	—	—	—	—	0	
Disguise	Pr/SD	2/7	—	—	—	—	—	—	00	
Hide Item	Re/In	6	—	—	—	—	—	—	0	
Mimery	Ag/SD	2/7	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	—	0	
Set Traps	Re/Ag	8	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0	
Region Lore	Re/Me	2/5	—	—	—	—	—	—	00	
Scrounge	In/Re	2/5	—	—	—	—	—	—	00	
Streetwise	Pr/In	2/7	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses			Skill	Level	Stat	Special	Total
				Skill	Level	Total					
Physics	Me/Re	4/7									00
Poison Lore	Me/Re	1/2									00
Racial History	Me/Re	1/4									00
Sanity Heal. Lore	Me/Em	1/3									00
Siege Engineer	Re/In	1/6									00
Stone Lore	Me/Re	2/5									00
Tactics	In/Re	1/6									00
Trading Lore	Me/Re	2/4									00
Xeno-Lores	varies	4/7									00
Animal											
Animal Handling	Em/Pr/Ap	2/4			3						00
Animal Training	Em/Pr/Ap	4			3						0
Beast Master	Em/Pr	3/6			3						00
Driving	Ag/Qu	3			3						0
Loading	Em/Re	3			3						0
Athletic											
Athletic Games	St/Ag/Qu	7									0
Distance Running	Co	3									0
Flying/Gliding	Ag	3									0
Rappelling	Ag	6									0
Skating	Ag/SD	2/5									00
Sprinting	Qu	3									0
Surfing	Ag/SD	2/5									00
Combat											
Brawling	Re/In	18									0
Disarm, Armed	Ag	7									0
Disarm, Unarmed	Ag	9									0
Grappling Hook	Ag	2/6									00
Jai	Qu/Ag	20									0
Lancing	St/Ag	20									0
Missile Artillery	In/Ag	4									0
Reverse Stroke	Ag/Re	20									0
Stunned Maneuv.	SD	4									0
Tumbling Attack	Ag/St	3/6									00
Tumbling Evasion	Ag/Qu	3/6									00
2 Weapon Combo	St	v									0
Yado	Qu/Ag	5									00
Concentration											
Ad. Mv. Quick Draw	Pr/SD	3			1						0
Body Damage St.	SD/Em	1/2			1						00
Control Lycan.	SD	1/2			1						00
Dowsing	Em	1/5			1						00
Meditation											
Cleansing	SD/Em	1/3			1						00
Death	SD/Pr	2/4			1						00
Healing	SD/Em	1/2			1						00
Ki	SD/Pr	2/4			1						00
Sleep	SD/In	1/2			1						00
Trance	Pr/SD	1/2			1						00
Mnemonics	Me/SD	1/4			1						00
Spacial Loc. Aw.	In	2/5			1						00
Deadly											
Silent Kill	Ag	3/6									00
Use/Rem. Poison	Ag/In	2/5									00
Evaluation											
Appraisal	Re/Me	2/4			1						00
Armor Evaluation	In/Re	3			1						0
Metal Evaluation	In/Re	3			1						0
Stone Evaluation	In/Re	2/4			1						00
Weap. Evaluation	In/Re	3			1						0
General											
Advertising	In/Re	1/4			1						00
Crafting	Ag/SD	2/6			1						00
Gimmickry	Re	3/7			1						00
Horticulture	In/Em	2/5			1						00
Painting	In/Ag	2/4			1						00
Play Instrument, #1	Ag/Me	2/4			1						00
Play Instrument, #2	Ag/Me	3/5			1						00
Play Instrument, #3	Ag/Me	3			1						0
Sculpting	In/Ag	2/7			1						00
Skinning	Ag/In	1/5			1						00
Tactical Games	Re/Me	2/4			1						00
Gymnastic											
Juggling	Ag/In	2/7									0
Jumping	St/Ag	3									00
Pole Vaulting	St/Ag	4									00
Stilt Walking	St/Ag	3									00
Tightrope Walk.	Ag/SD	2									0
Linguistic											
Lip Reading	In/Re	2/4			1						00
Mimicry	In/SD	2/7			1						00
Poetic Improv.	In/Re	1/5			1						00
Propaganda	In/Em	1/4			1						00
Tale Telling	Pr	2/5			1						00
Ventriloquism	SD/In	3/7			1						00
Magical											
Circle Lore	Me/Re	2/4			1						00
Divination	In/Em	1/4			1						00
Magical Language	none	1/*			1						00
Magical Rituals	Re/Me	1/3			1						00
Power Perception	Em	1/3			1						00
Power Pt. Dev.	varies	2			1						00
Power Projection	varies	1/3			1						00
Symbol Lore	Me/Re	1/3			1						00
Targeting Skill	In	3/5			1						00
Transcend Armor	varies	5			1						00
Warding Lore	Me/Re	1/4			1						00
Medical											
Diagnostics	In/Re	1/3			1						00
Drug Tolerance	Co/SD	2/5			1						00
Hypnosis	Pr/SD	2/6			1						00
Midwifery	Em/Me/In	1/3			1						00
Second Aid	SD/Em/In	1/5			1						00
Surgery	SD/Em/In	4			1						00
Perception											
Detect Traps	In	3			1						00
Direction Sense	In/Re	2/4			1						00
Lie Perception	In/Re	1/3			1						00
Loc. Secret Open.	In/Re	3/6			1						00
Poison Percep.	In/Re	1/4			1						00
Read Tracks	In/Re	2/4			1						00
Sense Amb./Ass.	In/Re	3			1						00
Sense Reality Wp.	In/Em	1/5			1						00
Surveillance	In/SD	2/6			1						00
Time Sense	In/Me	1/4			1						00
Social											
Diplomacy	Pr/In	1/5			1						00
Duping	Pr	2/4			1						00
Interrogation	Ag/Re	2/5			1						00
Leadership	Pr/Re	1/4			1						00
Subterfuge											
Begging	Pr/Em/Ap	2/6									00
Bribery	Pr/Re/Ap	2/6									00
Camouflage	Re/In	6									00
Disguise	Pr/SD	2/7									00
Hide Item	Re/In	4									00
Mimery	Ag/SD	2/7									00
Pick Pockets	Ag/In	3									00
Set Traps	Re/Ag	7									00
Survival											
Hostile Environ.	Ag/SD	2/4			3						00
Region Lore	Re/Me	2/5			3						00
Scrounge	In/Re	2/5			3						00
Streetwise	Pr/In	2/4			3						00

Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total
				Skill	Level	Stat	Special	Total		
Physics	Me/Re	3/5	—	—	2	—	—	—	—	—
Poison Lore	Me/Re	1/2	—	—	2	—	—	—	—	—
Racial History	Me/Re	1/4	—	—	2	—	—	—	—	—
Sanity Heal. Lore	Me/Em	1/2	—	—	2	—	—	—	—	—
Siege Engineer	Re/In	2/5	—	—	2	—	—	—	—	—
Stone Lore	Me/Re	3/7	—	—	2	—	—	—	—	—
Tactics	In/Re	2/5	—	—	2	—	—	—	—	—
Trading Lore	Me/Re	2/4	—	—	2	—	—	—	—	—
Xeno-Lores	varies	4/7	—	—	2	—	—	—	—	—
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	—	—	—
Animal Training	Em/Pr/Ap	3	—	—	—	—	—	—	—	—
Beast Master	Em/Pr	4	—	—	—	—	—	—	—	—
Driving	Ag/Qu	3	—	—	—	—	—	—	—	—
Loading	Em/Re	3	—	—	—	—	—	—	—	—
Athletic										
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	—	—	—
Distance Running	Co	3	—	—	—	—	—	—	—	—
Flying/Gliding	Ag	3	—	—	—	—	—	—	—	—
Rappelling	Ag	6	—	—	—	—	—	—	—	—
Skating	Ag/SD	3/5	—	—	—	—	—	—	—	—
Sprinting	Qu	3	—	—	—	—	—	—	—	—
Surfing	Ag/SD	3/5	—	—	—	—	—	—	—	—
Combat										
Brawling	Re/In	8	—	—	—	—	—	—	—	—
Disarm, Armed	Ag	7	—	—	—	—	—	—	—	—
Disarm, Unarmed	Ag	3	—	—	—	—	—	—	—	—
Grappling Hook	Ag	3	—	—	—	—	—	—	—	—
Jai	Qu/Ag	7	—	—	—	—	—	—	—	—
Lancing	St/Ag	8	—	—	—	—	—	—	—	—
Missile Artillery	In/Ag	4	—	—	—	—	—	—	—	—
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	—	—
Stunned Maneuv.	SD	3	—	—	—	—	—	—	—	—
Tumbling Attack	Ag/St	4	—	—	—	—	—	—	—	—
Tumbling Evasion	Ag/Qu	2	—	—	—	—	—	—	—	—
2 Weapon Combo	St	v	—	—	—	—	—	—	—	—
Yado	Qu/Ag	7	—	—	—	—	—	—	—	—
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	1	—	—	—	—	—
Body Damage St.	SD/Em	1/2	—	—	1	—	—	—	—	—
Control Lycan.	SD	1/4	—	—	1	—	—	—	—	—
Dowsing	Em	2/5	—	—	1	—	—	—	—	—
Meditation										
Cleansing	SD/Em	1/2	—	—	1	—	—	—	—	—
Death	SD/Pr	1/2	—	—	1	—	—	—	—	—
Healing	SD/Em	1/2	—	—	1	—	—	—	—	—
Ki	SD/Pr	1/2	—	—	1	—	—	—	—	—
Sleep	SD/In	1/2	—	—	1	—	—	—	—	—
Trance	Pr/SD	1/4	—	—	1	—	—	—	—	—
Mnemonics	Me/SD	1/4	—	—	1	—	—	—	—	—
Spacial Loc. Aw.	In	1/4	—	—	1	—	—	—	—	—
Deadly										
Silent Kill	Ag	1/3	—	—	—	—	—	—	—	—
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	—	—
Evaluation										
Appraisal	Re/Me	2	—	—	1	—	—	—	—	—
Armor Evaluation	In/Re	5	—	—	1	—	—	—	—	—
Metal Evaluation	In/Re	2	—	—	1	—	—	—	—	—
Stone Evaluation	In/Re	2	—	—	1	—	—	—	—	—
Weap. Evaluation	In/Re	5	—	—	1	—	—	—	—	—
General										
Advertising	In/Re	3/6	—	—	1	—	—	—	—	—
Crafting	Ag/SD	3/6	—	—	1	—	—	—	—	—
Gimmickry	Re	3	—	—	1	—	—	—	—	—
Horticulture	In/Em	1/3	—	—	1	—	—	—	—	—
Painting	In/Ag	2/4	—	—	1	—	—	—	—	—
Play Instrument, #1	Ag/Me	2/6	—	—	1	—	—	—	—	—
Play Instrument, #2	Ag/Me	3/7	—	—	1	—	—	—	—	—
Play Instrument, #3	Ag/Me	3	—	—	1	—	—	—	—	—
Sculpting										
Sculpting	In/Ag	2/6	—	—	1	—	—	—	—	—
Skinning	Ag/In	2/5	—	—	1	—	—	—	—	—
Tactical Games	Re/Me	2/4	—	—	1	—	—	—	—	—
Gymnastic										
Juggling	Ag/In	2/6	—	—	—	—	—	—	—	—
Jumping	St/Ag	4	—	—	—	—	—	—	—	—
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	—	—
Stilt Walking	St/Ag	4	—	—	—	—	—	—	—	—
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	—	—
Linguistic										
Lip Reading	In/Re	3/6	—	—	—	—	—	—	—	—
Mimicry	In/SD	2/6	—	—	—	—	—	—	—	—
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	—	—
Propaganda	In/Em	3/6	—	—	—	—	—	—	—	—
Tale Telling	Pr	2/5	—	—	—	—	—	—	—	—
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	—	—
Magical										
Circle Lore	Me/Re	2/5	—	—	1	—	—	—	—	—
Divination	In/Em	2/5	—	—	1	—	—	—	—	—
Magical Language	none	3/*	—	—	1	—	—	—	—	—
Magical Rituals	Re/Me	2/6	—	—	1	—	—	—	—	—
Power Perception	Em	1/3	—	—	1	—	—	—	—	—
Power Pt. Dev.	varies	2	—	—	1	—	—	—	—	—
Power Projection	varies	2/4	—	—	1	—	—	—	—	—
Symbol Lore	Me/Re	2/4	—	—	1	—	—	—	—	—
Targeting Skill	In	2/5	—	—	1	—	—	—	—	—
Transcend Armor	varies	6	—	—	1	—	—	—	—	—
Warding Lore	Me/Re	1/4	—	—	1	—	—	—	—	—
Medical										
Diagnostics	In/Re	1/2	—	—	3	—	—	—	—	—
Drug Tolerance	In/Re	1/2	—	—	3	—	—	—	—	—
Hypnosis	Co/SD	2/5	—	—	3	—	—	—	—	—
Midwifery	Pr/SD	2/5	—	—	3	—	—	—	—	—
Second Aid	Em/Me/In	1/3	—	—	3	—	—	—	—	—
Surgery	SD/Em/In	1/5	—	—	3	—	—	—	—	—
Perception										
Detect Traps	In	3	—	—	1	—	—	—	—	—
Direction Sense	In/Re	2/4	—	—	1	—	—	—	—	—
Lie Perception	In/Re	1/4	—	—	1	—	—	—	—	—
Loc. Secret Open.	In/Re	3/7	—	—	1	—	—	—	—	—
Poison Percep.	In/Re	1/4	—	—	1	—	—	—	—	—
Read Tracks	In/Re	3/9	—	—	1	—	—	—	—	—
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	—	—	—
Sense Reality Wp.	In/Em	3/7	—	—	1	—	—	—	—	—
Surveillance	In/SD	2/7	—	—	1	—	—	—	—	—
Time Sense	In/Me	1/3	—	—	1	—	—	—	—	—
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	—	—
Duping	Pr	2/6	—	—	—	—	—	—	—	—
Interrogation	Ag/Re	3	—	—	—	—	—	—	—	—
Leadership	Pr/Re	2/5	—	—	—	—	—	—	—	—
Subterfuge										
Begging	Pr/Em/Ap	2/5	—	—	—	—	—	—	—	—
Bribery	Pr/Re/Ap	2/5	—	—	—	—	—	—	—	—
Camouflage	Re/In	6	—	—	—	—	—	—	—	—
Disguise	Pr/SD	2/6	—	—	—	—	—	—	—	—
Hide Item	Re/In	6	—	—	—	—	—	—	—	—
Mimery	Ag/SD	2/6	—	—	—	—	—	—	—	—
Pick Pockets	Ag/In	3	—	—	—	—	—	—	—	—
Set Traps	Re/Ag	8	—	—	—	—	—	—	—	—
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	—	—
Region Lore	Re/Me	2/5	—	—	—	—	—	—	—	—
Scrounge	In/Re	2/5	—	—	—	—	—	—	—	—
Streetwise	Pr/In	4	—	—	—	—	—	—	—	—

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Racial History	Me/Re	1/2	—	—	3	—	—	—	00	
Sanity Heal. Lore	Me/Re	1/2	—	—	3	—	—	—	00	
Siege Engineer	Me/Em	1/3	—	—	3	—	—	—	00	
Stone Lore	Re/In	1/3	—	—	3	—	—	—	00	
Tactics	Me/Re	1/3	—	—	3	—	—	—	00	
Trading Lore	In/Re	1/4	—	—	3	—	—	—	00	
Xeno-Lores	Me/Re	1/3	—	—	3	—	—	—	00	
Xeno-Lores	varies	3/6	—	—	3	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ag	3	—	—	—	—	—	—	0	
Animal Training	Em/Pr/Ag	3	—	—	—	—	—	—	0	
Beast Master	Em/Pr	4	—	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	4	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	9	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	—	0	
Rappelling	Ag	8	—	—	—	—	—	—	0	
Skating	Ag/SD	3	—	—	—	—	—	—	0	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	3	—	—	—	—	—	—	0	
Combat										
Brawling	Re/In	20	—	—	—	—	—	—	0	
Disarm, Armed	Ag	9	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	—	0	
Jai	Qu/Ag	15	—	—	—	—	—	—	0	
Lancing	St/Ag	20	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	3	—	—	—	—	—	—	0	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	3	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	7	—	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	—	0	
Yado	Qu/Ag	9	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	7	—	—	2	—	—	—	0	
Body Damage St.	SD/Em	3/5	—	—	2	—	—	—	00	
Control Lycan.	SD	3/7	—	—	2	—	—	—	00	
Dowsing	Em	3/6	—	—	2	—	—	—	00	
Meditation										
Cleansing	SD/Em	1/4	—	—	2	—	—	—	00	
Death	SD/Pr	2/5	—	—	2	—	—	—	00	
Healing	SD/Em	1/4	—	—	2	—	—	—	00	
Ki	SD/Pr	2/5	—	—	2	—	—	—	00	
Sleep	SD/In	1/3	—	—	2	—	—	—	00	
Trance	Pr/SD	1/3	—	—	2	—	—	—	00	
Mnemonics	Me/SD	1/2	—	—	2	—	—	—	00	
Spacial Loc. Aw.	In	1/5	—	—	2	—	—	—	00	
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2/5	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	4	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	3/7	—	—	—	—	—	—	00	
General										
Advertising	In/Re	1/4	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00	
Gimmickry	Re	2/6	—	—	—	—	—	—	00	
Horticulture	In/Em	1/3	—	—	—	—	—	—	00	
Painting	In/Ag	2/5	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	3/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/9	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	4	—	—	—	—	—	—	0	
Sculpting	In/Ag	3/8	—	—	—	—	—	—	00	
Skinning	Ag/In	5	—	—	—	—	—	—	0	
Tactical Games	Re/Me	1/3	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	4	—	—	—	—	—	—	0	
Jumping	St/Ag	3	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	6	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	2/6	—	—	3	—	—	—	00	
Mimicry	In/SD	3/6	—	—	3	—	—	—	00	
Poetic Improv.	In/Re	1/2	—	—	3	—	—	—	00	
Propaganda	In/Em	1/4	—	—	3	—	—	—	00	
Tale Telling	Pr	1/4	—	—	3	—	—	—	00	
Ventriloquism	SD/In	2/5	—	—	3	—	—	—	00	
Magical										
Circle Lore	Me/Re	1/4	—	—	1	—	—	—	00	
Divination	In/Em	1/4	—	—	1	—	—	—	00	
Magical Language	none	1/*	—	—	1	—	—	—	00	
	none	1/*	—	—	1	—	—	—	00	
	none	1/*	—	—	1	—	—	—	00	
Magical Rituals	Re/Me	3	—	—	1	—	—	—	0	
Power Perception	Em	1/4	—	—	1	—	—	—	00	
Power Pt. Dev.	varies	2	—	—	1	—	—	—	0	
Power Projection	varies	2/5	—	—	1	—	—	—	00	
Symbol Lore	Me/Re	1/4	—	—	1	—	—	—	00	
Targeting Skill	In	2/5	—	—	1	—	—	—	00	
Transcend Armor	varies	3/7	—	—	1	—	—	—	00	
Warding Lore	Me/Re	1/4	—	—	1	—	—	—	00	
Medical										
Diagnostics	In/Re	1/5	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/4	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	00	
Surgery	SD/Em/In	5	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	3	—	—	—	—	—	—	0	
Direction Sense	In/Re	1/3	—	—	—	—	—	—	00	
Lie Perception	In/Re	2/4	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	3/5	—	—	—	—	—	—	00	
Poison Percep.	In/Re	3/6	—	—	—	—	—	—	00	
Read Tracks	In/Re	1/3	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	3/6	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	1/3	—	—	—	—	—	—	00	
Surveillance	In/SD	2/4	—	—	—	—	—	—	00	
Time Sense	In/Me	1/3	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/6	—	—	—	—	—	—	00	
Duping	Pr	2/4	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/5	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ag	2/7	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ag	1/5	—	—	—	—	—	—	00	
Camouflage	Re/In	6	—	—	—	—	—	—	0	
Disguise	Pr/SD	2/7	—	—	—	—	—	—	00	
Hide Item	Re/In	6	—	—	—	—	—	—	0	
Mimery	Ag/SD	3/6	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	—	0	
Set Traps	Re/Ag	7	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0	
Region Lore	Re/Me	1/2	—	—	—	—	—	—	00	
Scrounge	In/Re	2/5	—	—	—	—	—	—	00	
Streetwise	Pr/In	2/4	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Skill	Level	Bonuses			Skill	Stats	Cost	Skill Rank	Skill	Level	Bonuses		
						Stat	Special	Total							Stat	Special	Total
Primary Skill																	
Adr.Mv., Balance	Pr/SD	3	—	—	3	—	—	□	Swimming	Ag	3	—	—	—	—	—	□
Adr.Mv., Landing	Pr/SD	3	—	—	3	—	—	□	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 6, 8, 15, 20, 20, 20								
Adr.Mv., Leaping	Pr/SD	3	—	—	3	—	—	□	—	—	—	—	—	—	—	—	□
Adr.Mv., Speed	Pr/SD	3	—	—	3	—	—	□	—	—	—	—	—	—	—	—	□
Adr.Mv., Strength	Pr/SD	3	—	—	3	—	—	□	—	—	—	—	—	—	—	—	□
Adrenal Defense	none	15	—	—	3	—	—	□	Mind Control□—Sense Control□— Mind Attack□—Presence□— Mind Speech□—Mind Merge□— Delving□—Damage Resistance□— Cloaking□—Brilliance□— Anticipations□—Attack Avoidance□— Detections□—Illusions□— Self Healing□—Spell Resistance□— Mind Mastery□—Sense Mastery□— Solid Manipulation□—Liquid Manipulation□— Gas Manipulation□—Shifting□— Telekinesis□—Movement□— Mind's Door□—Speed□— □—□— □—□— □—□— □—□—								
Ambush	none	9	—	—	—	—	—	□									
Body Develop.	Co	6	—	—	0 ¹	—	—	□									
Channeling	In	8	—	—	—	—	—	□									
Climbing	Ag	5	—	—	—	—	—	□									
Directed Spells	Ag	2/6	—	—	1 ¹	—	—	□□									
Disarm Traps	In/Ag	7	—	—	—	—	—	□									
Perception (Gen.)	In/Re	3	—	—	1 ¹	—	—	□									
Linguistics	none	2/*	—	—	1	—	—	□□									
	none	2/*	—	—	1	—	—	□□									
	none	2/*	—	—	1	—	—	□□									
M.A. Strikes	St/St/Ag	3	—	—	—	—	—	□									
M.A. Sw. & Th.	Ag/Ag/St	3	—	—	—	—	—	□									
Mn. in Armor, SL	Ag	4/*	—	—	—	—	—	□□									
Mn. in Armor, RL	Ag	5/*	—	—	—	—	—	□□									
Mn. in Armor, Ch	Ag	6/*	—	—	—	—	—	□□									
Mn. in Armor, Pl	Ag	7/*	—	—	—	—	—	□□									
Pick Locks	In/Re/Ag	8	—	—	—	—	—	□									
Riding	Em/Ag	2	—	—	—	—	—	□									
Runes	Em/In	2/5	—	—	2 ¹	—	—	□□									
Spell List Acquis.	varies	1/*	—	—	—	—	—	□□									
Stalk & Hide	Ag/SD	5	—	—	2	—	—	□									
Staves & Wands	Em/In	2/5	—	—	2	—	—	□□									
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	3/7	—	—	—	—	—	□□	Public Speaking	Em/Pr/Ap	2/5	—	—	1	—	—	□□
Acting	Pr/Ap/Em	2/6	—	—	—	—	—	□□	Rope Mastery	Me/Ag	3	—	—	—	—	—	□
Animal Healing	Em/Re	2/6	—	—	—	—	—	□□	Rowing	St/SD	3	—	—	—	—	—	□
Caving	SD/Re	3	—	—	—	—	—	□	Sailing	Em/In	3	—	—	—	—	—	□
Contortions	Ag/SD	3	—	—	—	—	—	□	Seduction	Em/Pr/Ap	2/6	—	—	—	—	—	□□
Cookery	In/Re	2/6	—	—	—	—	—	□□	Signaling	Me/SD	2/6	—	—	1	—	—	□□
Dance	Ag/In	2/6	—	—	—	—	—	□□	Singing	Pr/In	2/6	—	—	1	—	—	□□
Diving	SD/Ag	3	—	—	—	—	—	□	Skiing	Ag/SD	3/5	—	—	—	—	—	□□
Falsification	SD/Re	3	—	—	—	—	—	□	Smithing	St/Ag	3	—	—	—	—	—	□
First Aid	SD/Em	2/6	—	—	—	—	—	□□	Spell Mastery	varies	2/5	—	—	2	—	—	□□
Fletching	Ag/SD	2/6	—	—	—	—	—	□□	Star-Gazing	In/Me	2/6	—	—	1	—	—	□□
Foraging	In/Me	2/6	—	—	—	—	—	□□	Stone Crafts	SD/Ag	3	—	—	—	—	—	□
Frenzy	Em/SD	2/4	—	—	3	—	—	□□	Subduing	Ag/Qu	5	—	—	—	—	—	□
Gambling	Me/Pr	2/5	—	—	—	—	—	□□	Tracking	In/Re	3	—	—	1	—	—	□
Herdin	Em/Pr	3/7	—	—	—	—	—	□□	Trading	Re/Me	3/5	—	—	—	—	—	□□
Leather-working	Ag/Re	3	—	—	—	—	—	□	Trap-Building	Re/Em	2/6	—	—	—	—	—	□□
Mathematics	Re/Me	2/5	—	—	1	—	—	□	Trickery	Pr/Qu	3	—	—	—	—	—	□
Meditation	Pr/SD	1/4	—	—	3	—	—	□□	Tumbling	Ag/SD	2	—	—	—	—	—	□
Music	Ag/Em	2/6	—	—	1	—	—	□□	Weather-Watching	In/Em	2/6	—	—	1	—	—	□□
									Wood Crafts	Ag/Em	3	—	—	—	—	—	□
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	2/5	—	—	1	—	—	□□	Faerie Lore	Me/Re	1/4	—	—	1	—	—	□□
Advanced Math	Re/Me	3/6	—	—	1	—	—	□□	Fauna Lore	Me/Re	2/6	—	—	1	—	—	□□
Alchemy	Re/Me	2/6	—	—	1	—	—	□□	Flora Lore	Me/Re	2/5	—	—	1	—	—	□□
Anthropology	In/Em	2/5	—	—	1	—	—	□□	Heraldry	Re/Me	2/5	—	—	1	—	—	□□
Architecture	Re/Em	2/5	—	—	1	—	—	□□	Herb Lore	Me/Re	2/5	—	—	1	—	—	□□
Astronomy	Em/Re	3/7	—	—	1	—	—	□□	Lock Lore	Me/Re	3/6	—	—	1	—	—	□□
Basic Mathematics	Re/Me	2/5	—	—	1	—	—	□□	Mapping	Re/Me	4	—	—	1	—	—	□
Biochemistry	In/Re	5	—	—	1	—	—	□	Mechanition	Ag/Re	2/6	—	—	1	—	—	□□
Boat Pilot	Me/Ag	2/6	—	—	1	—	—	□□	Metal Lore	Me/Re	3/6	—	—	1	—	—	□□
Demon/Devil Lore	Me/Re	1/4	—	—	1	—	—	□□	Military Org.	Pr/Re	3/6	—	—	1	—	—	□□
Drafting	Re/Me	2/4	—	—	1	—	—	□□	Mining	Re/In	3	—	—	1	—	—	□
Dragon Lore	Me/Re	2/4	—	—	1	—	—	□□	Navigation	Re/In	2/6	—	—	1	—	—	□□
Engineering	In/Re	2/6	—	—	1	—	—	□□	Planetology	Em/Re	4	—	—	1	—	—	□
									Phil./Relig. Doct.	Me/In/Re	1/2	—	—	1	—	—	□□
									Physics	Me/Re	3/6	—	—	1	—	—	□□
									Poison Lore	Me/Re	2/6	—	—	1	—	—	□□

Mentalist Skill Sheet #1

Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total
				Skill	Level	Stat	Special	Total		
Racial History	Me/Re	1/4	—	—	1	—	—	00		
Sanity Heal. Lore	Me/Em	1/3	—	—	1	—	—	00		
Siege Engineer	Re/In	2/4	—	—	1	—	—	00		
Stone Lore	Me/Re	2/6	—	—	1	—	—	00		
Tactics	In/Re	3/6	—	—	1	—	—	00		
Trading Lore	Me/Re	2/6	—	—	1	—	—	00		
Xeno-Lores	varies	4/7	—	—	1	—	—	00		
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	0		
Animal Training	Em/Pr/Ap	3	—	—	—	—	—	0		
Beast Master	Em/Pr	4	—	—	—	—	—	0		
Driving	Ag/Qu	3	—	—	—	—	—	0		
Loading	Em/Re	3	—	—	—	—	—	0		
Athletic										
Athletic Games	St/Ag/Qu	5	—	—	—	—	—	0		
Distance Running	Co	3	—	—	—	—	—	0		
Flying/Gliding	Ag	3	—	—	—	—	—	0		
Rappelling	Ag	5	—	—	—	—	—	0		
Skating	Ag/SD	3/5	—	—	—	—	—	00		
Sprinting	Qu	3	—	—	—	—	—	0		
Surfing	Ag/SD	3/5	—	—	—	—	—	00		
Combat										
Brawling	Re/In	8	—	—	—	—	—	0		
Disarm, Armed	Ag	6	—	—	—	—	—	0		
Disarm, Unarmed	Ag	3	—	—	—	—	—	0		
Grappling Hook	Ag	3	—	—	—	—	—	0		
Jai	Qu/Ag	6	—	—	—	—	—	0		
Lancing	St/Ag	8	—	—	—	—	—	0		
Missile Artillery	In/Ag	3/6	—	—	—	—	—	00		
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0		
Stunned Maneuv.	SD	3	—	—	—	—	—	0		
Tumbling Attack	Ag/St	4	—	—	—	—	—	0		
Tumbling Evasion	Ag/Qu	2	—	—	—	—	—	0		
2 Weapon Combo	St	v	—	—	—	—	—	0		
Yado	Qu/Ag	6	—	—	—	—	—	0		
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	3	—	—	0		
Body Damage St.	SD/Em	1/4	—	—	3	—	—	00		
Control Lycan.	SD	1/4	—	—	3	—	—	00		
Dowsing	Em	2/4	—	—	3	—	—	00		
Meditation										
Cleansing	SD/Em	1/3	—	—	3	—	—	00		
Death	SD/Pr	1/4	—	—	3	—	—	00		
Healing	SD/Em	1/3	—	—	3	—	—	00		
Ki	SD/Pr	1/4	—	—	3	—	—	00		
Sleep	SD/In	1/2	—	—	3	—	—	00		
Trance	Pr/SD	1/2	—	—	3	—	—	00		
Mnemonics	Me/SD	1/3	—	—	3	—	—	00		
Spacial Loc. Aw.	In	1/4	—	—	3	—	—	00		
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	0		
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00		
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	0		
Armor Evaluation	In/Re	3	—	—	—	—	—	0		
Metal Evaluation	In/Re	2	—	—	—	—	—	0		
Stone Evaluation	In/Re	2/5	—	—	—	—	—	00		
Weap. Evaluation	In/Re	3	—	—	—	—	—	0		
General										
Advertising	In/Re	3/5	—	—	—	—	—	00		
Crafting	Ag/SD	2/4	—	—	—	—	—	00		
Gimmickry	Re	3	—	—	—	—	—	0		
Horticulture	In/Em	2/6	—	—	—	—	—	00		
Painting	In/Ag	2/5	—	—	—	—	—	00		
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00		
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00		
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0		
Sculpting	In/Ag	2/7	—	—	—	—	—	00		
Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total
				Skill	Level	Stat	Special	Total		
Skinning	Ag/In	2/5	—	—	—	—	—	00		
Tactical Games	Re/Me	2/4	—	—	—	—	—	00		
Gymnastic										
Juggling	Ag/In	2/6	—	—	—	—	—	00		
Jumping	St/Ag	4	—	—	—	—	—	0		
Pole Vaulting	St/Ag	5	—	—	—	—	—	0		
Stilt Walking	St/Ag	4	—	—	—	—	—	0		
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0		
Linguistic										
Lip Reading	In/Re	2/4	—	—	1	—	—	00		
Mimicry	In/SD	2/6	—	—	1	—	—	00		
Poetic Improv.	In/Re	2/5	—	—	1	—	—	00		
Propaganda	In/Em	3/5	—	—	1	—	—	00		
Tale Telling	Pr	2/5	—	—	1	—	—	00		
Ventriloquism	SD/In	3/6	—	—	1	—	—	00		
Magical										
Circle Lore	Me/Re	2/5	—	—	2	—	—	00		
Divination	In/Em	2/4	—	—	2	—	—	00		
Magical Language	none	3/*	—	—	2	—	—	00		
	none	3/*	—	—	2	—	—	00		
Magical Rituals	Re/Me	2/6	—	—	2	—	—	00		
Power Perception	Em	1/3	—	—	2	—	—	00		
Power Pt. Dev.	varies	2	—	—	2	—	—	0		
Power Projection	varies	2/4	—	—	2	—	—	00		
Symbol Lore	Me/Re	1/4	—	—	2	—	—	00		
Targeting Skill	In	2/5	—	—	2	—	—	00		
Transcend Armor	varies	6	—	—	2	—	—	0		
Warding Lore	Me/Re	2/4	—	—	2	—	—	00		
Medical										
Diagnostics	In/Re	3/6	—	—	—	—	—	00		
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	00		
Hypnosis	Pr/SD	1/5	—	—	—	—	—	00		
Midwifery	Em/Me/In	4	—	—	—	—	—	0		
Second Aid	SD/Em/In	3/7	—	—	—	—	—	00		
Surgery	SD/Em/In	6	—	—	—	—	—	0		
Perception										
Detect Traps	In	3	—	—	1	—	—	0		
Direction Sense	In/Re	1/3	—	—	1	—	—	00		
Lie Perception	In/Re	2/4	—	—	1	—	—	00		
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	00		
Poison Percep.	In/Re	3	—	—	1	—	—	0		
Read Tracks	In/Re	3/8	—	—	1	—	—	00		
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	0		
Sense Reality Wp.	In/Em	2/5	—	—	1	—	—	00		
Surveillance	In/SD	2/6	—	—	1	—	—	00		
Time Sense	In/Me	1/3	—	—	1	—	—	00		
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	00		
Duping	Pr	2/6	—	—	—	—	—	00		
Interrogation	Ag/Re	2/5	—	—	—	—	—	00		
Leadership	Pr/Re	2/5	—	—	—	—	—	00		
Subterfuge										
Begging	Pr/Em/Ap	2/5	—	—	—	—	—	00		
Bribery	Pr/Re/Ap	2/5	—	—	—	—	—	00		
Camouflage	Re/In	5	—	—	—	—	—	0		
Disguise	Pr/SD	2/6	—	—	—	—	—	00		
Hide Item	Re/In	5	—	—	—	—	—	0		
Mimery	Ag/SD	2/6	—	—	—	—	—	00		
Pick Pockets	Ag/In	3	—	—	—	—	—	0		
Set Traps	Re/Ag	7	—	—	—	—	—	0		
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	0		
Region Lore	Re/Me	2/6	—	—	—	—	—	00		
Scrounge	In/Re	2/6	—	—	—	—	—	00		

Skill	Stats	Cost	Skill Rank	Bonuses				Total	
				Skill	Level	Stat	Special		
Racial History	Me/Re	1/4	—	—	2	—	—	00	
Sanity Heal. Lore	Me/Em	1/4	—	—	2	—	—	00	
Siege Engineer	Re/In	2/5	—	—	2	—	—	00	
Stone Lore	Me/Re	3/6	—	—	2	—	—	00	
Tactics	In/Re	2/5	—	—	2	—	—	00	
Trading Lore	Me/Re	2/5	—	—	2	—	—	00	
Xeno-Lores	varies	4/7	—	—	2	—	—	00	
Animal									
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	3	—	—	—	—	—	0	
Beast Master	Em/Pr	4	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	0	
Loading	Em/Re	3	—	—	—	—	—	0	
Athletic									
Athletic Games	St/Ag/Qu	4	—	—	—	—	—	0	
Distance Running	Co	6	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	0	
Rappelling	Ag	4	—	—	—	—	—	0	
Skating	Ag/SD	3/5	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	0	
Surfing	Ag/SD	3/5	—	—	—	—	—	00	
Combat									
Brawling	Re/In	15	—	—	—	—	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	0	
Disarm, Unarmed	Ag	3	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	0	
Jai	Qu/Ag	6	—	—	—	—	—	0	
Lancing	St/Ag	15	—	—	—	—	—	0	
Missile Artillery	In/Ag	3/7	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0	
Stunned Maneuv.	SD	3	—	—	—	—	—	0	
Tumbling Attack	Ag/St	4	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	2	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	0	
Yado	Qu/Ag	6	—	—	—	—	—	0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	3	—	—	2	—	—	0	
Body Damage St.	SD/Em	1/3	—	—	2	—	—	00	
Control Lycan.	SD	1/2	—	—	2	—	—	00	
Dowsing	Em	1/4	—	—	2	—	—	00	
Meditation									
Cleansing	SD/Em	1/2	—	—	2	—	—	00	
Death	SD/Pr	1/4	—	—	2	—	—	00	
Healing	SD/Em	1/3	—	—	2	—	—	00	
Ki	SD/Pr	1/3	—	—	2	—	—	00	
Sleep	SD/In	1/2	—	—	2	—	—	00	
Trance	Pr/SD	1/3	—	—	2	—	—	00	
Mnemonics	Me/SD	1/2	—	—	2	—	—	00	
Spacial Loc. Aw.	In	1/2	—	—	2	—	—	00	
Deadly									
Silent Kill	Ag	5	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00	
Evaluation									
Appraisal	Re/Me	2/5	—	—	—	—	—	00	
Armor Evaluation	In/Re	2/6	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	00	
Weap. Evaluation	In/Re	2/6	—	—	—	—	—	00	
General									
Advertising	In/Re	3/5	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	00	
Gimmickry	Re	3	—	—	—	—	—	0	
Horticulture	In/Em	2/6	—	—	—	—	—	0	
Painting	In/Ag	2/4	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/5	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/6	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0	
Sculpting	In/Ag	2/6	—	—	—	—	—	00	
Skinner	Ag/In	2/4	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	00	
Gymnastic									
Juggling	Ag/In	2/5	—	—	—	—	—	00	
Jumping	St/Ag	4	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0	
Linguistic									
Lip Reading	In/Re	1/4	—	—	—	—	—	00	
Mimicry	In/SD	1/5	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/4	—	—	—	—	—	00	
Propaganda	In/Em	3/5	—	—	—	—	—	00	
Tale Telling	Pr	2/4	—	—	—	—	—	00	
Ventriloquism	SD/In	2/5	—	—	—	—	—	00	
Magical									
Circle Lore	Me/Re	2/5	—	—	2	—	—	00	
Divination	In/Em	1/3	—	—	2	—	—	00	
Magical Language	none	1/*	—	—	2	—	—	00	
—	none	1/*	—	—	2	—	—	00	
—	none	1/*	—	—	2	—	—	00	
Magical Rituals	Re/Me	2/6	—	—	2	—	—	00	
Power Perception	Em	1/3	—	—	2	—	—	00	
Power Pt. Dev.	varies	2	—	—	2	—	—	0	
Power Projection	varies	2/4	—	—	2	—	—	00	
Symbol Lore	Me/Re	1/4	—	—	2	—	—	00	
Targeting Skill	In	2/5	—	—	2	—	—	00	
Transcend Armor	varies	7	—	—	2	—	—	0	
Warding Lore	Me/Re	2/4	—	—	2	—	—	00	
Medical									
Diagnostics	In/Re	2/5	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/5	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	0	
Second Aid	SD/Em/In	2/5	—	—	—	—	—	00	
Surgery	SD/Em/In	5	—	—	—	—	—	0	
Perception									
Detect Traps	In	1/4	—	—	3	—	—	00	
Direction Sense	In/Re	1/3	—	—	3	—	—	00	
Lie Perception	In/Re	2/4	—	—	3	—	—	00	
Loc. Secret Open.	In/Re	1/4	—	—	3	—	—	00	
Poison Percep.	In/Re	2	—	—	3	—	—	0	
Read Tracks	In/Re	1/4	—	—	3	—	—	00	
Sense Amb./Ass.	In/Re	1/3	—	—	3	—	—	00	
Sense Reality Wp.	In/Em	1/2	—	—	3	—	—	00	
Surveillance	In/SD	1/5	—	—	3	—	—	00	
Time Sense	In/Me	1/3	—	—	3	—	—	00	
Social									
Diplomacy	Pr/In	1/5	—	—	—	—	—	00	
Duping	Pr	2/4	—	—	—	—	—	00	
Interrogation	Ag/Re	2/4	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	00	
Subterfuge									
Begging	Pr/Em/Ap	2/5	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/5	—	—	—	—	—	00	
Camouflage	Re/In	6	—	—	—	—	—	0	
Disguise	Pr/SD	2/6	—	—	—	—	—	00	
Hide Item	Re/In	6	—	—	—	—	—	0	
Mimery	Ag/SD	2/6	—	—	—	—	—	00	
Pick Pockets	Ag/In	2/5	—	—	—	—	—	00	
Set Traps	Re/Ag	7	—	—	—	—	—	0	
Survival									
Hostile Environ.	Ag/SD	3	—	—	—	—	—	0	
Region Lore	Re/Me	1/4	—	—	—	—	—	00	
Scrounge	In/Re	1/4	—	—	—	—	—	00	
Streetwise	Pr/In	1/4	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Physics	Me/Re	2/3	—	—	2	—	—	—	00	
Poison Lore	Me/Re	2/6	—	—	2	—	—	—	00	
Racial History	Me/Re	1/4	—	—	2	—	—	—	00	
Sanity Heal. Lore	Me/Em	2/5	—	—	2	—	—	—	00	
Siege Engineer	Re/In	2/5	—	—	2	—	—	—	00	
Stone Lore	Me/Re	1/4	—	—	2	—	—	—	00	
Tactics	In/Re	2/5	—	—	2	—	—	—	00	
Trading Lore	Me/Re	2/6	—	—	2	—	—	—	00	
Xeno-Lores	varies	4/7	—	—	2	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	1	—	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	1	—	—	—	0	
Beast Master	Em/Pr	5	—	—	1	—	—	—	0	
Driving	Ag/Qu	3	—	—	1	—	—	—	0	
Loading	Em/Re	3	—	—	1	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	—	0	
Rappelling	Ag	7	—	—	—	—	—	—	0	
Skating	Ag/SD	3/7	—	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	3/7	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	18	—	—	—	—	—	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	8	—	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	—	0	
Iai	Qu/Ag	20	—	—	—	—	—	—	0	
Lancing	St/Ag	20	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	2/7	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	4	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	—	0	
Yado	Qu/Ag	7	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	1	—	—	—	0	
Body Damage St.	SD/Em	2/5	—	—	1	—	—	—	00	
Control Lycan.	SD	2/5	—	—	1	—	—	—	00	
Dowsing	Em	2/5	—	—	1	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/4	—	—	1	—	—	—	00	
Death	SD/Pr	3/6	—	—	1	—	—	—	00	
Healing	SD/Em	2/4	—	—	1	—	—	—	00	
Ki	SD/Pr	2/4	—	—	1	—	—	—	00	
Sleep	SD/In	2/5	—	—	1	—	—	—	00	
Trance	Pr/SD	2/4	—	—	1	—	—	—	00	
Mnemonics	Me/SD	2/4	—	—	1	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	1	—	—	—	00	
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	—	0	
Armor Evaluation	In/Re	4	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	2	—	—	—	—	—	—	0	
Stone Evaluation	In/Re	1/5	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	4	—	—	—	—	—	—	0	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	2/6	—	—	—	—	—	—	00	
Painting	In/Ag	2/7	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/4	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/5	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	3/7	—	—	—	—	—	—	00	
Skinning	Ag/In	2/5	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/6	—	—	—	—	—	—	00	
Jumping	St/Ag	4	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	1/3	—	—	—	—	—	—	00	
Mimicry	In/SD	2/7	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/4	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/4	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/7	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Divination	In/Em	1/4	—	—	2	—	—	—	00	
Magical Language	none	1/*	—	—	2	—	—	—	00	
	none	1/*	—	—	2	—	—	—	00	
	none	1/*	—	—	2	—	—	—	00	
Magical Rituals	Re/Me	2/5	—	—	2	—	—	—	00	
Power Perception	Em	1/4	—	—	2	—	—	—	00	
Power Pt. Dev.	varies	3	—	—	2	—	—	—	0	
Power Projection	varies	1/5	—	—	2	—	—	—	00	
Symbol Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Targeting Skill	In	3/5	—	—	2	—	—	—	00	
Transcend Armor	varies	7	—	—	2	—	—	—	0	
Warding Lore	Me/Re	2/4	—	—	2	—	—	—	00	
Medical										
Diagnostics	In/Re	3/6	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	3/6	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	2/5	—	—	1	—	—	—	00	
Direction Sense	In/Re	1/2	—	—	1	—	—	—	00	
Lie Perception	In/Re	2/4	—	—	1	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	—	00	
Poison Percep.	In/Re	3	—	—	1	—	—	—	0	
Read Tracks	In/Re	2/4	—	—	1	—	—	—	00	
Sense Amb./Ass.	In/Re	2	—	—	1	—	—	—	0	
Sense Reality Wp.	In/Em	3/7	—	—	1	—	—	—	00	
Surveillance	In/SD	2/6	—	—	1	—	—	—	00	
Time Sense	In/Me	1/3	—	—	1	—	—	—	00	
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	—	00	
Duping	Pr	2/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	3/5	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/5	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/5	—	—	—	—	—	—	00	
Camouflage	Re/In	6	—	—	—	—	—	—	0	
Disguise	Pr/SD	2/7	—	—	—	—	—	—	00	
Hide Item	Re/In	6	—	—	—	—	—	—	0	
Mimery	Ag/SD	2/7	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	—	0	
Set Traps	Re/Ag	7	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3	—	—	1	—	—	—	0	
Region Lore	Re/Me	2/6	—	—	1	—	—	—	00	
Scrounge	In/Re	2/6	—	—	1	—	—	—	00	
Streetwise	Pr/In	2/3	—	—	1	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES			Skill	Stats	Cost	Skill Rank	BONUSES		
				Skill	Level	Total					Skill	Level	Total
Poison Lore	Me/Re	1/4	—	—	2	00	Sculpting	In/Ag	2/4	—	—	—	00
Racial History	Me/Re	2/5	—	—	2	00	Skinning	Ag/In	6	—	—	—	00
Sanity Heal. Lore	Me/Em	3/5	—	—	2	00	Tactical Games	Re/Me	2/4	—	—	—	00
Siege Engineer	Re/In	2/4	—	—	2	00	Gymnastic						
Stone Lore	Me/Re	1/4	—	—	2	00	Juggling	Ag/In	3	—	—	—	00
Tactics	In/Re	2/4	—	—	2	00	Jumping	St/Ag	3/7	—	—	—	00
Trading Lore	Me/Re	2/4	—	—	2	00	Pole Vaulting	St/Ag	4	—	—	—	00
Xeno-Lores	varies	4/7	—	—	2	00	Stilt Walking	St/Ag	4	—	—	—	00
Animal							Tightrope Walk.	Ag/SD	3/7	—	—	—	00
Animal Handling	Em/Pr/Ap	3	—	—	1	00	Linguistic						
Animal Training	Em/Pr/Ap	4	—	—	1	00	Lip Reading	In/Re	2/6	—	—	—	00
Beast Master	Em/Pr	5	—	—	1	00	Mimicry	In/SD	3/7	—	—	—	00
Driving	Ag/Qu	5	—	—	1	00	Poetic Improv.	In/Re	2/5	—	—	—	00
Loading	Em/Re	4	—	—	1	00	Propaganda	In/Em	2/5	—	—	—	00
Athletic							Tale Telling	Pr	2/6	—	—	—	00
Athletic Games	St/Ag/Qu	8	—	—	—	00	Ventriloquism	SD/In	3/7	—	—	—	00
Distance Running	Co	3	—	—	—	00	Magical						
Flying/Gliding	Ag	3	—	—	—	00	Circle Lore	Me/Re	2/4	—	—	2	00
Rappelling	Ag	3/7	—	—	—	00	Divination	In/Em	1/5	—	—	2	00
Skating	Ag/SD	2/6	—	—	—	00	Magical Language	none	1/*	—	—	2	00
Sprinting	Qu	4	—	—	—	00	none	1/*	—	—	2	—	00
Surfing	Ag/SD	5	—	—	—	00	Magical Rituals	Re/Me	2/3	—	—	2	00
Combat							Power Perception	Em	1/4	—	—	2	00
Brawling	Re/In	20	—	—	—	00	Power Pt. Dev.	varies	3	—	—	2	00
Disarm, Armed	Ag	9	—	—	—	00	Power Projection	varies	2/6	—	—	2	00
Disarm, Unarmed	Ag	9	—	—	—	00	Symbol Lore	Me/Re	2/4	—	—	2	00
Grappling Hook	Ag	2/4	—	—	—	00	Targeting Skill	In	3/5	—	—	2	00
Jai	Qu/Ag	20	—	—	—	00	Transcend Armor	varies	6	—	—	2	00
Lancing	St/Ag	20	—	—	—	00	Warding Lore	Me/Re	2/4	—	—	2	00
Missile Artillery	In/Ag	3	—	—	—	00	Medical						
Reverse Stroke	Ag/Re	20	—	—	—	00	Diagnostics	In/Re	4	—	—	—	00
Stunned Maneuv.	SD	3	—	—	—	00	Drug Tolerance	Co/SD	3/5	—	—	—	00
Tumbling Attack	Ag/St	9	—	—	—	00	Hypnosis	Pr/SD	2/6	—	—	—	00
Tumbling Evasion	Ag/Qu	4	—	—	—	00	Midwifery	Em/Me/In	4	—	—	—	00
2 Weapon Combo	St	v	—	—	—	00	Second Aid	SD/Em/In	2/6	—	—	—	00
Yado	Qu/Ag	9	—	—	—	00	Surgery	SD/Em/In	5	—	—	—	00
Concentration							Perception						
Ad. Mv. Quick Draw	Pr/SD	3	—	—	1	00	Detect Traps	In	3/6	—	—	2	00
Body Damage St.	SD/Em	3/7	—	—	1	00	Direction Sense	In/Re	1/2	—	—	2	00
Control Lycan.	SD	2/6	—	—	1	00	Lie Perception	In/Re	2/6	—	—	2	00
Dowsing	Em	1/4	—	—	1	00	Loc. Secret Open.	In/Re	2/6	—	—	2	00
Meditation							Poison Percep.	In/Re	3/7	—	—	2	00
Cleansing	SD/Em	1/4	—	—	1	00	Read Tracks	In/Re	3/7	—	—	2	00
Death	SD/Pr	2/6	—	—	1	00	Sense Amb./Ass.	In/Re	3/5	—	—	2	00
Healing	SD/Em	1/4	—	—	1	00	Sense Reality Wp.	In/Em	2/4	—	—	2	00
Ki	SD/Pr	2/5	—	—	1	00	Surveillance	In/SD	3/5	—	—	2	00
Sleep	SD/In	1/4	—	—	1	00	Time Sense	In/Me	1/4	—	—	2	00
Trance	Pr/SD	1/4	—	—	1	00	Social						
Mnemonics	Me/SD	1/4	—	—	1	00	Diplomacy	Pr/In	2/5	—	—	—	00
Spacial Loc. Aw.	In	1/3	—	—	1	00	Duping	Pr	2/6	—	—	—	00
Deadly							Interrogation	Ag/Re	2/4	—	—	—	00
Silent Kill	Ag	9	—	—	—	00	Leadership	Pr/Re	2/4	—	—	—	00
Use/Rem. Poison	Ag/In	3/7	—	—	—	00	Subterfuge						
Evaluation							Begging	Pr/Em/Ap	4	—	—	—	00
Appraisal	Re/Me	2/5	—	—	—	00	Bribery	Pr/Re/Ap	2/4	—	—	—	00
Armor Evaluation	In/Re	3/7	—	—	—	00	Camouflage	Re/In	4	—	—	—	00
Metal Evaluation	In/Re	1/4	—	—	—	00	Disguise	Pr/SD	5	—	—	—	00
Stone Evaluation	In/Re	1/4	—	—	—	00	Hide Item	Re/In	2/6	—	—	—	00
Weap. Evaluation	In/Re	3/7	—	—	—	00	Mimery	Ag/SD	3/6	—	—	—	00
General							Pick Pockets	Ag/In	3	—	—	—	00
Advertising	In/Re	3/6	—	—	—	00	Set Traps	Re/Ag	6	—	—	—	00
Crafting	Ag/SD	2/6	—	—	—	00	Survival						
Gimmickry	Re	3/7	—	—	—	00	Hostile Environ.	Ag/SD	3	—	—	1	00
Horticulture	In/Em	5	—	—	—	00	Region Lore	Re/Me	2/4	—	—	1	00
Painting	In/Ag	2/4	—	—	—	00	Scrounge	In/Re	2/6	—	—	1	00
Play Instrument, #1	Ag/Me	2/6	—	—	—	00	Streetwise	Pr/In	3/7	—	—	1	00
Play Instrument, #2	Ag/Me	3/7	—	—	—	00							
Play Instrument, #3	Ag/Me	3	—	—	—	00							

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total
				Skill	Level	Stat			
Primary Skills									
Adr.Mv., Balance	Pr/SD	5	—	—	3	—	—	—	□
Adr.Mv., Landing	Pr/SD	5	—	—	3	—	—	—	□
Adr.Mv., Leaping	Pr/SD	5	—	—	3	—	—	—	□
Adr.Mv., Speed	Pr/SD	5	—	—	3	—	—	—	□
Adr.Mv., Strength	Pr/SD	5	—	—	3	—	—	—	□
Adrenal Defense	none	15	—	—	3	—	—	—	□
Ambush	none	4	—	—	—	—	—	—	□
Body Develop.	Co	8	—	—	—	—	—	—	□
Channeling	In	8	—	—	2	—	—	—	□
Climbing	Ag	7	—	—	—	—	—	—	□
Directed Spells	Ag	2/6	—	—	0 ¹	—	—	—	□□
Disarm Traps	In/Ag	7	—	—	0 ¹	—	—	—	□
Perception (Gen.)	In/Re	2	—	—	1 ¹	—	—	—	□
Linguistics	none	1/*	—	—	1	—	—	—	□□
	none	1/*	—	—	1	—	—	—	□□
	none	1/*	—	—	1	—	—	—	□□
M.A. Strikes	St/St/Ag	6	—	—	—	—	—	—	□
M.A. Sw. & Th.	Ag/Ag/St	6	—	—	—	—	—	—	□
Mn. in Armor, SL	Ag	4/*	—	—	—	—	—	—	□□
Mn. in Armor, RL	Ag	5/*	—	—	—	—	—	—	□□
Mn. in Armor, Ch	Ag	6/*	—	—	—	—	—	—	□□
Mn. in Armor, Pl	Ag	7/*	—	—	—	—	—	—	□□
Pick Locks	In/Re/Ag	7	—	—	0 ¹	—	—	—	□
Riding	Em/Ag	3	—	—	—	—	—	—	□
Runes	Em/In	2/5	—	—	2 ¹	—	—	—	□□
Spell List Acquis.	varies	1/*	—	—	—	—	—	—	□□
Stalk & Hide	Ag/SD	2	—	—	0 ¹	—	—	—	□
Staves & Wands	Em/In	2/5	—	—	2 ¹	—	—	—	□□
Swimming	Ag	3	—	—	—	—	—	—	□
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20									
									□
									□
Confusing Ways	□	—	—	—	—	—	—	—	□
Mystical Change	□	—	—	—	—	—	—	—	□
Solid Alteration	□	—	—	—	—	—	—	—	□
Essence Hand	□	—	—	—	—	—	—	—	□
Rune Mastery	□	—	—	—	—	—	—	—	□
Lesser Illusions	□	—	—	—	—	—	—	—	□
Unbarring Ways	□	—	—	—	—	—	—	—	□
Elemental Shields	□	—	—	—	—	—	—	—	□
Invisible Ways	□	—	—	—	—	—	—	—	□
Spirit Mastery	□	—	—	—	—	—	—	—	□
Lofty Bridge	□	—	—	—	—	—	—	—	□
Gate Mastery	□	—	—	—	—	—	—	—	□
Rapid Ways	□	—	—	—	—	—	—	—	□
Delving	□	—	—	—	—	—	—	—	□
Cloaking	□	—	—	—	—	—	—	—	□
Anticipations	□	—	—	—	—	—	—	—	□
Detections	□	—	—	—	—	—	—	—	□
Self Healing	□	—	—	—	—	—	—	—	□
Mind Mastery	□	—	—	—	—	—	—	—	□
Solid Manipulation	□	—	—	—	—	—	—	—	□
Gas Manipulation	□	—	—	—	—	—	—	—	□
Telekinesis	□	—	—	—	—	—	—	—	□
Mind's Door	□	—	—	—	—	—	—	—	□
	□	—	—	—	—	—	—	—	□
Character Law Secondary Skills									
Acrobatics	Ag/Qu	3	—	—	—	—	—	—	□
Acting	Pr/Ag/Em	1/2	—	—	0 ¹	—	—	—	□□
Animal Healing	Em/Re	2/5	—	—	—	—	—	—	□□
Caving	SD/Re	3	—	—	—	—	—	—	□
Contortions	Ag/SD	4	—	—	—	—	—	—	□
Cookery	In/Re	2/6	—	—	—	—	—	—	□□
Dance	Ag/In	2/4	—	—	—	—	—	—	□□
Diving	SD/Ag	3	—	—	—	—	—	—	□
Falsification	SD/Re	2/4	—	—	0 ¹	—	—	—	□□
First Aid	SD/Em	2/6	—	—	—	—	—	—	□□
Fletching	Ag/SD	2/6	—	—	—	—	—	—	□□
Foraging	In/Me	2/6	—	—	—	—	—	—	□□
Frenzy	Em/SD	3	—	—	3	—	—	—	□
Gambling	Me/Pr	2/5	—	—	—	—	—	—	□□
Herdng	Em/Pr	3/5	—	—	—	—	—	—	□□
Leather-working	Ag/Re	3	—	—	—	—	—	—	□
Mathematics	Re/Me	2/5	—	—	1	—	—	—	□□
Meditation	Pr/SD	1/3	—	—	3	—	—	—	□□
Music	Ag/Em	2/5	—	—	1	—	—	—	□□
Rolemaster Companion Secondary Skills									
Academic									
Administration	Re/Pr	2/5	—	—	1	—	—	—	□□
Advanced Math	Re/Me	3/6	—	—	1	—	—	—	□□
Alchemy	Re/Me	2/4	—	—	1	—	—	—	□□
Anthropology	In/Em	2/5	—	—	1	—	—	—	□□
Architecture	Re/Em	2/5	—	—	1	—	—	—	□□
Astronomy	Em/Re	2/5	—	—	1	—	—	—	□□
Basic Mathematics	Re/Me	2/5	—	—	1	—	—	—	□□
Biochemistry	In/Re	5	—	—	1	—	—	—	□
Boat Pilot	Me/Ag	2/6	—	—	1	—	—	—	□□
Demon/Devil Lore	Me/Re	1/3	—	—	1	—	—	—	□□
Drafting	Re/Me	2/4	—	—	1	—	—	—	□□
Dragon Lore	Me/Re	1/4	—	—	1	—	—	—	□□
Engineering									
Engineering	In/Re	2/6	—	—	1	—	—	—	□□
Faerie Lore	Me/Re	1/2	—	—	1	—	—	—	□□
Fauna Lore	Me/Re	1/2	—	—	1	—	—	—	□□
Flora Lore	Me/Re	1/4	—	—	1	—	—	—	□□
Heraldry	Re/Me	2/4	—	—	1	—	—	—	□□
Herb Lore	Me/Re	1/4	—	—	1	—	—	—	□□
Lock Lore	Me/Re	2/5	—	—	1	—	—	—	□□
Mapping	Re/Me	3	—	—	1	—	—	—	□
Mechanition	Ag/Re	2/6	—	—	1	—	—	—	□□
Metal Lore	Me/Re	2/5	—	—	1	—	—	—	□□
Military Org.	Pr/Re	3/6	—	—	1	—	—	—	□□
Mining	Re/In	3	—	—	1	—	—	—	□□
Navigation	Re/In	2/6	—	—	1	—	—	—	□□
Planetology	Em/Re	4	—	—	1	—	—	—	□
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	1	—	—	—	□□

Mystic Skill Sheet #1

Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special		
Physics	Me/Re	3/6	—	—	—	1	—	—	00
Poison Lore	Me/Re	1/4	—	—	—	1	—	—	00
Racial History	Me/Re	1/4	—	—	—	1	—	—	00
Sanity Heal. Lore	Me/Em	1/3	—	—	—	1	—	—	00
Siege Engineer	Re/In	2/4	—	—	—	1	—	—	00
Stone Lore	Me/Re	2/5	—	—	—	1	—	—	00
Tactics	In/Re	2/4	—	—	—	1	—	—	00
Trading Lore	Me/Re	2/4	—	—	—	1	—	—	00
Xeno-Lores	varies	4/7	—	—	—	1	—	—	00
Animal									
Animal Handling	Em/Pr/Ag	2/6	—	—	—	—	—	—	00
Animal Training	Em/Pr/Ag	4	—	—	—	—	—	—	0
Beast Master	Em/Pr	4	—	—	—	—	—	—	0
Driving	Ag/Qu	3	—	—	—	—	—	—	0
Loading	Em/Re	3	—	—	—	—	—	—	0
Athletic									
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	0
Distance Running	Co	3	—	—	—	—	—	—	0
Flying/Gliding	Ag	3	—	—	—	—	—	—	0
Rappelling	Ag	7	—	—	—	—	—	—	0
Skating	Ag/SD	3/7	—	—	—	—	—	—	00
Sprinting	Qu	3	—	—	—	—	—	—	0
Surfing	Ag/SD	3/7	—	—	—	—	—	—	00
Combat									
Brawling	Re/In	18	—	—	—	—	—	—	0
Disarm, Armed	Ag	6	—	—	—	—	—	—	0
Disarm, Unarmed	Ag	8	—	—	—	—	—	—	0
Grappling Hook	Ag	3	—	—	—	—	—	—	0
Iai	Qu/Ag	20	—	—	—	—	—	—	0
Lancing	St/Ag	20	—	—	—	—	—	—	0
Missile Artillery	In/Ag	2/7	—	—	—	—	—	—	00
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0
Stunned Maneuv.	SD	4	—	—	—	—	—	—	0
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0
2 Weapon Combo	St	v	—	—	—	—	—	—	0
Yado	Qu/Ag	7	—	—	—	—	—	—	0
Concentration									
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	3	—	—	0
Body Damage St.	SD/Em	1/3	—	—	—	3	—	—	00
Control Lycan.	SD	1/3	—	—	—	3	—	—	00
Dowsing	Em	1/4	—	—	—	3	—	—	00
Meditation									
Cleansing	SD/Em	2/4	—	—	—	3	—	—	00
Death	SD/Pr	2/4	—	—	—	3	—	—	00
Healing	SD/Em	1/3	—	—	—	3	—	—	00
Ki	SD/Pr	2/6	—	—	—	3	—	—	00
Sleep	SD/In	1/3	—	—	—	3	—	—	00
Trance	Pr/SD	1/3	—	—	—	3	—	—	00
Mnemonics	Me/SD	1/4	—	—	—	3	—	—	00
Spacial Loc. Aw.	In	1/3	—	—	—	3	—	—	00
Deadly									
Silent Kill	Ag	3/5	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	3/5	—	—	—	—	—	—	00
Armor Evaluation	In/Re	3	—	—	—	—	—	—	0
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	00
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	00
Weap. Evaluation	In/Re	3	—	—	—	—	—	—	0
General									
Advertising	In/Re	3/6	—	—	—	—	—	—	00
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00
Gimmickry	Re	3/7	—	—	—	—	—	—	00
Horticulture	In/Em	2/5	—	—	—	—	—	—	00
Painting	In/Ag	2/4	—	—	—	—	—	—	00
Play Instrument, #1	Ag/Me	2/5	—	—	—	—	—	—	00
Play Instrument, #2	Ag/Me	3/6	—	—	—	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00
Skinning	Ag/In	3/4	—	—	—	—	—	—	00
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	00
Gymnastic									
Juggling	Ag/In	2/5	—	—	—	—	—	—	00
Jumping	St/Ag	4	—	—	—	—	—	—	0
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0
Linguistic									
Lip Reading	In/Re	1/3	—	—	—	1	—	—	00
Mimicry	In/SD	1/4	—	—	—	1	—	—	00
Poetic Improv.	In/Re	2/5	—	—	—	1	—	—	00
Propaganda	In/Em	3/6	—	—	—	1	—	—	00
Tale Telling	Pr	2/5	—	—	—	1	—	—	00
Ventriloquism	SD/In	2/4	—	—	—	1	—	—	00
Magical									
Circle Lore	Me/Re	2/5	—	—	—	2	—	—	00
Divination	In/Em	1/4	—	—	—	2	—	—	00
Magical Language	none	1/*	—	—	—	2	—	—	00
	none	1/*	—	—	—	2	—	—	00
Magical Rituals	Re/Me	2/5	—	—	—	2	—	—	00
Power Perception	Em	1/4	—	—	—	2	—	—	00
Power Pt. Dev.	varies	3	—	—	—	2	—	—	0
Power Projection	varies	2/5	—	—	—	2	—	—	00
Symbol Lore	Me/Re	1/4	—	—	—	2	—	—	00
Targeting Skill	In	3/5	—	—	—	2	—	—	00
Transcend Armor	varies	7	—	—	—	2	—	—	0
Warding Lore	Me/Re	2/5	—	—	—	2	—	—	00
Medical									
Diagnostics	In/Re	3/5	—	—	—	—	—	—	00
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00
Hypnosis	Pr/SD	2/5	—	—	—	—	—	—	00
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00
Surgery	SD/Em/In	6	—	—	—	—	—	—	0
Perception									
Detect Traps	In	1/4	—	—	—	1	—	—	00
Direction Sense	In/Re	1/4	—	—	—	1	—	—	00
Lie Perception	In/Re	1/3	—	—	—	1	—	—	00
Loc. Secret Open.	In/Re	1/4	—	—	—	1	—	—	00
Poison Percep.	In/Re	2	—	—	—	1	—	—	0
Read Tracks	In/Re	2/4	—	—	—	1	—	—	00
Sense Amb./Ass.	In/Re	2	—	—	—	1	—	—	0
Sense Reality Wp.	In/Em	1/3	—	—	—	1	—	—	00
Surveillance	In/SD	2/5	—	—	—	1	—	—	00
Time Sense	In/Me	1/3	—	—	—	1	—	—	00
Social									
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00
Duping	Pr	1/4	—	—	—	—	—	—	00
Interrogation	Ag/Re	2/4	—	—	—	—	—	—	00
Leadership	Pr/Re	1/5	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ag	2/4	—	—	—	—	—	—	00
Bribery	Pr/Re/Ag	2/4	—	—	—	—	—	—	00
Camouflage	Re/In	2	—	—	—	—	—	—	0
Disguise	Pr/SD	1/2	—	—	—	—	—	—	00
Hide Item	Re/In	2	—	—	—	—	—	—	0
Mimery	Ag/SD	1/2	—	—	—	—	—	—	00
Pick Pockets	Ag/In	2/5	—	—	—	—	—	—	00
Set Traps	Re/Ag	7	—	—	—	—	—	—	0
Survival									
Hostile Environ.	Ag/SD	2/7	—	—	—	—	—	—	00
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00
Scrounge	In/Re	2/6	—	—	—	—	—	—	00
Streetwise	Pr/In	1/3	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill		BONUSES				Skill	Stats	Cost	Skill		BONUSES			
			Rank	Level	Stat	Special	Total	Rank				Level	Stat	Special	Total		
Primary Skills																	
Adr.Mv., Balance	Pr/SD	5	—	—	—	—	—	□	Swimming	Ag	3	—	—	—	—	—	□
Adr.Mv., Landing	Pr/SD	5	—	—	—	—	—	□	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20								
Adr.Mv., Leaping	Pr/SD	5	—	—	—	—	—	□	—	—	—	—	—	—	—	□	
Adr.Mv., Speed	Pr/SD	5	—	—	—	—	—	□	—	—	—	—	—	—	—	□	
Adr.Mv., Strength	Pr/SD	5	—	—	—	—	—	□	—	—	—	—	—	—	—	□	
Adrenal Defense	none	20	—	—	—	—	—	□	Summon Dead □ — — — Death Mastery □ — — — Undead Mastery □ — — — Commune □ — — — Animate Dead □ — — — Dark Law □ — — — Barrier Law □ — — — Purifications □ — — — Barrier Law □ — — — Purifications □ — — — Light's Way □ — — — Nature's Law □ — — — Detection Mastery □ — — — Spell Defense □ — — — Sound's Way □ — — — Concussion's Ways □ — — — Weather Ways □ — — — Lofty Movements □ — — — Blood Law □ — — — Organ Law □ — — — Nerve Law □ — — — Bone Law □ — — — Muscle Law □ — — — Calm Spirits □ — — — Creations □ — — — Locating Ways □ — — — Lore □ — — — Symbolic Ways □ — — — Essence Hand □ — — — Essence's Perceptions □ — — — Rune Mastery □ — — — Spell Wall □ — — — Lesser Illusions □ — — — Detecting Ways □ — — — Unbarring Ways □ — — — Physical Enhancement □ — — — Elemental Shields □ — — — Delving Ways □ — — — Invisible Ways □ — — — Living change □ — — — Spirit Mastery □ — — — Spell Reins □ — — — Lofty Bridge □ — — — Spell Enhancement □ — — — Gate Mastery □ — — — Dispelling Ways □ — — — Rapid Ways □ — — — Shield Mastery □ — — — □ — — — □ — — —								
Ambush	none	9	—	—	—	—	—	□									
Body Develop.	Co	8	—	—	—	—	—	□									
Channeling	In	2/5	—	—	2	—	—	□□									
Climbing	Ag	7	—	—	—	—	—	□									
Directed Spells	Ag	2/6	—	—	1	—	—	□□									
Dark Bolt	Ag	2/6	—	—	1	—	—	□□									
Darkfire Bolt	Ag	2/6	—	—	1	—	—	□□									
	Ag	2/6	—	—	1	—	—	□□									
Disarm Traps	In/Ag	7	—	—	—	—	—	□									
Perception (Gen.)	In/Re	3	—	—	—	—	—	□									
Linguistics	none	1/*	—	—	—	—	—	□□									
	none	1/*	—	—	—	—	—	□□									
	none	1/*	—	—	—	—	—	□□									
M.A. Strikes	St/St/Ag	9	—	—	—	—	—	□									
M.A. Sw. & Th.	Ag/Ag/St	9	—	—	—	—	—	□									
Mn. in Armor, SL	Ag	9	—	—	—	—	—	□									
Mn. in Armor, RL	Ag	9	—	—	—	—	—	□									
Mn. in Armor, Ch	Ag	10	—	—	—	—	—	□									
Mn. in Armor, Pl	Ag	11	—	—	—	—	—	□									
Pick Locks	In/Re/Ag	7	—	—	—	—	—	□									
Riding	Em/Ag	3	—	—	—	—	—	□									
Runes	Em/In	2/5	—	—	2	—	—	□□									
Spell List Acquis.	varies	1/*	—	—	—	—	—	□□									
Stalk & Hide	Ag/SD	6	—	—	—	—	—	□									
Staves & Wands	Em/In	2/5	—	—	2	—	—	□□									
Character Law Secondary Skills									Public Speaking Em/Pr/Ag 2/5 — — — — — — — — □□								
Acrobatics	Ag/Qu	3	—	—	—	—	—	□	Rope Mastery	Me/Ag	2/6	—	—	—	—	—	□□
Acting	Pr/Ag/Em	2/5	—	—	—	—	—	□□	Rowing	St/SD	3	—	—	—	—	—	□
Animal Healing	Em/Re	2/6	—	—	3	—	—	□□	Sailing	Em/In	3	—	—	—	—	—	□□
Caving	SD/Re	2/5	—	—	—	—	—	□□	Seduction	Em/Pr/Ag	2/6	—	—	—	—	—	□□
Contortions	Ag/SD	5	—	—	—	—	—	□	Signaling	Me/SD	2/6	—	—	—	—	—	□□
Cookery	In/Re	2/5	—	—	—	—	—	□□	Singing	Pr/In	2/6	—	—	—	—	—	□□
Dance	Ag/In	2/6	—	—	—	—	—	□□	Skiing	Ag/SD	3/7	—	—	—	—	—	□□
Diving	SD/Ag	3	—	—	—	—	—	□	Smithing	St/Ag	3	—	—	—	—	—	□
Falsification	SD/Re	3	—	—	—	—	—	□	Spell Mastery	varies	2/5	—	—	2	—	—	□□
First Aid	SD/Em	3/6	—	—	3	—	—	□□	Star-Gazing	In/Me	2/5	—	—	2	—	—	□□
Fletching	Ag/SD	2/6	—	—	—	—	—	□□	Stone Crafts	SD/Ag	3	—	—	—	—	—	□
Foraging	In/Me	2/6	—	—	—	—	—	□□	Subduing	Ag/Qu	6	—	—	—	—	—	□
Frenzy	Em/SD	4	—	—	—	—	—	□	Tracking	In/Re	3	—	—	—	—	—	□
Gambling	Me/Pr	2/5	—	—	—	—	—	□□	Trading	Re/Me	2/6	—	—	—	—	—	□□
Herding	Em/Pr	2/6	—	—	—	—	—	□□	Trap-Building	Re/Em	3/5	—	—	—	—	—	□□
Leather-working	Ag/Re	3	—	—	—	—	—	□	Trickery	Pr/Qu	3	—	—	—	—	—	□
Mathematics	Re/Me	2/6	—	—	2	—	—	□□	Tumbling	Ag/SD	3	—	—	—	—	—	□
Meditation	Pr/SD	1/4	—	—	—	—	—	□□	Weather-Watching	In/Em	2/6	—	—	2	—	—	□□
Music	Ag/Em	2/6	—	—	—	—	—	□□	Wood Crafts	Ag/Em	4	—	—	—	—	—	□
Rolemaster Companion Secondary Skills									Dragon Lore Me/Re 2/4 — — — — 2 — — — □□								
Academic									Engineering	In/Re	2/6	—	—	2	—	—	□□
Administration	Re/Pr	2/5	—	—	2	—	—	□□	Faerie Lore	Me/Re	2/4	—	—	2	—	—	□□
Advanced Math	Re/Me	3/7	—	—	2	—	—	□□	Fauna Lore	Me/Re	2/6	—	—	2	—	—	□□
Alchemy	Re/Me	2/6	—	—	2	—	—	□□	Flora Lore	Me/Re	2/6	—	—	2	—	—	□□
Anthropology	In/Em	2/5	—	—	2	—	—	□□	Heraldry	Re/Me	3/5	—	—	2	—	—	□□
Architecture	Re/Em	2/5	—	—	2	—	—	□□	Herb Lore	Me/Re	2/6	—	—	2	—	—	□□
Astronomy	Em/Re	3/6	—	—	2	—	—	□□	Lock Lore	Me/Re	2/6	—	—	2	—	—	□□
Basic Mathematics	Re/Me	2/6	—	—	2	—	—	□□	Mapping	Re/Me	4	—	—	2	—	—	□
Biochemistry	In/Re	6	—	—	2	—	—	□	Mechanition	Ag/Re	2/6	—	—	2	—	—	□□
Boat Pilot	Me/Ag	2/6	—	—	2	—	—	□□	Metal Lore	Me/Re	2/4	—	—	2	—	—	□□
Demon/Devil Lore	Me/Re	1/3	—	—	2	—	—	□□	Military Org.	Pr/Re	3/6	—	—	2	—	—	□□
Drafting	Re/Me	2/5	—	—	2	—	—	□□	Mining	Re/In	2/5	—	—	2	—	—	□□
NECROMANCER SKILL SHEET #1									Navigation	Re/In	2/6	—	—	2	—	—	□□
									Planetology	Em/Re	4	—	—	2	—	—	□

Skill	Stats	Cost	Skill Rank	Bonuses					Special	Total
				Skill	Level	Stat	Special	Total		
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	2	—	—	—	—	—
Physics	Me/Re	3/7	—	—	2	—	—	—	—	—
Poison Lore	Me/Re	1/3	—	—	2	—	—	—	—	—
Racial History	Me/Re	1/4	—	—	2	—	—	—	—	—
Sanity Heal. Lore	Me/Em	2/5	—	—	2	—	—	—	—	—
Siege Engineer	Re/In	1/4	—	—	2	—	—	—	—	—
Stone Lore	Me/Re	2/4	—	—	2	—	—	—	—	—
Tactics	In/Re	1/4	—	—	2	—	—	—	—	—
Trading Lore	Me/Re	2/6	—	—	2	—	—	—	—	—
Xeno-Lores	varies	4/7	—	—	2	—	—	—	—	—
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	—	—	—
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	—	—
Beast Master	Em/Pr	5	—	—	—	—	—	—	—	—
Driving	Ag/Qu	3	—	—	—	—	—	—	—	—
Loading	Em/Re	3	—	—	—	—	—	—	—	—
Athletic										
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	—	—
Distance Running	Co	3	—	—	—	—	—	—	—	—
Flying/Gliding	Ag	3	—	—	—	—	—	—	—	—
Rappelling	Ag	7	—	—	—	—	—	—	—	—
Skating	Ag/SD	3/7	—	—	—	—	—	—	—	—
Sprinting	Qu	3	—	—	—	—	—	—	—	—
Surfing	Ag/SD	3/7	—	—	—	—	—	—	—	—
Combat										
Brawling	Re/In	18	—	—	—	—	—	—	—	—
Disarm, Armed	Ag	6	—	—	—	—	—	—	—	—
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	—	—
Grappling Hook	Ag	2/6	—	—	—	—	—	—	—	—
Jai	Qu/Ag	15	—	—	—	—	—	—	—	—
Lancing	St/Ag	18	—	—	—	—	—	—	—	—
Missile Artillery	In/Ag	3/6	—	—	—	—	—	—	—	—
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	—	—
Stunned Maneuv.	SD	5	—	—	—	—	—	—	—	—
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	—	—
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	—	—
2 Weapon Combo	St	v	—	—	—	—	—	—	—	—
Yado	Qu/Ag	6	—	—	—	—	—	—	—	—
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	—	—	—
Body Damage St.	SD/Em	2/5	—	—	—	—	—	—	—	—
Control Lycan.	SD	2/4	—	—	—	—	—	—	—	—
Dowsing	Em	2/5	—	—	—	—	—	—	—	—
Meditation										
Cleansing	SD/Em	2/4	—	—	—	—	—	—	—	—
Death	SD/Pr	1/2	—	—	—	—	—	—	—	—
Healing	SD/Em	3/7	—	—	—	—	—	—	—	—
Ki	SD/Pr	2/5	—	—	—	—	—	—	—	—
Sleep	SD/In	1/4	—	—	—	—	—	—	—	—
Trance	Pr/SD	2/4	—	—	—	—	—	—	—	—
Mnemonics	Me/SD	1/4	—	—	—	—	—	—	—	—
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	—	—	—
Deadly										
Silent Kill	Ag	5	—	—	—	—	—	—	—	—
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	—	—
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	—	—	—
Armor Evaluation	In/Re	3	—	—	—	—	—	—	—	—
Metal Evaluation	In/Re	2	—	—	—	—	—	—	—	—
Stone Evaluation	In/Re	3	—	—	—	—	—	—	—	—
Weap. Evaluation	In/Re	3	—	—	—	—	—	—	—	—
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	—	—
Crafting	Ag/SD	2/5	—	—	—	—	—	—	—	—
Gimmickry	Re	3	—	—	—	—	—	—	—	—
Horticulture	In/Em	2/6	—	—	—	—	—	—	—	—
Painting	In/Ag	2/4	—	—	—	—	—	—	—	—
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	—	—
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	—	—
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	—	—
Sculpting	In/Ag	2/5	—	—	—	—	—	—	—	—
Skinning	Ag/In	1/4	—	—	—	—	—	—	—	—
Tactical Games	Re/Me	2/6	—	—	—	—	—	—	—	—
Gymnastic										
Juggling	Ag/In	2/5	—	—	—	—	—	—	—	—
Jumping	St/Ag	4	—	—	—	—	—	—	—	—
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	—	—
Stilt Walking	St/Ag	5	—	—	—	—	—	—	—	—
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	—	—
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	—	—	—
Mimicry	In/SD	2/4	—	—	—	—	—	—	—	—
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	—	—
Propaganda	In/Em	3/6	—	—	—	—	—	—	—	—
Tale Telling	Pr	2/6	—	—	—	—	—	—	—	—
Ventriloquism	SD/In	3/7	—	—	—	—	—	—	—	—
Magical										
Circle Lore	Me/Re	2/5	—	—	2	—	—	—	—	—
Divination	In/Em	1/5	—	—	2	—	—	—	—	—
Magical Language	none	2/*	—	—	2	—	—	—	—	—
Magical Rituals	Re/Me	2/4	—	—	2	—	—	—	—	—
Power Perception	Em	1/4	—	—	2	—	—	—	—	—
Power Pt. Dev.	varies	3	—	—	2	—	—	—	—	—
Power Projection	varies	2/5	—	—	2	—	—	—	—	—
Symbol Lore	Me/Re	2/5	—	—	2	—	—	—	—	—
Targeting Skill	In	3/5	—	—	2	—	—	—	—	—
Transcend Armor	varies	6	—	—	2	—	—	—	—	—
Warding Lore	Me/Re	2/5	—	—	2	—	—	—	—	—
Medical										
Diagnostics	In/Re	2/4	—	—	3	—	—	—	—	—
Drug Tolerance	Co/SD	3/6	—	—	3	—	—	—	—	—
Hypnosis	Pr/SD	2/5	—	—	3	—	—	—	—	—
Midwifery	Em/Me/In	7	—	—	3	—	—	—	—	—
Second Aid	SD/Em/In	5	—	—	3	—	—	—	—	—
Surgery	SD/Em/In	5	—	—	3	—	—	—	—	—
Perception										
Detect Traps	In	3	—	—	—	—	—	—	—	—
Direction Sense	In/Re	2/4	—	—	—	—	—	—	—	—
Lie Perception	In/Re	2/4	—	—	—	—	—	—	—	—
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	—	—	—
Poison Percep.	In/Re	1/5	—	—	—	—	—	—	—	—
Read Tracks	In/Re	3/8	—	—	—	—	—	—	—	—
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	—	—	—
Sense Reality Wp.	In/Em	2/5	—	—	—	—	—	—	—	—
Surveillance	In/SD	2/6	—	—	—	—	—	—	—	—
Time Sense	In/Me	1/3	—	—	—	—	—	—	—	—
Social										
Diplomacy	Pr/In	2/6	—	—	—	—	—	—	—	—
Duping	Pr	2/5	—	—	—	—	—	—	—	—
Interrogation	Ag/Re	2/5	—	—	—	—	—	—	—	—
Leadership	Pr/Re	2/6	—	—	—	—	—	—	—	—
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	—	—
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	—	—
Camouflage	Re/In	6	—	—	—	—	—	—	—	—
Disguise	Pr/SD	2/7	—	—	—	—	—	—	—	—
Hide Item	Re/In	6	—	—	—	—	—	—	—	—
Mimery	Ag/SD	2/7	—	—	—	—	—	—	—	—
Pick Pockets	Ag/In	3	—	—	—	—	—	—	—	—
Set Traps	Re/Ag	7	—	—	—	—	—	—	—	—
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	—	—
Region Lore	Re/Me	2/6	—	—	—	—	—	—	—	—
Scrounge	In/Re	2/6	—	—	—	—	—	—	—	—
Streetwise	Pr/In	2/5	—	—	—	—	—	—	—	—

Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special		
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	1	—	—	00	
Physics	Me/Re	3/6	—	—	1	—	—	00	
Poison Lore	Me/Re	1/3	—	—	1	—	—	00	
Racial History	Me/Re	1/4	—	—	1	—	—	00	
Sanity Heal. Lore	Me/Em	2	—	—	1	—	—	0	
Siege Engineer	Re/In	2/4	—	—	1	—	—	00	
Stone Lore	Me/Re	2/4	—	—	1	—	—	00	
Tactics	In/Re	2/4	—	—	1	—	—	00	
Trading Lore	Me/Re	2/6	—	—	1	—	—	00	
Xeno-Lores	varies	4/7	—	—	1	—	—	00	
Animal									
Animal Handling	Em/Pr/Ap	2/7	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	0	
Beast Master	Em/Pr	5	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	0	
Loading	Em/Re	3	—	—	—	—	—	0	
Athletic									
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	0	
Rappelling	Ag	7	—	—	—	—	—	0	
Skating	Ag/SD	3/7	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	0	
Surfing	Ag/SD	3/7	—	—	—	—	—	00	
Combat									
Brawling	Re/In	18	—	—	—	—	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	0	
Disarm, Unarmed	Ag	8	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	0	
Iai	Qu/Ag	20	—	—	—	—	—	0	
Lancing	St/Ag	20	—	—	—	—	—	0	
Missile Artillery	In/Ag	2/7	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0	
Stunned Maneuv.	SD	4	—	—	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	0	
Yado	Qu/Ag	7	—	—	—	—	—	0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	3	—	—	1	—	—	0	
Body Damage St.	SD/Em	2/5	—	—	1	—	—	00	
Control Lycan.	SD	2/5	—	—	1	—	—	00	
Dowsing	Em	1/4	—	—	1	—	—	00	
Meditation									
Cleansing	SD/Em	2/4	—	—	1	—	—	00	
Death	SD/Pr	3/8	—	—	1	—	—	00	
Healing	SD/Em	2/4	—	—	1	—	—	00	
Ki	SD/Pr	3/8	—	—	1	—	—	00	
Sleep	SD/In	2/4	—	—	1	—	—	00	
Trance	Pr/SD	2/4	—	—	1	—	—	00	
Mnemonics	Me/SD	2/4	—	—	1	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	1	—	—	00	
Deadly									
Silent Kill	Ag	6	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/4	—	—	—	—	—	00	
Evaluation									
Appraisal	Re/Me	2	—	—	—	—	—	0	
Armor Evaluation	In/Re	3/6	—	—	—	—	—	00	
Metal Evaluation	In/Re	2	—	—	—	—	—	0	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	00	
Weap. Evaluation	In/Re	3/6	—	—	—	—	—	00	
General									
Advertising	In/Re	3/6	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	00	
Gimmickry	Re	2/6	—	—	—	—	—	00	
Horticulture	In/Em	2/6	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	00	
Skinning	Ag/In	1/2	—	—	—	—	—	00	
Tactical Games	Re/Me	1/4	—	—	—	—	—	00	
Gymnastic									
Juggling	Ag/In	2/5	—	—	—	—	—	00	
Jumping	St/Ag	4	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0	
Linguistic									
Lip Reading	In/Re	2/4	—	—	—	—	—	00	
Mimicry	In/SD	2/7	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	00	
Ventriloquism	SD/In	3/7	—	—	—	—	—	00	
Magical									
Circle Lore	Me/Re	1/4	—	—	3	—	—	00	
Divination	In/Em	2/5	—	—	3	—	—	00	
Magical Language	none	1/*	—	—	3	—	—	00	
Magical Rituals	Re/Me	2/4	—	—	3	—	—	00	
Power Perception	Em	1/4	—	—	3	—	—	00	
Power Pt. Dev.	varies	3	—	—	3	—	—	0	
Power Projection	varies	2/5	—	—	3	—	—	00	
Symbol Lore	Me/Re	2/5	—	—	3	—	—	00	
Targeting Skill	In	3/5	—	—	3	—	—	00	
Transcend Armor	varies	6	—	—	3	—	—	0	
Warding Lore	Me/Re	2/5	—	—	3	—	—	00	
Medical									
Diagnostics	In/Re	3/6	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	00	
Hypnosis	Pr/SD	3	—	—	—	—	—	0	
Midwifery	Em/Me/In	6	—	—	—	—	—	0	
Second Aid	SD/Em/In	4	—	—	—	—	—	0	
Surgery	SD/Em/In	8	—	—	—	—	—	0	
Perception									
Detect Traps	In	3	—	—	1	—	—	00	
Direction Sense	In/Re	2/4	—	—	1	—	—	00	
Lie Perception	In/Re	3/6	—	—	1	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	00	
Poison Percep.	In/Re	1/4	—	—	1	—	—	00	
Read Tracks	In/Re	3/7	—	—	1	—	—	00	
Sense Amb./Ass.	In/Re	3	—	—	1	—	—	00	
Sense Reality Wp.	In/Em	1/4	—	—	1	—	—	00	
Surveillance	In/SD	2/6	—	—	1	—	—	00	
Time Sense	In/Me	1/4	—	—	1	—	—	00	
Social									
Diplomacy	Pr/In	3/8	—	—	—	—	—	00	
Duping	Pr	2/5	—	—	—	—	—	00	
Interrogation	Ag/Re	1/4	—	—	—	—	—	00	
Leadership	Pr/Re	2/5	—	—	—	—	—	00	
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	00	
Camouflage	Re/In	6	—	—	—	—	—	0	
Disguise	Pr/SD	2/7	—	—	—	—	—	00	
Hide Item	Re/In	6	—	—	—	—	—	0	
Mimery	Ag/SD	2/7	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	0	
Set Traps	Re/Ag	7	—	—	—	—	—	0	
Survival									
Hostile Environ.	Ag/SD	2/7	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	00	
Streetwise	Pr/In	1/4	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES			Special	Total
				Skill	Level	Stat		
Primary Skills								
Adr.Mv., Balance	Pr/SD	5						☐
Adr.Mv., Landing	Pr/SD	5						☐
Adr.Mv., Leaping	Pr/SD	5						☐
Adr.Mv., Speed	Pr/SD	5						☐
Adr.Mv., Strength	Pr/SD	5						☐
Adrenal Defense	none	15						☐
Ambush	none	6						☐
Body Develop.	Co	8						☐
Channeling	In	2/6			3			☐
Climbing	Ag	4						☐
Directed Spells	Ag	2/7						☐
Disarm Traps	In/Ag	7						☐
Perception (Gen.)	In/Re	2/7			2			☐
Linguistics	none	1/*						☐
	none	1/*						☐
	none	1/*						☐
M.A. Strikes	St/St/Ag	9						☐
M.A. Sw. & Th.	Ag/Ag/St	9						☐
Mn. in Armor, SL	Ag	4/*						☐
Mn. in Armor, RL	Ag	4/*						☐
Mn. in Armor, Ch	Ag	6/*						☐
Mn. in Armor, PI	Ag	7/*						☐
Pick Locks	In/Re/Ag	7						☐
Riding	Em/Ag	3						☐
Runes	Em/In	2/5			3			☐
Spell List Acquis.	varies	1/*						☐
Stalk & Hide	Ag/SD	3						☐
Staves & Wands	Em/In	2/5			3			☐
Swimming	Ag	3						☐
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 8, 20, 20, 20, 20, 20								
Changeling	☐							☐
Scrying Guard	☐							☐
Revening Law	☐							☐
Barrier Law	☐							☐
Light's Way	☐							☐
Detection Mastery	☐							☐
Sound's Way	☐							☐
Weather Ways	☐							☐
Blood Law	☐							☐
Nerve Law	☐							☐
Muscle Law	☐							☐
Creations	☐							☐
Lore	☐							☐
Delving	☐							☐
Cloaking	☐							☐
Anticipations	☐							☐
Detections	☐							☐
Self Healing	☐							☐
Mind Mastery	☐							☐
Solid Manipulation	☐							☐
Gas Manipulation	☐							☐
Telekinesis	☐							☐
Mind's Door	☐							☐
Evil Eye	☐							☐
Doom's Law	☐							☐
Visions of Doom	☐							☐
Purifications	☐							☐
Nature's Law	☐							☐
Spell Defense	☐							☐
Concussion's Ways	☐							☐
Lofty Movements	☐							☐
Organ Law	☐							☐
Bone Law	☐							☐
Calm Spirits	☐							☐
Locating Ways	☐							☐
Symbolic Ways	☐							☐
Damage Resistance	☐							☐
Brilliance	☐							☐
Attack Avoidance	☐							☐
Illusions	☐							☐
Spell Resistance	☐							☐
Sense Mastery	☐							☐
Liquid Manipulation	☐							☐
Shifting	☐							☐
Movement	☐							☐
Speed	☐							☐
Character Law Secondary Skills								
Acrobatics	Ag/Qu	3						☐
Acting	Pr/Ag/Em	1/4						☐
Animal Healing	Em/Re	3/6						☐
Caving	SD/Re	3						☐
Contortions	Ag/SD	4						☐
Cookery	In/Re	2/4						☐
Dance	Ag/In	2/6						☐
Diving	SD/Ag	3						☐
Falsification	SD/Re	2/6						☐
First Aid	SD/Em	3/6						☐
Fletching	Ag/SD	3/5						☐
Foraging	In/Me	2/6						☐
Frenzy	Em/SD	1/5						☐
Gambling	Me/Pr	2/4			1			☐
Herdng	Em/Pr	3/6						☐
Leather-working	Ag/Re	3						☐
Mathematics	Re/Me	2/6			1			☐
Meditation	Pr/SD	2/4						☐
Music	Ag/Em	2/4						☐
Public Speaking Em/Pr/Ag 1/4 ☐								
Rope Mastery	Me/Ag	3						☐
Rowing	St/SD	3						☐
Sailing	Em/In	3						☐
Seduction	Em/Pr/Ag	1/3			1			☐
Signaling	Me/SD	2/5						☐
Singing	Pr/In	2/4						☐
Skiing	Ag/SD	3/7						☐
Smithing	St/Ag	4						☐
Spell Mastery	varies	2/5			3			☐
Star-Gazing	In/Me	1/4			1			☐
Stone Crafts	SD/Ag	3						☐
Subduing	Ag/Qu	3						☐
Tracking	In/Re	2/5			2			☐
Trading	Re/Me	3/6						☐
Trap-Building	Re/Em	3/5						☐
Trickery	Pr/Qu	2/6						☐
Tumbling	Ag/SD	3						☐
Weather-Watching	In/Em	1/4			1			☐
Wood Crafts	Ag/Em	3						☐
Rolemaster Companion Secondary Skills								
Academic								
Administration	Re/Pr	2/4			1			☐
Advanced Math	Re/Me	3/7			1			☐
Alchemy	Re/Me	2/6			1			☐
Anthropology	In/Em	1/5			1			☐
Architecture	Re/Em	4			1			☐
Astronomy	Em/Re	1/5			1			☐
Basic Mathematics	Re/Me	2/6			1			☐
Biochemistry	In/Re	2/6			1			☐
Boat Pilot	Me/Ag	3/7			1			☐
Demon/Devil Lore	Me/Re	1/3			1			☐
Drafting	Re/Me	3/7			1			☐
Dragon Lore	Me/Re	2/4			1			☐
Engineering	In/Re	4			1			☐
Faerie Lore	Me/Re	1/4			1			☐
Fauna Lore	Me/Re	1/5			1			☐
Flora Lore	Me/Re	1/5			1			☐
Heraldry	Re/Me	2/5			1			☐
Herb Lore	Me/Re	1/4			1			☐
Lock Lore	Me/Re	2/5			1			☐
Mapping	Re/Me	4			1			☐
Mechanition	Ag/Re	3/9			1			☐
Metal Lore	Me/Re	2/6			1			☐
Military Org.	Pr/Re	2/4			1			☐
Mining	Re/In	4			1			☐
Navigation	Re/In	2/5			1			☐
Planetology	Em/Re	5			1			☐

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	1	—	—	—	00	
Physics	Me/Re	3/7	—	—	1	—	—	—	00	
Poison Lore	Me/Re	1/3	—	—	1	—	—	—	00	
Racial History	Me/Re	1/4	—	—	1	—	—	—	00	
Sanity Heal. Lore	Me/Em	1/3	—	—	1	—	—	—	00	
Siege Engineer	Re/In	1/3	—	—	1	—	—	—	00	
Stone Lore	Me/Re	2/6	—	—	1	—	—	—	00	
Tactics	In/Re	2/4	—	—	1	—	—	—	00	
Trading Lore	Me/Re	2/4	—	—	1	—	—	—	00	
Xeno-Lores	varies	4/7	—	—	1	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2/4	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0	
Beast Master	Em/Pr	1/4	—	—	—	—	—	—	00	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	3	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	4	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	—	0	
Rappelling	Ag	4	—	—	—	—	—	—	0	
Skating	Ag/SD	3/7	—	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	3/7	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	15	—	—	—	—	—	—	0	
Disarm, Armed	Ag	5	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	7	—	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	—	0	
Iai	Qu/Ag	20	—	—	—	—	—	—	0	
Lancing	St/Ag	20	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	3/7	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	3	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	—	0	
Yado	Qu/Ag	6	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	—	0	
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	00	
Control Lycan.	SD	1/2	—	—	—	—	—	—	00	
Dowsing	Em	3/6	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/4	—	—	—	—	—	—	00	
Death	SD/Pr	3/6	—	—	—	—	—	—	00	
Healing	SD/Em	1/4	—	—	—	—	—	—	00	
Ki	SD/Pr	2/5	—	—	—	—	—	—	00	
Sleep	SD/In	1/2	—	—	—	—	—	—	00	
Trance	Pr/SD	1/3	—	—	—	—	—	—	00	
Mnemonics	Me/SD	1/4	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	2/6	—	—	1	—	—	—	00	
Use/Rem. Poison	Ag/In	2/5	—	—	1	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	—	0	
Armor Evaluation	In/Re	3	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	2	—	—	—	—	—	—	0	
Stone Evaluation	In/Re	2	—	—	—	—	—	—	0	
Weap. Evaluation	In/Re	3	—	—	—	—	—	—	0	
General										
Advertising	In/Re	2/4	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	2/6	—	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/6	—	—	—	—	—	—	00	
Skinning	Ag/In	4	—	—	—	—	—	—	0	
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/5	—	—	—	—	—	—	00	
Jumping	St/Ag	4	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	6	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	1/4	—	—	—	—	—	—	00	
Mimicry	In/SD	1/4	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	1/5	—	—	—	—	—	—	00	
Propaganda	In/Em	1/5	—	—	—	—	—	—	00	
Tale Telling	Pr	2/5	—	—	—	—	—	—	00	
Ventriloquism	SD/In	2/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	1/4	—	—	—	—	—	3	—	00
Divination	In/Em	1/4	—	—	—	—	—	3	—	00
Magical Language	none	1/*	—	—	—	—	—	3	—	00
Magical Rituals	Re/Me	2/5	—	—	—	—	—	3	—	00
Power Perception	Em	1/3	—	—	—	—	—	3	—	00
Power Pt. Dev.	varies	3	—	—	—	—	—	3	—	0
Power Projection	varies	2/5	—	—	—	—	—	3	—	00
Symbol Lore	Me/Re	1/4	—	—	—	—	—	3	—	00
Targeting Skill	In	3/5	—	—	—	—	—	3	—	00
Transcend Armor	varies	5	—	—	—	—	—	3	—	0
Warding Lore	Me/Re	2/5	—	—	—	—	—	3	—	00
Medical										
Diagnostics	In/Re	3/6	—	—	—	—	—	—	—	00
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	—	—	00
Hypnosis	Pr/SD	1/2	—	—	—	—	—	—	—	00
Midwifery	Em/Me/In	4	—	—	—	—	—	—	—	0
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	—	00
Surgery	SD/Em/In	6	—	—	—	—	—	—	—	0
Perception										
Detect Traps	In	1/4	—	—	—	—	—	2	—	00
Direction Sense	In/Re	2/5	—	—	—	—	—	2	—	00
Lie Perception	In/Re	1/4	—	—	—	—	—	2	—	00
Loc. Secret Open.	In/Re	2/5	—	—	—	—	—	2	—	00
Poison Percep.	In/Re	1/4	—	—	—	—	—	2	—	00
Read Tracks	In/Re	2/6	—	—	—	—	—	2	—	00
Sense Amb./Ass.	In/Re	2/5	—	—	—	—	—	2	—	00
Sense Reality Wp.	In/Em	1/4	—	—	—	—	—	2	—	00
Surveillance	In/SD	2/3	—	—	—	—	—	2	—	00
Time Sense	In/Me	1/3	—	—	—	—	—	2	—	00
Social										
Diplomacy	Pr/In	1/4	—	—	—	—	—	1	—	00
Duping	Pr	1/4	—	—	—	—	—	1	—	00
Interrogation	Ag/Re	1/4	—	—	—	—	—	1	—	00
Leadership	Pr/Re	1/4	—	—	—	—	—	1	—	00
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	—	00
Bribery	Pr/Re/Ap	1/4	—	—	—	—	—	—	—	00
Camouflage	Re/In	3	—	—	—	—	—	—	—	0
Disguise	Pr/SD	2/5	—	—	—	—	—	—	—	00
Hide Item	Re/In	2/5	—	—	—	—	—	—	—	00
Mimery	Ag/SD	2/5	—	—	—	—	—	—	—	00
Pick Pockets	Ag/In	3	—	—	—	—	—	—	—	0
Set Traps	Re/Ag	6	—	—	—	—	—	—	—	0
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	—	0
Region Lore	Re/Me	2/5	—	—	—	—	—	—	—	00
Scrounge	In/Re	2/5	—	—	—	—	—	—	—	00
Streetwise	Pr/In	2/3	—	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total
Primary Skills								
Adr.Mv., Balance	Pr/SD	5						0
Adr.Mv., Landing	Pr/SD	5						0
Adr.Mv., Leaping	Pr/SD	5						0
Adr.Mv., Speed	Pr/SD	5						0
Adr.Mv., Strength	Pr/SD	5						0
Adrenal Defense	none	20						0
Ambush	none	9						0
Body Develop.	Co	6						0
Channeling	In	1/4			1			00
Climbing	Ag	5						0
Directed Spells	Ag	2/5						00
Disarm Traps	In/Ag	8			1			0
Perception (Gen.)	In/Re	3						0
Linguistics	none	2/*			1			00
	none	2/*			1			00
M.A. Strikes	St/St/Ag	8						0
M.A. Sw. & Th.	Ag/Ag/St	8						0
Mn. in Armor, SL	Ag	9						0
Mn. in Armor, RL	Ag	9						0
Mn. in Armor, Ch	Ag	10						0
Mn. in Armor, PI	Ag	11						0
Pick Locks	In/Re/Ag	8			1			0
Riding	Em/Ag	3			1			0
Runes	Em/In	2/5			1			00
Spell List Acquis.	varies	1/*						00
Stalk & Hide	Ag/SD	5			1			0
Staves & Wands	Em/In	2/5			1			00
Swimming	Ag	3						0
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20								
Conjuring Ways	0							0
Candle Magic	0							0
Earth Mastery	0							0
Barrier Law	0							0
Light's Way	0							0
Detection Mastery	0							0
Sound's Way	0							0
Weather Ways	0							0
Blood Law	0							0
Nerve Law	0							0
Muscle Law	0							0
Creations	0							0
Lore	0							0
Essence Hand	0							0
Rune Mastery	0							0
Lesser Illusions	0							0
Unbarring Ways	0							0
Elemental Shields	0							0
Invisible Ways	0							0
Spirit Mastery	0							0
Lofty Bridge	0							0
Gate Mastery	0							0
Rapid Ways	0							0
	0							0
Nature's Mastery	0							0
Glamours	0							0
Potion Magic	0							0
Purifications	0							0
Nature's Law	0							0
Spell Defense	0							0
Concussion's Ways	0							0
Lofty Movements	0							0
Organ Law	0							0
Bone Law	0							0
Calm Spirits	0							0
Locating Ways	0							0
Symbolic Ways	0							0
Essence's Perceptions	0							0
Spell Wall	0							0
Detecting Ways	0							0
Physical Enhancement	0							0
Delving Ways	0							0
Living change	0							0
Spell Reins	0							0
Spell Enhancement	0							0
Dispelling Ways	0							0
Shield Mastery	0							0
	0							0
Character Law Secondary Skills								
Acrobatics	Ag/Qu	4						0
Acting	Pr/Pr/Em	2/7			1			00
Animal Healing	Em/Re	2/4			1			00
Caving	SD/Re	2/7			1			00
Contortions	Ag/SD	3/7						00
Cookery	In/Re	1/2			1			00
Dance	Ag/In	1/4						00
Diving	SD/Ag	4						0
Falsification	SD/Re	3			1			0
First Aid	SD/Em	2/4			1			00
Fletching	Ag/SD	3/7			1			00
Foraging	In/Me	2/5			1			00
Frenzy	Em/SD	5						0
Gambling	Me/Pr	2/5						00
Herding	Em/Pr	2/5			1			00
Leather-working	Ag/Re	2/6			1			00
Mathematics	Re/Me	2/6			1			00
Meditation	Pr/SD	2/4						00
Music	Ag/Em	2/4			1			00
Public Speaking								
Public Speaking	Em/Pr/Pr	3/7			1			00
Rope Mastery	Me/Ag	2/7			1			00
Rowing	St/SD	3						0
Sailing	Em/In	3						0
Seduction	Em/Pr/Pr	1/4						00
Signaling	Me/SD	2/5			1			00
Singing	Pr/In	2/4			1			00
Skiing	Ag/SD	3						0
Smithing	St/Ag	3			1			0
Spell Mastery	varies	2/4			1			00
Star-Gazing	In/Me	1/2			1			00
Stone Crafts	SD/Ag	3			1			0
Subduing	Ag/Qu	3/6						00
Tracking	In/Re	3/6			1			00
Trading	Re/Me	1/4			1			00
Trap-Building	Re/Em	2/6			1			00
Trickery	Pr/Qu	3			1			0
Tumbling	Ag/SD	3/7						00
Weather-Watching	In/Em	1/3			1			00
Wood Crafts	Ag/Em	2/6			1			00
Rolemaster Companion Secondary Skills								
Academic								
Administration	Re/Pr	5			1			0
Advanced Math	Re/Me	3/7			1			00
Alchemy	Re/Me	1/4			1			00
Anthropology	In/Em	2/5			1			00
Architecture	Re/Em	2/5			1			00
Astronomy	Em/Re	2/4			1			00
Basic Mathematics	Re/Me	2/6			1			00
Biochemistry	In/Re	2/6			1			00
Boat Pilot	Me/Ag	2/5			1			00
Demon/Devil Lore	Me/Re	1/2			1			00
Drafting	Re/Me	3/6			1			00
Dragon Lore	Me/Re	1/4			1			00
Engineering	In/Re	4			1			0
Faerie Lore	Me/Re	1/4			1			00
Fauna Lore	Me/Re	1/4			1			00
Flora Lore	Me/Re	1/4			1			00
Heraldry	Re/Me	3/6			1			00
Herb Lore	Me/Re	1/2			1			00
Lock Lore	Me/Re	3/7			1			00
Mapping	Re/Me	4			1			0
Mechanition	Ag/Re	3/8			1			00
Metal Lore	Me/Re	2/6			1			00
Military Org.	Pr/Re	4			1			0
Mining	Re/In	2/7			1			00
Navigation	Re/In	2/5			1			00
Planetology	Em/Re	4			1			0
Phil./Relig. Doct.	Me/In/Re	1/2			1			00
Physics	Me/Re	4/7			1			00

WITCH SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Poison Lore	Me/Re	1/2	—	—	1	—	—	00	Sculpting	In/Ag	2/7	—	—	1	—	—	00
Racial History	Me/Re	1/4	—	—	1	—	—	00	Skinning	Ag/In	2/5	—	—	1	—	—	00
Sanity Heal. Lore	Me/Em	1/5	—	—	1	—	—	00	Tactical Games	Re/Me	2/4	—	—	1	—	—	00
Siege Engineer	Re/In	2/6	—	—	1	—	—	00	Gymnastic								
Stone Lore	Me/Re	2/6	—	—	1	—	—	00	Juggling	Ag/In	3/7	—	—	—	—	—	00
Tactics	In/Re	2/6	—	—	1	—	—	00	Jumping	St/Ag	3/8	—	—	—	—	—	00
Trading Lore	Me/Re	3/5	—	—	1	—	—	00	Pole Vaulting	St/Ag	4	—	—	—	—	—	0
Xeno-Lores	varies	4/7	—	—	1	—	—	00	Stilt Walking	St/Ag	3	—	—	—	—	—	0
Animal									Tightrope Walk.	Ag/SD	3	—	—	—	—	—	0
Animal Handling	Em/Pr/Ap	1/4	—	—	1	—	—	00	Linguistic								
	Em/Pr/Ap	1/4	—	—	1	—	—	00	Lip Reading	In/Re	2/4	—	—	1	—	—	00
Animal Training	Em/Pr/Ap	2	—	—	1	—	—	0	Mimicry	In/SD	2/7	—	—	1	—	—	00
Beast Master	Em/Pr	2/5	—	—	1	—	—	00	Poetic Improv.	In/Re	1/4	—	—	1	—	—	00
Driving	Ag/Qu	3	—	—	1	—	—	0	Propaganda	In/Em	1/4	—	—	1	—	—	00
Loading	Em/Re	3	—	—	1	—	—	0	Tale Telling	Pr	2/4	—	—	1	—	—	00
Athletic									Ventriloquism	SD/In	1/5	—	—	1	—	—	00
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	0	Magical								
Distance Running	Co	4	—	—	—	—	—	0	Circle Lore	Me/Re	1/4	—	—	1	—	—	00
Flying/Gliding	Ag	1/4	—	—	—	—	—	00	Divination	In/Em	1/3	—	—	1	—	—	00
Rappelling	Ag	8	—	—	—	—	—	0	Magical Language	none	1/*	—	—	1	—	—	00
Skating	Ag/SD	3	—	—	—	—	—	0		none	1/*	—	—	1	—	—	00
Sprinting	Qu	3	—	—	—	—	—	0		none	1/*	—	—	1	—	—	00
Surfing	Ag/SD	3	—	—	—	—	—	0	Magical Rituals	Re/Me	2/4	—	—	1	—	—	00
Combat									Power Perception	Em	1/3	—	—	1	—	—	00
Brawling	Re/In	18	—	—	—	—	—	0	Power Pt. Dev.	varies	3	—	—	1	—	—	0
Disarm, Armed	Ag	5	—	—	—	—	—	0	Power Projection	varies	1/4	—	—	1	—	—	00
Disarm, Unarmed	Ag	7	—	—	—	—	—	0	Symbol Lore	Me/Re	1/4	—	—	1	—	—	00
Grappling Hook	Ag	3/8	—	—	—	—	—	00	Targeting Skill	In	3/5	—	—	1	—	—	00
Jai	Qu/Ag	15	—	—	—	—	—	0	Transcend Armor	varies	6	—	—	1	—	—	0
Lancing	St/Ag	20	—	—	—	—	—	0	Warding Lore	Me/Re	1/4	—	—	1	—	—	00
Missile Artillery	In/Ag	4	—	—	—	—	—	0	Medical								
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0	Diagnostics	In/Re	2/5	—	—	1	—	—	00
Stunned Maneuv.	SD	4	—	—	—	—	—	0	Drug Tolerance	Co/SD	2/5	—	—	1	—	—	00
Tumbling Attack	Ag/St	4	—	—	—	—	—	0	Hypnosis	Pr/SD	3/6	—	—	1	—	—	00
Tumbling Evasion	Ag/Qu	3/7	—	—	—	—	—	00	Midwifery	Em/Me/In	3/8	—	—	1	—	—	00
2 Weapon Combo	St	v	—	—	—	—	—	0	Second Aid	SD/Em/In	3/6	—	—	1	—	—	00
Yado	Qu/Ag	7	—	—	—	—	—	0	Surgery	SD/Em/In	6	—	—	1	—	—	0
Concentration									Perception								
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	0	Detect Traps	In	3	—	—	1	—	—	0
Body Damage St.	SD/Em	2/4	—	—	—	—	—	00	Direction Sense	In/Re	2/5	—	—	1	—	—	00
Control Lycan.	SD	2/4	—	—	—	—	—	00	Lie Perception	In/Re	1/4	—	—	1	—	—	00
Dowsing	Em	2/6	—	—	—	—	—	00	Loc. Secret Open.	In/Re	3/6	—	—	1	—	—	00
Meditation									Poison Percep.	In/Re	1/4	—	—	1	—	—	00
Cleansing	SD/Em	1/4	—	—	—	—	—	00	Read Tracks	In/Re	3/5	—	—	1	—	—	00
Death	SD/Pr	3/6	—	—	—	—	—	00	Sense Amb./Ass.	In/Re	3	—	—	1	—	—	0
Healing	SD/Em	2/4	—	—	—	—	—	00	Sense Reality Wp.	In/Em	1/4	—	—	1	—	—	00
Ki	SD/Pr	2/4	—	—	—	—	—	00	Surveillance	In/SD	2/6	—	—	1	—	—	00
Sleep	SD/In	2/5	—	—	—	—	—	00	Time Sense	In/Me	1/2	—	—	1	—	—	00
Trance	Pr/SD	2/4	—	—	—	—	—	00	Social								
Mnemonics	Me/SD	2/5	—	—	—	—	—	00	Diplomacy	Pr/In	3/6	—	—	—	—	—	00
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	00	Duping	Pr	1/4	—	—	—	—	—	00
Deadly									Interrogation	Ag/Re	2/4	—	—	—	—	—	00
Silent Kill	Ag	3/6	—	—	—	—	—	00	Leadership	Pr/Re	3/6	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	00	Subterfuge								
Evaluation									Begging	Pr/Em/Ap	2/6	—	—	1	—	—	00
Appraisal	Re/Me	2	—	—	1	—	—	0	Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	00
Armor Evaluation	In/Re	3	—	—	1	—	—	0	Camouflage	Re/In	6	—	—	1	—	—	0
Metal Evaluation	In/Re	2	—	—	1	—	—	0	Disguise	Pr/SD	2/7	—	—	1	—	—	00
Stone Evaluation	In/Re	2/4	—	—	1	—	—	00	Hide Item	Re/In	6	—	—	1	—	—	0
Weap. Evaluation	In/Re	3	—	—	1	—	—	0	Mimery	Ag/SD	2/7	—	—	1	—	—	00
General									Pick Pockets	Ag/In	3	—	—	1	—	—	0
Advertising	In/Re	1/4	—	—	1	—	—	00	Set Traps	Re/Ag	7	—	—	1	—	—	0
Crafting	Ag/SD	2/6	—	—	1	—	—	00	Survival								
Gimmickry	Re	2/5	—	—	1	—	—	00	Hostile Environ.	Ag/SD	2/5	—	—	1	—	—	00
Horticulture	In/Em	1/4	—	—	1	—	—	00	Region Lore	Re/Me	2/5	—	—	1	—	—	00
Painting	In/Ag	2/4	—	—	1	—	—	00	Scrounge	In/Re	2/5	—	—	1	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	1	—	—	00	Streetwise	Pr/In	1/4	—	—	1	—	—	00
Play Instrument, #2	Ag/Me	3/6	—	—	1	—	—	00									
Play Instrument, #3	Ag/Me	3	—	—	1	—	—	0									

WITCH SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total
				Skill	Level	Stat	Special		
Primary Skills									
Adr.Mv., Balance	Pr/SD	2/7	—	—	—	—	—	—	00
Adr.Mv., Landing	Pr/SD	2/7	—	—	—	—	—	—	00
Adr.Mv., Leaping	Pr/SD	2/7	—	—	—	—	—	—	00
Adr.Mv., Speed	Pr/SD	2/7	—	—	—	—	—	—	00
Adr.Mv., Strength	Pr/SD	2/7	—	—	—	—	—	—	00
Adrenal Defense	none	20	—	—	—	—	—	—	00
Ambush	none	3	—	—	—	—	—	—	00
Body Develop.	Co	2/7	—	—	1	—	—	—	00
Channeling	In	3	—	—	—	—	—	—	00
Climbing	Ag	3/9	—	—	1	—	—	—	00
Directed Spells	Ag	15	—	—	—	—	—	—	00
Disarm Traps	In/Ag	4	—	—	1	—	—	—	00
Perception (Gen.)	In/Re	2/7	—	—	3	—	—	—	00
Linguistics	none	3/*	—	—	—	—	—	—	00
M.A. Strikes	St/St/Ag	4	—	—	1	—	—	—	00
M.A. Sw. & Th.	Ag/Ag/St	4	—	—	1	—	—	—	00
Mn. in Armor, SL	Ag	1/*	—	—	1	—	—	—	00
Mn. in Armor, RL	Ag	2/*	—	—	1	—	—	—	00
Mn. in Armor, Ch	Ag	3/*	—	—	1	—	—	—	00
Mn. in Armor, PI	Ag	4/*	—	—	1	—	—	—	00
Pick Locks	In/Re/Ag	4	—	—	1	—	—	—	00
Riding	Em/Ag	2/6	—	—	3	—	—	—	00
Character Law Secondary Skills									
Acrobatics	Ag/Qu	2/6	—	—	1	—	—	—	00
Acting	Pr/Pr/Em	2/6	—	—	1	—	—	—	00
Animal Healing	Em/Re	2/5	—	—	—	—	—	—	00
Caving	SD/Re	2/6	—	—	3	—	—	—	00
Contortions	Ag/SD	2/6	—	—	1	—	—	—	00
Cookery	In/Re	2/4	—	—	—	—	—	—	00
Dance	Ag/In	2/5	—	—	1	—	—	—	00
Diving	SD/Ag	2/5	—	—	1	—	—	—	00
Falsification	SD/Re	3	—	—	1	—	—	—	00
First Aid	SD/Em	2/4	—	—	—	—	—	—	00
Fletching	Ag/SD	2/5	—	—	—	—	—	—	00
Foraging	In/Me	1/3	—	—	3	—	—	—	00
	In/Me	1/3	—	—	3	—	—	—	00
Frenzy	Em/SD	2/6	—	—	—	—	—	—	00
Gambling	Me/Pr	2/6	—	—	—	—	—	—	00
Herdng	Em/Pr	2/7	—	—	3	—	—	—	00
Leather-working	Ag/Re	2/5	—	—	—	—	—	—	00
Mathematics	Re/Me	2/6	—	—	—	—	—	—	00
Meditation	Pr/SD	2/4	—	—	—	—	—	—	00
Music	Ag/Em	2/6	—	—	—	—	—	—	00
Rolemaster Companion Secondary Skills									
Academic									
Administration	Re/Pr	5	—	—	—	—	—	—	00
Advanced Math	Re/Me	3/7	—	—	—	—	—	—	00
Alchemy	Re/Me	3/7	—	—	—	—	—	—	00
Anthropology	In/Em	2/6	—	—	—	—	—	—	00
Architecture	Re/Em	3/6	—	—	—	—	—	—	00
Astronomy	Em/Re	3/5	—	—	—	—	—	—	00
Basic Mathematics	Re/Me	2/6	—	—	—	—	—	—	00
Biochemistry	In/Re	5	—	—	—	—	—	—	00
Boat Pilot	Me/Ag	1/4	—	—	—	—	—	—	00
Demon/Devil Lore	Me/Re	2/5	—	—	—	—	—	—	00
Drafting	Re/Me	3/7	—	—	—	—	—	—	00
Dragon Lore	Me/Re	1/3	—	—	—	—	—	—	00
Engineering	In/Re	3/7	—	—	—	—	—	—	00
Faerie Lore	Me/Re	1/4	—	—	—	—	—	—	00
Fauna Lore	Me/Re	1/4	—	—	—	—	—	—	00
Flora Lore	Me/Re	1/2	—	—	—	—	—	—	00
Heraldry	Re/Me	1/4	—	—	—	—	—	—	00
Herb Lore	Me/Re	1/3	—	—	—	—	—	—	00
Lock Lore									
Lock Lore	Me/Re	1/4	—	—	—	—	—	—	00
Mapping	Re/Me	2/6	—	—	—	—	—	—	00
Mechanition	Ag/Re	3/7	—	—	—	—	—	—	00
Metal Lore	Me/Re	2/5	—	—	—	—	—	—	00
Military Org.	Pr/Re	2/5	—	—	—	—	—	—	00
Mining	Re/In	2/6	—	—	—	—	—	—	00
Navigation	Re/In	1/4	—	—	—	—	—	—	00
Planetology	Em/Re	5	—	—	—	—	—	—	00
Phil./Relig. Doct.	Me/In/Re	1/3	—	—	—	—	—	—	00
Physics	Me/Re	3/7	—	—	—	—	—	—	00
Poison Lore	Me/Re	1/3	—	—	—	—	—	—	00
Racial History	Me/Re	2/4	—	—	—	—	—	—	00
Sanity Heal. Lore	Me/Em	2/5	—	—	—	—	—	—	00
Siege Engineer	Re/In	1/4	—	—	—	—	—	—	00
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	00
Tactics	In/Re	1/4	—	—	—	—	—	—	00
Trading Lore	Me/Re	1/2	—	—	—	—	—	—	00
Xeno-Lores	varies	4	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES			Stat	Special	Total
				Skill	Level				
Animal									
Animal Handling	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
	Em/Pr/Ap	1/3	—	—	3	—	—	—	00
Animal Training	Em/Pr/Ap	3/7	—	—	3	—	—	—	00
Beast Master	Em/Pr	4	—	—	3	—	—	—	00
Driving	Ag/Qu	2/7	—	—	3	—	—	—	00
Loading	Em/Re	2/7	—	—	3	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	1/4	—	—	1	—	—	—	00
Distance Running	Co	2/6	—	—	1	—	—	—	00
Flying/Gliding	Ag	2/6	—	—	1	—	—	—	00
Rappelling	Ag	3/9	—	—	1	—	—	—	00
Skating	Ag/SD	2/6	—	—	1	—	—	—	00
Sprinting	Qu	2/6	—	—	1	—	—	—	00
Surfing	Ag/SD	2/6	—	—	1	—	—	—	00
Combat									
Brawling	Re/In	5	—	—	1	—	—	—	00
Disarm, Armed	Ag	4	—	—	1	—	—	—	00
Disarm, Unarmed	Ag	5	—	—	1	—	—	—	00
Grappling Hook	Ag	2/5	—	—	1	—	—	—	00
Jai	Qu/Ag	2/6	—	—	1	—	—	—	00
Lancing	St/Ag	3/6	—	—	1	—	—	—	00
Missile Artillery	In/Ag	2/5	—	—	1	—	—	—	00
Reverse Stroke	Ag/Re	3/7	—	—	1	—	—	—	00
Stunned Maneuv.	SD	2/7	—	—	1	—	—	—	00
Tumbling Attack	Ag/St	3/5	—	—	1	—	—	—	00
Tumbling Evasion	Ag/Qu	2/4	—	—	1	—	—	—	00
2 Weapon Combo	St	v	—	—	1	—	—	—	00
Yado	Qu/Ag	4	—	—	1	—	—	—	00
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	—	00
Dowsing	Em	2/4	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	1/4	—	—	—	—	—	—	00
Death	SD/Pr	2/4	—	—	—	—	—	—	00
Healing	SD/Em	2/4	—	—	—	—	—	—	00
Ki	SD/Pr	2/4	—	—	—	—	—	—	00
Sleep	SD/In	2/4	—	—	—	—	—	—	00
Trance	Pr/SD	2/4	—	—	—	—	—	—	00
Mnemonics	Me/SD	2/5	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	00
Deadly									
Silent Kill	Ag	4	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/5	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	1/4	—	—	—	—	—	—	00
Armor Evaluation	In/Re	1/4	—	—	—	—	—	—	00
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	00
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	00
Weap. Evaluation	In/Re	1/4	—	—	2*	—	—	—	00
General									
Advertising	In/Re	3/6	—	—	—	—	—	—	00
Crafting	Ag/SD	2/4	—	—	—	—	—	—	00
Gimmickry	Re	2/7	—	—	—	—	—	—	00
Horticulture	In/Em	1/2	—	—	—	—	—	—	00
Painting	In/Ag	1/4	—	—	—	—	—	—	00
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	00
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	00
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	00
Sculpting	In/Ag	2/5	—	—	—	—	—	—	00
Skinning	Ag/In	1/3	—	—	—	—	—	—	00
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00
Gymnastic									
Juggling	Ag/In	2/7	—	—	1	—	—	—	00
Jumping	St/Ag	3/6	—	—	1	—	—	—	00
Pole Vaulting	St/Ag	2/6	—	—	1	—	—	—	00
Stilt Walking	St/Ag	3/6	—	—	1	—	—	—	00
Tightrope Walk.	Ag/SD	2/6	—	—	1	—	—	—	00
Linguistic									
Lip Reading	In/Re	2/6	—	—	—	—	—	—	00
Mimicry	In/SD	2/6	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00
Propaganda	In/Em	3/6	—	—	—	—	—	—	00
Tale Telling	Pr	2/6	—	—	—	—	—	—	00
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	00
Magical									
Circle Lore	Me/Re	3/6	—	—	—	—	—	—	00
Divination	In/Em	3/5	—	—	—	—	—	—	00
Magical Language	none	4/*	—	—	—	—	—	—	00
Magical Rituals	Re/Me	4	—	—	—	—	—	—	00
Power Perception	Em	2/5	—	—	—	—	—	—	00
Power Pt. Dev.	varies	4	—	—	—	—	—	—	00
Power Projection	varies	3/6	—	—	—	—	—	—	00
Symbol Lore	Me/Re	3/6	—	—	—	—	—	—	00
Targeting Skill	In	3/6	—	—	—	—	—	—	00
Transcend Armor	varies	3/7	—	—	—	—	—	—	00
Warding Lore	Me/Re	2/4	—	—	—	—	—	—	00
Medical									
Diagnostics	In/Re	1/4	—	—	—	—	—	—	00
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00
Hypnosis	Pr/SD	3/6	—	—	—	—	—	—	00
Midwifery	Em/Me/In	2/6	—	—	—	—	—	—	00
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	00
Surgery	SD/Em/In	3/6	—	—	—	—	—	—	00
Perception									
Detect Traps	In	1/3	—	—	3	—	—	—	00
Direction Sense	In/Re	1/2	—	—	3	—	—	—	00
Lie Perception	In/Re	3/5	—	—	3	—	—	—	00
Loc. Secret Open.	In/Re	1/4	—	—	3	—	—	—	00
Poison Percep.	In/Re	3	—	—	3	—	—	—	00
Read Tracks	In/Re	1/3	—	—	3	—	—	—	00
Sense Amb./Ass.	In/Re	1/3	—	—	3	—	—	—	00
Sense Reality Wp.	In/Em	3/6	—	—	3	—	—	—	00
Surveillance	In/SD	2/6	—	—	3	—	—	—	00
Time Sense	In/Me	1/3	—	—	3	—	—	—	00
Social									
Diplomacy	Pr/In	2/6	—	—	—	—	—	—	00
Duping	Pr	2/6	—	—	—	—	—	—	00
Interrogation	Ag/Re	2/6	—	—	—	—	—	—	00
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	—	00
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	—	00
Camouflage	Re/In	1/5	—	—	1	—	—	—	00
Disguise	Pr/SD	2/6	—	—	1	—	—	—	00
Hide Item	Re/In	1/5	—	—	1	—	—	—	00
Pick Pockets	Ag/In	2/5	—	—	1	—	—	—	00
Set Traps	Re/Ag	4	—	—	1	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	2/4	—	—	3	—	—	—	00
Region Lore	Re/Me	1/3	—	—	3	—	—	—	00
	Re/Me	1/3	—	—	3	—	—	—	00
Scrounge	In/Re	2/6	—	—	3	—	—	—	00
Streetwise	Pr/In	3/8	—	—	3	—	—	—	00

BOUNTY HUNTER SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES					
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total	
Primary Skills																		
Adr.Mv., Balance	Pr/SD	3/8							Riding	Em/Ag	3							
Adr.Mv., Landing	Pr/SD	3/8							Runes	Em/In	7							
Adr.Mv., Leaping	Pr/SD	3/8							Spell List Acquis.	varies	15							
Adr.Mv., Speed	Pr/SD	3/8							Stalk & Hide	Ag/SD	1/3			3				
Adr.Mv., Strength	Pr/SD	3/8							Staves & Wands	Em/In	9							
Adrenal Defense	none	15							Swimming	Ag	2/5			1				
Ambush	none	1/2							Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 2/5, 3/7, 3/9, 4, 6, 9									
Body Develop.	Co	2/7			1									2				
Channeling	In	20												2				
Climbing	Ag	1/5			1									2				
Directed Spells	Ag	20												2				
Disarm Traps	In/Ag	2/5			3									2				
Perception (Gen.)	In/Re	1/3												2				
Linguistics	none	1/*												2				
M.A. Strikes	St/St/Ag	3/7			2				Spell List ☐			Spell List ☐						
	St/St/Ag	3/7			2													
M.A. Sw. & Th.	Ag/Ag/St	3/7			2													
	Ag/Ag/St	3/7			2													
Mn. in Armor, SL	Ag	1/*			2													
Mn. in Armor, RL	Ag	1/*			2													
Mn. in Armor, Ch	Ag	4/*			2													
Mn. in Armor, Pl	Ag	7/*			2													
Pick Locks	In/Re/Ag	2/5			3													
Character Law Secondary Skills																		
Acrobatics	Ag/Qu	1/4			1				Public Speaking	Em/Pr	2/4							
Acting	Pr/Ag/Em	1/3			3				Rope Mastery	Me/Ag	1/5							
Animal Healing	Em/Re	2/5							Rowing	St/SD	2/5			1				
Caving	SD/Re	2/4							Sailing	Em/In	2/6			1				
Contortions	Ag/SD	1/3			1				Seduction	Em/Pr/Ag	2/5							
Cookery	In/Re	2/5							Signaling	Me/SD	1/4							
Dance	Ag/In	2/4			1				Singing	Pr/In	2/6							
Diving	SD/Ag	1/3			1				Skiing	Ag/SD	2/6			1				
Falsification	SD/Re	2/4			3				Smithing	St/Ag	2/7							
First Aid	SD/Em	2/6							Spell Mastery	varies	6							
Fletching	Ag/SD	2/4							Star-Gazing	In/Me	2/6							
Foraging	In/Me	2/5							Stone Crafts	SD/Ag	3/7							
Frenzy	Em/SD	2/6							Subduing	Ag/Qu	1/5			2				
Gambling	Me/Pr	2/5							Tracking	In/Re	1/4							
Herdng	Em/Pr	3							Trading	Re/Me	2/4							
Leather-working	Ag/Re	2/4							Trap-Building	Re/Em	1/3			3				
Mathematics	Re/Me	3/6							Trickery	Pr/Qu	1/3			3				
Meditation	Pr/SD	2/4							Tumbling	Ag/SD	1/3			1				
Music	Ag/Em	2/6							Weather-Watching	In/Em	3/7							
									Wood Crafts	Ag/Em	2/6							
Rolemaster Companion Secondary Skills																		
Academic																		
Administration	Re/Pr	2/6							Herb Lore	Me/Re	2/6							
Advanced Math	Re/Me	4/7							Lock Lore	Me/Re	2/4							
Alchemy	Re/Me	3/5							Mapping	Re/Me	6							
Anthropology	In/Em	3							Mechanition	Ag/Re	2/5							
Architecture	Re/Em	2/5							Metal Lore	Me/Re	2/5							
Astronomy	Em/Re	3/7							Military Org.	Pr/Re	1/4							
Basic Mathematics	Re/Me	3/6							Mining	Re/In	2/4							
Biochemistry	In/Re	5							Navigation	Re/In	2/5							
Boat Pilot	Me/Ag	2/6							Planetology	Em/Re	6							
Demon/Devil Lore	Me/Re	4							Phil./Relig. Doct.	Me/In/Re	2							
Drafting	Re/Me	2/5							Physics	Me/Re	4/7							
Dragon Lore	Me/Re	2							Poison Lore	Me/Re	1/2							
Engineering	In/Re	2/5							Racial History	Me/Re	3							
Faerie Lore	Me/Re	4							Sanity Heal. Lore	Me/Em	6							
Fauna Lore	Me/Re	2							Siege Engineer	Re/In	1/4							
Flora Lore	Me/Re	2							Stone Lore	Me/Re	2/5							
Heraldry	Re/Me	2/5							Tactics	In/Re	2/5							
									Trading Lore	Me/Re	2/7							
									Xeno-Lores	varies	6							
Assassin Skill Sheet #1																		

Skill	Stats	Cost	Skill Rank	BONUSES					Skill Rank	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Animal																	
Animal Handling	Em/Pr/Ap	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Animal Training	Em/Pr/Ap	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Beast Master	Em/Pr	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Driving	Ag/Qu	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Loading	Em/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Athletic																	
Athletic Games	St/Ag/Qu	1/5	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Distance Running	Co	2/5	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Flying/Gliding	Ag	2/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Rappelling	Ag	1/3	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Skating	Ag/SD	2/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Sprinting	Qu	2/5	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Surfing	Ag/SD	2/6	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Combat																	
Brawling	Re/In	2/7	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Disarm, Armed	Ag	2/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Disarm, Unarmed	Ag	3/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Grappling Hook	Ag	1/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Iai	Qu/Ag	3/8	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Lancing	St/Ag	3/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Missile Artillery	In/Ag	1/4	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Reverse Stroke	Ag/Re	3/8	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Stunned Maneuv.	SD	2/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Tumbling Attack	Ag/St	1/5	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Tumbling Evasion	Ag/Qu	1/3	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
2 Weapon Combo	St	v	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Yado	Qu/Ag	3/6	—	—	—	2	—	—	—	—	—	—	—	—	—	—	—
Concentration																	
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Body Damage St.	SD/Em	3/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Control Lycan.	SD	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Dowsing	Em	3/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Meditation																	
Cleansing	SD/Em	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Death	SD/Pr	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Healing	SD/Em	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Ki	SD/Pr	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Sleep	SD/In	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Trance	Pr/SD	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Mnemonics	Me/SD	2/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Spacial Loc. Aw.	In	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Deadly																	
Silent Kill	Ag	1/4	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—
Use/Rem. Poison	Ag/In	1/3	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—
Evaluation																	
Appraisal	Re/Me	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	In/Re	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
General																	
Advertising	In/Re	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Crafting	Ag/SD	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Gimmickry	Re	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Horticulture	In/Em	6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Painting	In/Ag	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Sculpting	In/Ag	2/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Skinning	Ag/In	1/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Gymnastic																	
Juggling	Ag/In	1/3	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Jumping	St/Ag	1/3	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Pole Vaulting	St/Ag	1/4	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Stilt Walking	St/Ag	1/4	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Tightrope Walk.	Ag/SD	2/4	—	—	—	1	—	—	—	—	—	—	—	—	—	—	—
Linguistic																	
Lip Reading	In/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Mimicry	In/SD	1/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Propaganda	In/Em	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Tale Telling	Pr	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Ventriloquism	SD/In	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Magical																	
Circle Lore	Me/Re	6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Divination	In/Em	3/6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Magical Language	none	9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Magical Rituals	Re/Me	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Power Perception	Em	6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Power Pt. Dev.	varies	15	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Power Projection	varies	12	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Symbol Lore	Me/Re	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Targeting Skill	In	8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Transcend Armor	varies	15	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Warding Lore	Me/Re	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Medical																	
Diagnostics	In/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Drug Tolerance	Co/SD	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Hypnosis	Pr/SD	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Midwifery	Em/Me/In	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Surgery	SD/Em/In	7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Perception																	
Detect Traps	In	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Direction Sense	In/Re	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Lie Perception	In/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Loc. Secret Open.	In/Re	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Poison Percep.	In/Re	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Read Tracks	In/Re	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Sense Reality Wp.	In/Em	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Surveillance	In/SD	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Time Sense	In/Me	2/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Social																	
Diplomacy	Pr/In	1/3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Duping	Pr	1/4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Interrogation	Ag/Re	2/7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Leadership	Pr/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Subterfuge																	
Begging	Pr/Em/Ap	2/4	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—
Bribery	Pr/Re/Ap	1/4	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—
Camouflage	Re/In	1/3	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—
Disguise	Pr/SD	1/3	—	—	—	3	—	—	—	—	—	—	—	—	—	—	—
Hide Item	Re/In	1/3	—	—	—	3											

Skill	Stats	Cost	Skill Rank	BONUSES				Skill	Stats	Cost	Skill Rank	BONUSES			
				Skill	Level	Stat	Special					Stat	Special	Stat	Special
Animal															
Animal Handling	Em/Pr/Ap	4													
Animal Training	Em/Pr/Ap	4													
Beast Master	Em/Pr	4													
Driving	Ag/Qu	4													
Loading	Em/Re	4													
Athletic															
Athletic Games	St/Ag/Qu	1/5			2										
Distance Running	Co	1/2			2										
Flying/Gliding	Ag	2/5			2										
Rappelling	Ag	2/6			2										
Skating	Ag/SD	6			2										
Sprinting	Qu	1/2			2										
Surfing	Ag/SD	6			2										
Combat															
Brawling	Re/In	1/4			3										
Disarm, Armed	Ag	3/6			3										
Disarm, Unarmed	Ag	3/6			3										
Grappling Hook	Ag	2/5			3										
Iai	Qu/Ag	5			3										
Lancing	St/Ag	3/6			3										
Missile Artillery	In/Ag	1/4			3										
Reverse Stroke	Ag/Re	2/4			3										
Stunned Maneuv.	SD	1/2			3										
Tumbling Attack	Ag/St	2/7			3										
Tumbling Evasion	Ag/Qu	5			3										
2 Weapon Combo	St	v			3										
Yado	Qu/Ag	5			3										
Concentration															
Ad. Mv. Quick Draw	Pr/SD	2/4			2										
Body Damage St.	SD/Em	2/6			2										
Control Lycan.	SD	2/6			2										
Dowsing	Em	2/6			2										
Meditation															
Cleansing	SD/Em	2/6			2										
Death	SD/Pr	2/6			2										
Healing	SD/Em	2/6			2										
Ki	SD/Pr	2/6			2										
Sleep	SD/In	2/6			2										
Trance	Pr/SD	2/6			2										
Mnemonics	Me/SD	2/6			2										
Spacial Loc. Aw.	In	2/6			2										
Deadly															
Silent Kill	Ag	1/4													
Use/Rem. Poison	Ag/In	4													
Evaluation															
Appraisal	Re/Me	3/6													
Armor Evaluation	In/Re	3/6													
Metal Evaluation	In/Re	3/6													
Stone Evaluation	In/Re	3/6													
Weap. Evaluation	In/Re	3/6													
General															
Advertising	In/Re	6													
Crafting	Ag/SD	2/5													
Gimmickry	Re	4													
Horticulture	In/Em	6													
Painting	In/Ag	4													
Play Instrument #1	Ag/Me	2/4													
Play Instrument #2	Ag/Me	3/5													
Play Instrument #3	Ag/Me	3													
Sculpting	In/Ag	2/4													
Skinning	Ag/In	3/6													
Tactical Games	Re/Me	2/4													
Gymnastic															
Juggling	Ag/In	3/7			2										
Jumping	St/Ag	1/3			2										
Pole Vaulting	St/Ag	1/4			2										
Stilt Walking	St/Ag	2/6			2										
Tightrope Walk.	Ag/SD	1/4			2										
Linguistic															
Lip Reading	In/Re	2/5													
Mimicry	In/SD	2/5													
Poetic Improv.	In/Re	2/6													
Propaganda	In/Em	6													
Tale Telling	Pr	2/6													
Ventriloquism	SD/In	3/5													
Magical															
Circle Lore	Me/Re	4													
Divination	In/Em	3/5													
Magical Language	none	6													
Magical Rituals	Re/Me	8													
Power Perception	Em	3/7													
Power Pt. Dev.	varies	6													
Power Projection	varies	6													
Symbol Lore	Me/Re	5													
Targeting Skill	In	9													
Transcend Armor	varies	18													
Warding Lore	Me/Re	7													
Medical															
Diagnostics	In/Re	2/5													
Drug Tolerance	Co/SD	1/5													
Hypnosis	Pr/SD	2/5													
Midwifery	Em/Me/In	4													
Second Aid	SD/Em/In	3/7													
Surgery	SD/Em/In	5													
Perception															
Detect Traps	In	2/6													
Direction Sense	In/Re	2/6													
Lie Perception	In/Re	2/6													
Loc. Secret Open.	In/Re	2/6													
Poison Percep.	In/Re	2/6													
Read Tracks	In/Re	2/6													
Sense Amb./Ass.	In/Re	2/6													
Sense Reality Wp.	In/Em	2/6													
Surveillance	In/SD	2/6													
Time Sense	In/Me	2/6													
Social															
Diplomacy	Pr/In	2/4													
Duping	Pr	3/7													
Interrogation	Ag/Re	7													
Leadership	Pr/Re	1/4													
Subterfuge															
Begging	Pr/Em/Ap	3/7													
Bribery	Pr/Re/Ap	3/8													
Camouflage	Re/In	3/5													
Disguise	Pr/SD	1/4													
Hide Item	Re/In	2/4													
Mimery	Ag/SD	2/5													
Pick Pockets	Ag/In	4													
Set Traps	Re/Ag	3/7													
Survival															
Hostile Environ.	Ag/SD	2/3													
Region Lore	Re/Me	2/6													
Scrounge	In/Re	3/7													
Streetwise	Pr/In	4													

BASUKAR SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	BONUSES				Total	Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special						Skill	Level	Stat	Special		
Animal																		
Animal Handling	Em/Pr/Ap	1/3	—	—	3	—	—	00	Gymnastic	Juggling	Ag/In	2/6	—	—	—	—	00	
	Em/Pr/Ap	1/3	—	—	3	—	—	00		Jumping	St/Ag	2/6	—	—	—	—	00	
Animal Training	Em/Pr/Ap	1/3	—	—	3	—	—	00		Pole Vaulting	St/Ag	2/6	—	—	—	—	00	
	Em/Pr/Ap	1/3	—	—	3	—	—	00		Stilt Walking	St/Ag	2/6	—	—	—	—	00	
Beast Master	Em/Pr	1/3	—	—	3	—	—	00		Tightrope Walk.	Ag/SD	2/6	—	—	—	—	00	
	Em/Pr	1/3	—	—	3	—	—	00		Linguistic	Lip Reading	In/Re	2/6	—	—	—	—	00
Driving	Ag/Qu	1/3	—	—	3	—	—	00			Mimicry	In/SD	2/6	—	—	—	—	00
	Ag/Qu	1/3	—	—	3	—	—	00			Poetic Improv.	In/Re	2/6	—	—	—	—	00
Loading	Em/Re	1/3	—	—	3	—	—	00			Propaganda	In/Em	2/6	—	—	—	—	00
	Em/Re	1/3	—	—	3	—	—	00			Tale Telling	Pr	2/6	—	—	—	—	00
Athletic																		
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	00	Ventriloquism	SD/In	2/6	—	—	—	—	00		
Distance Running	Co	2/6	—	—	—	—	—	00	Magical	Circle Lore	Me/Re	6	—	—	—	0		
Flying/Gliding	Ag	2/6	—	—	—	—	—	00		Divination	In/Em	3/6	—	—	—	—	00	
Rappelling	Ag	2/6	—	—	—	—	—	00		Magical Language	none	9	—	—	—	—	0	
Skating	Ag/SD	2/6	—	—	—	—	—	00		Magical Rituals	Re/Me	8	—	—	—	—	0	
Sprinting	Qu	2/6	—	—	—	—	—	00		Power Perception	Em	6	—	—	—	—	0	
Surfing	Ag/SD	2/6	—	—	—	—	—	00	Power Pt. Dev.	varies	15	—	—	—	—	0		
Combat																		
Brawling	Re/In	3/8	—	—	—	—	—	00	Power Projection	varies	12	—	—	—	—	0		
Disarm, Armed	Ag	3/8	—	—	—	—	—	00	Symbol Lore	Me/Re	5	—	—	—	—	0		
Disarm, Unarmed	Ag	3/8	—	—	—	—	—	00	Targeting Skill	In	8	—	—	—	—	0		
Grappling Hook	Ag	3/8	—	—	—	—	—	00	Transcend Armor	varies	15	—	—	—	—	0		
Iai	Qu/Ag	3/8	—	—	—	—	—	00	Warding Lore	Me/Re	5	—	—	—	—	0		
Lancing	St/Ag	3/8	—	—	—	—	—	00	Medical	Diagnostics	In/Re	2/6	—	—	—	—	00	
Missile Artillery	In/Ag	3/8	—	—	—	—	—	00		Drug Tolerance	Co/SD	2/6	—	—	—	—	00	
Reverse Stroke	Ag/Re	3/8	—	—	—	—	—	00		Hypnosis	Pr/SD	2/6	—	—	—	—	00	
Stunned Maneuv.	SD	3/8	—	—	—	—	—	00		Midwifery	Em/Me/In	3/6	—	—	—	—	00	
Tumbling Attack	Ag/St	3/8	—	—	—	—	—	00		Second Aid	SD/Em/In	3/7	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	3/8	—	—	—	—	—	00	Surgery	SD/Em/In	5	—	—	—	—	0		
2 Weapon Combo	St	v	—	—	—	—	—	00	Perception									
Yado	Qu/Ag	3/8	—	—	—	—	—	00	Detect Traps	In	2/6	—	—	—	—	—	00	
Concentration																		
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	Direction Sense	In/Re	2/6	—	—	—	—	—	00	
Body Damage St.	SD/Em	3/6	—	—	—	—	—	00	Lie Perception	In/Re	2/6	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	00	Loc. Secret Open.	In/Re	2/6	—	—	—	—	—	00	
Dowsing	Em	2/6	—	—	—	—	—	00	Poison Percep.	In/Re	2/6	—	—	—	—	—	00	
Meditation			—	—	—	—	—	00	Read Tracks	In/Re	2/6	—	—	—	—	—	00	
Cleansing	SD/Em	2/6	—	—	—	—	—	00	Sense Amb./Ass.	In/Re	2/6	—	—	—	—	—	00	
Death	SD/Pr	3/7	—	—	—	—	—	00	Sense Reality Wp.	In/Em	3/8	—	—	—	—	—	00	
Healing	SD/Em	2/6	—	—	—	—	—	00	Surveillance	In/SD	2/6	—	—	—	—	—	00	
Ki	SD/Pr	2/6	—	—	—	—	—	00	Time Sense	In/Me	2/6	—	—	—	—	—	00	
Sleep	SD/In	2/6	—	—	—	—	—	00	Social									
Trance	Pr/SD	2/6	—	—	—	—	—	00	Diplomacy	Pr/In	2/6	—	—	—	—	—	00	
Mnemonics	Me/SD	2/6	—	—	—	—	—	00	Duping	Pr	2/6	—	—	—	—	—	00	
Spacial Loc. Aw.	In	3/8	—	—	—	—	—	00	Interrogation	Ag/Re	2/6	—	—	—	—	—	00	
Deadly																		
Silent Kill	Ag	3/8	—	—	—	—	—	00	Leadership	Pr/Re	2/6	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	3/8	—	—	—	—	—	00	Subterfuge									
Evaluation																		
Appraisal	Re/Me	2/6	—	—	2	—	—	00	Begging	Pr/Em/Ap	2/6	—	—	—	—	—	00	
Armor Evaluation	In/Re	2/6	—	—	2	—	—	00	Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/6	—	—	2	—	—	00	Camouflage	Re/In	2/6	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/6	—	—	2	—	—	00	Disguise	Pr/SD	2/6	—	—	—	—	—	00	
Weap. Evaluation	In/Re	2/6	—	—	2	—	—	00	Hide Item	Re/In	2/6	—	—	—	—	—	00	
General																		
Advertising	In/Re	2/6	—	—	2	—	—	00	Mimery	Ag/SD	2/6	—	—	—	—	—	00	
Crafting	Ag/SD	1/5	—	—	2	—	—	00	Pick Pockets	Ag/In	2/6	—	—	—	—	—	00	
Gimmickry	Re	2/6	—	—	2	—	—	00	Set Traps	Re/Ag	1/5	—	—	—	—	—	00	
Horticulture	In/Em	1/2	—	—	2	—	—	00	Survival									
Painting	In/Ag	2/6	—	—	2	—	—	00	Hostile Environ.	Ag/SD	2/6	—	—	3	—	—	00	
Play Instrument #1	Ag/Me	2/6	—	—	2	—	—	00	Region Lore	Re/Me	1/4	—	—	3	—	—	00	
Play Instrument #2	Ag/Me	3/7	—	—	2	—	—	00	Scrounge	In/Re	2/6	—	—	3	—	—	00	
Play Instrument #3	Ag/Me	3	—	—	2	—	—	0	Streetwise	Pr/In	2/4	—	—	3	—	—	00	
Sculpting	In/Ag	2/6	—	—	2	—	—	00										
Skinning	Ag/In	1/5	—	—	2	—	—	00										
Tactical Games	Re/Me	2/6	—	—	2	—	—	00										

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Primary Skills																	
Adr.Mv., Balance	Pr/SD	1/4	—	—	2	—	—	00	Riding	Em/Ag	2/6	—	—	—	—	—	00
Adr.Mv., Landing	Pr/SD	1/4	—	—	2	—	—	00	Runes	Em/In	7	—	—	—	—	—	0
Adr.Mv., Leaping	Pr/SD	1/4	—	—	2	—	—	00	Spell List Acquis.	varies	20	—	—	—	—	—	0
Adr.Mv., Speed	Pr/SD	1/4	—	—	2	—	—	00	Stalk & Hide	Ag/SD	3/9	—	—	—	—	—	00
Adr.Mv., Strength	Pr/SD	1/4	—	—	2	—	—	00	Staves & Wands	Em/In	12	—	—	—	—	—	0
Adrenal Defense	none	6	—	—	2	—	—	0	Swimming	Ag	2/6	—	—	2	—	—	00
Ambush	none	7	—	—	—	—	—	0	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 1/3, 6, 8, 20, 20								
Body Develop.	Co	1/5	—	—	3	—	—	00	—	—	—	—	—	3	—	—	00
Channeling	In	25	—	—	—	—	—	0	—	—	—	—	—	3	—	—	00
Climbing	Ag	3/7	—	—	2	—	—	00	—	—	—	—	—	3	—	—	00
Directed Spells	Ag	20	—	—	—	—	—	0	—	—	—	—	—	3	—	—	00
Disarm Traps	In/Ag	4	—	—	—	—	—	0	—	—	—	—	—	3	—	—	00
Perception (Gen.)	In/Re	2/5	—	—	—	—	—	00	—	—	—	—	—	3	—	—	00
Linguistics	none	3/*	—	—	—	—	—	00	—	—	—	—	—	3	—	—	00
M.A. Strikes	St/St/Ag	3/7	—	—	3	—	—	00	Spell List ☐	—	—	—	—	—	—	—	—
	St/St/Ag	3/7	—	—	3	—	—	00	Spell List ☐	—	—	—	—	—	—	—	—
M.A. Sw. & Th.	Ag/Ag/St	3/7	—	—	3	—	—	00	—	—	—	—	—	—	—	—	00
	Ag/Ag/St	3/7	—	—	3	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, SL	Ag	2/*	—	—	3	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, RL	Ag	3/*	—	—	3	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, Ch	Ag	5/*	—	—	3	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, PI	Ag	7/*	—	—	3	—	—	00	—	—	—	—	—	—	—	—	00
Pick Locks	In/Re/Ag	4	—	—	—	—	—	0	—	—	—	—	—	—	—	—	00
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	2/5	—	—	2	—	—	00	Public Speaking	Em/Pr/Ap	2/6	—	—	—	—	—	00
Acting	Pr/Ap/Em	2/6	—	—	—	—	—	00	Rope Mastery	Me/Ag	2/6	—	—	—	—	—	00
Animal Healing	Em/Re	2/6	—	—	—	—	—	00	Rowing	St/SD	1/4	—	—	2	—	—	00
Caving	SD/Re	2/6	—	—	—	—	—	00	Sailing	Em/In	2/6	—	—	2	—	—	00
Contortions	Ag/SD	2/6	—	—	2	—	—	00	Seduction	Em/Pr/Ap	2/6	—	—	—	—	—	00
Cookery	In/Re	2/5	—	—	—	—	—	00	Signaling	Me/SD	1/4	—	—	—	—	—	00
Dance	Ag/In	2/6	—	—	2	—	—	00	Singing	Pr/In	2/6	—	—	—	—	—	00
Diving	SD/Ag	2/6	—	—	2	—	—	00	Skiing	Ag/SD	2/7	—	—	2	—	—	00
Falsification	SD/Re	3	—	—	—	—	—	0	Smithing	St/Ag	3/5	—	—	—	—	—	00
First Aid	SD/Em	2/6	—	—	—	—	—	00	Spell Mastery	varies	6	—	—	—	—	—	0
Fletching	Ag/SD	2/4	—	—	—	—	—	00	Star-Gazing	In/Me	2/6	—	—	—	—	—	00
Foraging	In/Me	2/6	—	—	—	—	—	00	Stone Crafts	SD/Ag	2/7	—	—	—	—	—	00
Frenzy	Em/SD	4	—	—	2	—	—	0	Subduing	Ag/Qu	2/5	—	—	3	—	—	00
Gambling	Me/Pr	1/5	—	—	—	—	—	00	Tracking	In/Re	1/4	—	—	—	—	—	00
Herding	Em/Pr	3/7	—	—	—	—	—	00	Trading	Re/Me	3/6	—	—	—	—	—	00
Leather-working	Ag/Re	2/4	—	—	—	—	—	00	Trap-Building	Re/Em	2/6	—	—	—	—	—	00
Mathematics	Re/Me	3/7	—	—	—	—	—	00	Trickery	Pr/Qu	2/6	—	—	—	—	—	00
Meditation	Pr/SD	3/7	—	—	2	—	—	00	Tumbling	Ag/SD	1/5	—	—	2	—	—	00
Music	Ag/Em	2/6	—	—	—	—	—	00	Weather-Watching	In/Em	3/7	—	—	—	—	—	00
									Wood Crafts	Ag/Em	2/6	—	—	—	—	—	00
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	2/6	—	—	—	—	—	00	Herb Lore	Me/Re	2/6	—	—	—	—	—	00
Advanced Math	Re/Me	4/8	—	—	—	—	—	00	Lock Lore	Me/Re	2/6	—	—	—	—	—	00
Alchemy	Re/Me	3/7	—	—	—	—	—	00	Mapping	Re/Me	7	—	—	—	—	—	0
Anthropology	In/Em	3	—	—	—	—	—	0	Mechanition	Ag/Re	3/6	—	—	—	—	—	00
Architecture	Re/Em	3/6	—	—	—	—	—	00	Metal Lore	Me/Re	2/6	—	—	—	—	—	00
Astronomy	Em/Re	3/7	—	—	—	—	—	00	Military Org.	Pr/Re	1/3	—	—	—	—	—	00
Basic Mathematics	Re/Me	3/7	—	—	—	—	—	00	Mining	Re/In	2/6	—	—	—	—	—	00
Biochemistry	In/Re	5	—	—	—	—	—	0	Navigation	Re/In	2/6	—	—	—	—	—	00
Boat Pilot	Me/Ag	2/6	—	—	—	—	—	00	Planetology	Em/Re	6	—	—	—	—	—	0
Demon/Devil Lore	Me/Re	5	—	—	—	—	—	0	Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	0
Drafting	Re/Me	3/6	—	—	—	—	—	00	Physics	Me/Re	4/8	—	—	—	—	—	00
Dragon Lore	Me/Re	2	—	—	—	—	—	0	Poison Lore	Me/Re	1/4	—	—	—	—	—	00
Engineering	In/Re	3/6	—	—	—	—	—	00	Racial History	Me/Re	3	—	—	—	—	—	0
Faerie Lore	Me/Re	6	—	—	—	—	—	0	Sanity Heal. Lore	Me/Em	8	—	—	—	—	—	0
Fauna Lore	Me/Re	3	—	—	—	—	—	0	Siege Engineer	Re/In	1/2	—	—	—	—	—	00
Flora Lore	Me/Re	3	—	—	—	—	—	0	Stone Lore	Me/Re	2/6	—	—	—	—	—	00
Heraldry	Re/Me	1/5	—	—	—	—	—	00	Tactics	In/Re	1/2	—	—	—	—	—	00
									Trading Lore	Me/Re	2/7	—	—	—	—	—	00
									Xeno-Lores	varies	6	—	—	—	—	—	0
DUELIST SKILL SHEET #1																	

Skill	Stats	Cost	Skill		Bonuses				Special	Total
			Rank	Level	Stat	Special				
Animal										
Animal Handling	Em/Pr/Ap	1/4	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	—	00	
Beast Master	Em/Pr	4	—	—	—	—	—	—	00	
Driving	Ag/Qu	1/4	—	—	—	—	—	—	00	
Loading	Em/Re	1/4	—	—	—	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/4	—	—	2	—	—	—	00	
Distance Running	Co	—	—	—	2	—	—	—	00	
Flying/Gliding	Ag	3/6	—	—	2	—	—	—	00	
Rappelling	Ag	3/7	—	—	2	—	—	—	00	
Skating	Ag/SD	2/7	—	—	2	—	—	—	00	
Sprinting	Qu	2/4	—	—	2	—	—	—	00	
Surfing	Ag/SD	2/7	—	—	2	—	—	—	00	
Combat										
Brawling	Re/In	2/6	—	—	3	—	—	—	00	
Disarm, Armed	Ag	1/3	—	—	3	—	—	—	00	
Disarm, Unarmed	Ag	3/6	—	—	3	—	—	—	00	
Grappling Hook	Ag	4	—	—	3	—	—	—	00	
Jai	Qu/Ag	1/3	—	—	3	—	—	—	00	
Lancing	St/Ag	4	—	—	3	—	—	—	00	
Missile Artillery	In/Ag	20	—	—	3	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	3	—	—	—	00	
Stunned Maneuv.	SD	1/4	—	—	3	—	—	—	00	
Tumbling Attack	Ag/St	1/5	—	—	3	—	—	—	00	
Tumbling Evasion	Ag/Qu	1/5	—	—	3	—	—	—	00	
2 Weapon Combo	St	v	—	—	3	—	—	—	00	
Yado	Qu/Ag	2/6	—	—	3	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	2	—	—	—	00	
Body Damage St.	SD/Em	1/4	—	—	2	—	—	—	00	
Control Lycan.	SD	2/6	—	—	2	—	—	—	00	
Dowsing	Em	3/7	—	—	2	—	—	—	00	
Meditation										
Cleansing	SD/Em	3/8	—	—	2	—	—	—	00	
Death	SD/Pr	4	—	—	2	—	—	—	00	
Healing	SD/Em	3/7	—	—	2	—	—	—	00	
Ki	SD/Pr	3/8	—	—	2	—	—	—	00	
Sleep	SD/In	3/7	—	—	2	—	—	—	00	
Trance	Pr/SD	3/7	—	—	2	—	—	—	00	
Mnemonics	Me/SD	3/7	—	—	2	—	—	—	00	
Spacial Loc. Aw.	In	6	—	—	2	—	—	—	00	
Deadly										
Silent Kill	Ag	7	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	7	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2/5	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	1/2	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	1/2	—	—	—	—	—	—	00	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	8	—	—	—	—	—	—	00	
Painting	In/Ag	2/6	—	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	00	
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Skinning	Ag/In	2/6	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	1/5	—	—	2	—	—	—	00	
Jumping	St/Ag	1/3	—	—	2	—	—	—	00	
Pole Vaulting	St/Ag	2/5	—	—	2	—	—	—	00	
Stilt Walking	St/Ag	2/5	—	—	2	—	—	—	00	
Tightrope Walk.	Ag/SD	3/6	—	—	2	—	—	—	00	
Linguistic										
Lip Reading	In/Re	3/5	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	6	—	—	—	—	—	—	00	
Divination	In/Em	3/6	—	—	—	—	—	—	00	
Magical Language	none	9	—	—	—	—	—	—	00	
Magical Rituals	Re/Me	8	—	—	—	—	—	—	00	
Power Perception	Em	6	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	15	—	—	—	—	—	—	00	
Power Projection	varies	12	—	—	—	—	—	—	00	
Symbol Lore	Me/Re	5	—	—	—	—	—	—	00	
Targeting Skill	In	8	—	—	—	—	—	—	00	
Transcend Armor	varies	15	—	—	—	—	—	—	00	
Warding Lore	Me/Re	5	—	—	—	—	—	—	00	
Medical										
Diagnostics	In/Re	3	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/5	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	4	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	00	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	7	—	—	—	—	—	—	00	
Perception										
Detect Traps	In	2/4	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	3/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	2/5	—	—	—	—	—	—	00	
Poison Percep.	In/Re	2/5	—	—	—	—	—	—	00	
Read Tracks	In/Re	2/5	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	6	—	—	—	—	—	—	00	
Surveillance	In/SD	2/5	—	—	—	—	—	—	00	
Time Sense	In/Me	2/5	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00	
Duping	Pr	2/6	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/4	—	—	—	—	—	—	00	
Leadership	Pr/Re	3/6	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	2/5	—	—	—	—	—	—	00	
Disguise	Pr/SD	2/6	—	—	—	—	—	—	00	
Hide Item	Re/In	2/5	—	—	—	—	—	—	00	
Mimery	Ag/SD	2/6	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3/6	—	—	—	—	—	—	00	
Set Traps	Re/Ag	3/8	—	—	—	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	1/4	—	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	1/4	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total
				Skill	Level	Stat								Skill	Level	Stat			
Primary Skills																			
Adr.Mv., Balance	Pr/SD	5								Riding	Em/Ag	2/6							
Adr.Mv., Landing	Pr/SD	5								Runes	Em/In	10							
Adr.Mv., Leaping	Pr/SD	5								Spell List Acquis.	varies	15							
Adr.Mv., Speed	Pr/SD	5								Stalk & Hide	Ag/SD	3/9							
Adr.Mv., Strength	Pr/SD	5								Staves & Wands	Em/In	10							
Adrenal Defense	none	20								Swimming	Ag	3							
Ambush	none	3/9								Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 4, 8, 9, 9, 9, 20									
Body Develop.	Co	4																	
Channeling	In	20																	
Climbing	Ag	3/7																	
Directed Spells	Ag	20																	
Disarm Traps	In/Ag	3/9								Spell List			Spell List						
Perception (Gen.)	In/Re	2/6																	
Linguistics	none	2/*																	
M.A. Strikes	St/St/Ag	4																	
M.A. Sw. & Th.	Ag/Ag/St	4																	
Mn. in Armor, SL	Ag	2/*																	
Mn. in Armor, RL	Ag	3/*																	
Mn. in Armor, Ch	Ag	6/*																	
Mn. in Armor, Pl	Ag	9/*																	
Pick Locks	In/Re/Ag	3/9																	
Character Law Secondary Skills																			
Acrobatics	Ag/Qu									Rope Mastery	Me/Ag								
Acting	Pr/Ag/Em									Rowing	St/SD								
Animal Healing	Em/Re									Sailing	Em/In								
Caving	SD/Re									Seduction	Em/Pr/Ag								
Contortions	Ag/SD									Signaling	Me/SD								
Cookery	In/Re									Singing	Pr/In								
Dance	Ag/In									Skiing	Ag/SD								
Diving	SD/Ag									Smithing	St/Ag								
Falsification	SD/Re									Spell Mastery	varies								
First Aid	SD/Em									Star-Gazing	In/Me								
Fletching	Ag/SD									Stone Crafts	SD/Ag								
Foraging	In/Me										SD/Ag								
Frenzy	Em/SD									Subduing	Ag/Qu								
Gambling	Me/Pr									Tracking	In/Re								
Herding	Em/Pr									Trading	Re/Me								
Leather-working	Ag/Re									Trap-Building	Re/Em								
Mathematics	Re/Me									Trickery	Pr/Qu								
Meditation	Pr/SD									Tumbling	Ag/SD								
Music	Ag/Em									Weather-Watching	In/Em								
Public Speaking	Em/Pr/Ag									Wood Crafts	Ag/Em								
											Ag/Em								
Rolemaster Companion Secondary Skills																			
Academic																			
Administration	Re/Pr									Mapping	Re/Me								
Advanced Math	Re/Me									Mechanition	Ag/Re								
Alchemy	Re/Me									Metal Lore	Me/Re								
Anthropology	In/Em									Military Org.	Pr/Re								
Architecture	Re/Em									Mining	Re/In								
Astronomy	Em/Re									Navigation	Re/In								
Basic Mathematics	Re/Me									Planetology	Em/Re								
Biochemistry	In/Re									Phil./Relig. Doct.	Me/In/Re								
Boat Pilot	Me/Ag									Physics	Me/Re								
Demon/Devil Lore	Me/Re									Poison Lore	Me/Re								
Drafting	Re/Me									Racial History	Me/Re								
Dragon Lore	Me/Re									Sanity Heal. Lore	Me/Em								
Engineering	In/Re									Siege Engineer	Re/In								
Faerie Lore	Me/Re									Stone Lore	Me/Re								
Fauna Lore	Me/Re									Tactics	In/Re								
Flora Lore	Me/Re									Trading Lore	Me/Re								
Heraldry	Re/Me									Xeno-Lores	varies								
Herb Lore	Me/Re																		
Lock Lore	Me/Re																		

Skill	Stats	Cost	Skill		BONUSES				Skill	Stats	Cost	Skill		BONUSES			
			Rank	Level	Stat	Special	Total	Rank				Level	Stat	Special	Total		
Animal																	
Animal Handling	Em/Pr/Ap	—	—	—	—	—	—	00	Gymnastic	Juggling	Ag/In	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	—	—	—	—	—	—	00		Jumping	St/Ag	—	—	—	—	—	00
Beast Master	Em/Pr	—	—	—	—	—	—	00		Pole Vaulting	St/Ag	—	—	—	—	—	00
Driving	Ag/Qu	—	—	—	—	—	—	00		Stilt Walking	St/Ag	—	—	—	—	—	00
Loading	Em/Re	—	—	—	—	—	—	00		Tightrope Walk.	Ag/SD	—	—	—	—	—	00
Athletic																	
Athletic Games	St/Ag/Qu	—	—	—	—	—	—	00	Linguistic	Lip Reading	In/Re	—	—	—	—	—	00
Distance Running	Co	—	—	—	—	—	—	00		Mimicry	In/SD	—	—	—	—	—	00
Flying/Gliding	Ag	—	—	—	—	—	—	00		Poetic Improv.	In/Re	—	—	—	—	—	00
Rappelling	Ag	—	—	—	—	—	—	00		Propaganda	In/Em	—	—	—	—	—	00
Skating	Ag/SD	—	—	—	—	—	—	00		Tale Telling	Pr	—	—	—	—	—	00
Sprinting	Qu	—	—	—	—	—	—	00	Ventriloquism	SD/In	—	—	—	—	—	00	
Surfing	Ag/SD	—	—	—	—	—	—	00	Magical								
Combat																	
Brawling	Re/In	—	—	—	—	—	—	00	Circle Lore	Me/Re	—	—	—	—	—	00	
Disarm, Armed	Ag	—	—	—	—	—	—	00	Divination	In/Em	—	—	—	—	—	00	
Disarm, Unarmed	Ag	—	—	—	—	—	—	00	Magical Language	none	—	—	—	—	—	00	
Grappling Hook	Ag	—	—	—	—	—	—	00	Magical Rituals	Re/Me	—	—	—	—	—	00	
Iai	Qu/Ag	—	—	—	—	—	—	00	Power Perception	Em	—	—	—	—	—	00	
Lancing	St/Ag	—	—	—	—	—	—	00	Power Pt. Dev.	varies	—	—	—	—	—	00	
Missile Artillery	In/Ag	—	—	—	—	—	—	00	Power Projection	varies	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	—	—	—	—	—	—	00	Symbol Lore	Me/Re	—	—	—	—	—	00	
Stunned Maneuv.	SD	—	—	—	—	—	—	00	Targeting Skill	In	—	—	—	—	—	00	
Tumbling Attack	Ag/St	—	—	—	—	—	—	00	Transcend Armor	varies	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	—	—	—	—	—	—	00	Warding Lore	Me/Re	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	00	Medical								
Yado	Qu/Ag	—	—	—	—	—	—	00	Diagnostics	In/Re	—	—	—	—	—	00	
Concentration																	
Ad. Mv. Quick Draw	Pr/SD	—	—	—	—	—	—	00	Drug Tolerance	Co/SD	—	—	—	—	—	00	
Body Damage St.	SD/Em	—	—	—	—	—	—	00	Hypnosis	Pr/SD	—	—	—	—	—	00	
Control Lycan.	SD	—	—	—	—	—	—	00	Midwifery	Em/Me/In	—	—	—	—	—	00	
Dowsing	Em	—	—	—	—	—	—	00	Second Aid	SD/Em/In	—	—	—	—	—	00	
Meditation	—	—	—	—	—	—	—	00	Surgery	SD/Em/In	—	—	—	—	—	00	
Cleansing	SD/Em	—	—	—	—	—	—	00	Perception								
Death	SD/Pr	—	—	—	—	—	—	00	Detect Traps	In	—	—	—	—	—	00	
Healing	SD/Em	—	—	—	—	—	—	00	Direction Sense	In/Re	—	—	—	—	—	00	
Ki	SD/Pr	—	—	—	—	—	—	00	Lie Perception	In/Re	—	—	—	—	—	00	
Sleep	SD/In	—	—	—	—	—	—	00	Loc. Secret Open.	In/Re	—	—	—	—	—	00	
Trance	Pr/SD	—	—	—	—	—	—	00	Poison Percep.	In/Re	—	—	—	—	—	00	
Mnemonics	Me/SD	—	—	—	—	—	—	00	Read Tracks	In/Re	—	—	—	—	—	00	
Spacial Loc. Aw.	In	—	—	—	—	—	—	00	Sense Amb./Ass.	In/Re	—	—	—	—	—	00	
Deadly																	
Silent Kill	Ag	—	—	—	—	—	—	00	Sense Reality Wp.	In/Em	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	—	—	—	—	—	—	00	Surveillance	In/SD	—	—	—	—	—	00	
Evaluation																	
Appraisal	Re/Me	—	—	—	—	—	—	00	Time Sense	In/Me	—	—	—	—	—	00	
Armor Evaluation	In/Re	—	—	—	—	—	—	00	Social								
Metal Evaluation	In/Re	—	—	—	—	—	—	00	Diplomacy	Pr/In	—	—	—	—	—	00	
Stone Evaluation	In/Re	—	—	—	—	—	—	00	Duping	Pr	—	—	—	—	—	00	
Weap. Evaluation	In/Re	—	—	—	—	—	—	00	Interrogation	Ag/Re	—	—	—	—	—	00	
General																	
Advertising	In/Re	—	—	—	—	—	—	00	Leadership	Pr/Re	—	—	—	—	—	00	
Crafting	Ag/SD	—	—	—	—	—	—	00	Subterfuge								
	Ag/SD	—	—	—	—	—	—	00	Begging	Pr/Em/Ap	—	—	—	—	—	00	
	Ag/SD	—	—	—	—	—	—	00	Bribery	Pr/Re/Ap	—	—	—	—	—	00	
	Ag/SD	—	—	—	—	—	—	00	Camouflage	Re/In	—	—	—	—	—	00	
	Ag/SD	—	—	—	—	—	—	00	Disguise	Pr/SD	—	—	—	—	—	00	
	Ag/SD	—	—	—	—	—	—	00	Hide Item	Re/In	—	—	—	—	—	00	
	Ag/SD	—	—	—	—	—	—	00	Mimery	Ag/SD	—	—	—	—	—	00	
	Ag/SD	—	—	—	—	—	—	00	Pick Pockets	Ag/In	—	—	—	—	—	00	
Gimmickry	Re	—	—	—	—	—	—	00	Set Traps	Re/Ag	—	—	—	—	—	00	
Horticulture	In/Em	—	—	—	—	—	—	00	Survival								
Painting	In/Ag	—	—	—	—	—	—	00	Hostile Environ.	Ag/SD	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	—	—	—	—	—	—	00	Region Lore	Re/Me	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	—	—	—	—	—	—	00	Scrounge	In/Re	—	—	—	—	—	00	
Play Instrument #3	Ag/Me	—	—	—	—	—	—	00	Streetwise	Pr/In	—	—	—	—	—	00	
Sculpting	In/Ag	—	—	—	—	—	—	00									
Skinning	Ag/In	—	—	—	—	—	—	00									
Tactical Games	Re/Me	—	—	—	—	—	—	00									

CRAFTSMAN SKILL SHEET #2

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total
				Skill	Level	Stat	Special							Skill	Level	Stat	Special		
Primary Skills																			
Adr.Mv., Balance	Pr/SD	3/8							00	Stalk & Hide	Ag/SD	6						00	
Adr.Mv., Landing	Pr/SD	3/8							00	Staves & Wands	Em/In	9					00		
Adr.Mv., Leaping	Pr/SD	3/8							00	Swimming	Ag	2/6				3	00		
Adr.Mv., Speed	Pr/SD	3/8							00	Weapon Skills —	St/St/Ag or St/Ag/Ag or St/Ag					1/5, 2/5, 2/7, 2/8, 4, 6			
Adr.Mv., Strength	Pr/SD	3/8							00							3	00		
Adrenal Defense	none	20							00							3	00		
Ambush	none	9							00							3	00		
Body Develop.	Co	1/4				3			00							3	00		
Channeling	In	25							00							3	00		
Climbing	Ag	5				3			00							3	00		
Directed Spells	Ag	20							00							3	00		
Disarm Traps	In/Ag	6							00							3	00		
Perception (Gen.)	In/Re	2/5							00							3	00		
Linguistics	none	2/*							00							3	00		
M.A. Strikes	St/St/Ag	4				3			00	Spell List									
M.A. Sw. & Th.	Ag/Ag/St	4				3			00										
Mn. in Armor, SL	Ag	1/*				3			00										
Mn. in Armor, RL	Ag	1/*				3			00										
Mn. in Armor, Ch	Ag	2/*				3			00										
Mn. in Armor, Pl	Ag	2/*				3			00										
Pick Locks	In/Re/Ag	6							00										
Riding	Em/Ag	2/5							00										
Runes	Em/In	7							00										
Spell List Acquis.	varies	20							00										
Character Law Secondary Skills																			
Acrobatics	Ag/Qu	2/7				3			00	Public Speaking	Em/Pr/Ap	2/6						00	
Acting	Pr/Ap/Em	2/6							00	Rope Mastery	Me/Ag	2/6						00	
Animal Healing	Em/Re	2/6							00	Rowing	St/SD	1/4				3	00		
Caving	SD/Re	2/6							00	Sailing	Em/In	2/6				3	00		
Contortions	Ag/SD	2/7				3			00	Seduction	Em/Pr/Ap	2/6				1	00		
Cookery	In/Re	2/5							00	Signaling	Me/SD	1/4					00		
Dance	Ag/In	2/6				3			00	Singing	Pr/In	2/6					00		
Diving	SD/Ag	2/6				3			00	Skiing	Ag/SD	2/7				3	00		
Falsification	SD/Re	6							00	Smithing	St/Ag	2/5					00		
First Aid	SD/Em	2/6							00	Spell Mastery	varies	5					00		
Fletching	Ag/SD	2/4							00	Star-Gazing	In/Me	2/6					00		
Foraging	In/Me	2/6							00	Stone Crafts	SD/Ag	2/7					00		
Frenzy	Em/SD	2/6							00	Subduing	Ag/Qu	2/5				3	00		
Gambling	Me/Pr	2/4				1			00	Tracking	In/Re	1/4					00		
Herding	Em/Pr	3/7							00	Trading	Re/Me	3/6					00		
Leather-working	Ag/Re	2/4							00	Trap-Building	Re/Em	3/6					00		
Mathematics	Re/Me	3/7							00	Trickery	Pr/Qu	3					00		
Meditation	Pr/SD	3/7							00	Tumbling	Ag/SD	1/5				3	00		
Music	Ag/Em	2/6							00	Weather-Watching	In/Em	3/7					00		
										Wood Crafts	Ag/Em	2/6					00		
Rolemaster Companion Secondary Skills																			
Academic																			
Administration	Re/Pr	2/6							00	Herb Lore	Me/Re	1/5						00	
Advanced Math	Re/Me	4/8							00	Lock Lore	Me/Re	1/5						00	
Alchemy	Re/Me	3/7							00	Mapping	Re/Me	7					00		
Anthropology	In/Em	3							00	Mechanition	Ag/Re	3/6					00		
Architecture	Re/Em	3/6							00	Metal Lore	Me/Re	1/5					00		
Astronomy	Em/Re	3/7							00	Military Org.	Pr/Re	1/3					00		
Basic Mathematics	Re/Me	3/7							00	Mining	Re/In	2/6					00		
Biochemistry	In/Re	5							00	Navigation	Re/In	2/6					00		
Boat Pilot	Me/Ag	2/6							00	Planetology	Em/Re	6					00		
Demon/Devil Lore	Me/Re	1/5							00	Phil./Relig. Doct.	Me/In/Re	2					00		
Drafting	Re/Me	3/6							00	Physics	Me/Re	4/8					00		
Dragon Lore	Me/Re	1/5							00	Poison Lore	Me/Re	1/5					00		
Engineering	In/Re	3/6							00	Racial History	Me/Re	3					00		
Faerie Lore	Me/Re	1/5							00	Sanity Heal. Lore	Me/Em	1/5					00		
Fauna Lore	Me/Re	1/5							00	Siege Engineer	Re/In	1/2					00		
Flora Lore	Me/Re	1/5							00	Stone Lore	Me/Re	1/5					00		
Heraldry	Re/Me	1/3							00	Tactics	In/Re	1/2					00		
										Trading Lore	Me/Re	1/5					00		
										Xeno-Lores	varies	1/5					00		

CAVALIER SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	Bonuses				Total	Skill	Stats	Cost	Skill Rank	Bonuses				Total
				Skill	Level	Stat	Special						Skill	Level	Stat	Special	
Animal																	
Animal Handling	Em/Pr/Ap	1/4	—	—	—	—	—	00	Juggling	Ag/In	2/7	—	—	3	—	—	00
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	00	Jumping	St/Ag	2/7	—	—	3	—	—	00
Beast Master	Em/Pr	4	—	—	—	—	—	0	Pole Vaulting	St/Ag	2/7	—	—	3	—	—	00
Driving	Ag/Qu	1/4	—	—	—	—	—	00	Stilt Walking	St/Ag	2/7	—	—	3	—	—	00
Loading	Em/Re	1/4	—	—	—	—	—	00	Tightrope Walk.	Ag/SD	2/7	—	—	3	—	—	00
Athletic																	
Athletic Games	St/Ag/Qu	1/4	—	—	3	—	—	00	Linguistic								
Distance Running	Co	2/4	—	—	3	—	—	00	Lip Reading	In/Re	3/5	—	—	—	—	—	00
Flying/Gliding	Ag	3/6	—	—	3	—	—	00	Mimicry	In/SD	2/5	—	—	—	—	—	00
Rappelling	Ag	3/7	—	—	3	—	—	00	Poetic Improv.	In/Re	2/6	—	—	—	—	—	00
Skating	Ag/SD	2/7	—	—	3	—	—	00	Propaganda	In/Em	3/6	—	—	—	—	—	00
Sprinting	Qu	2/4	—	—	3	—	—	00	Tale Telling	Pr	2/6	—	—	—	—	—	00
Surfing	Ag/SD	2/7	—	—	3	—	—	00	Ventriloquism	SD/In	3/5	—	—	—	—	—	00
Combat																	
Brawling	Re/In	3/7	—	—	3	—	—	00	Circle Lore	Me/Re	5	—	—	—	—	—	0
Disarm, Armed	Ag	2/5	—	—	3	—	—	00	Divination	In/Em	3/6	—	—	—	—	—	00
Disarm, Unarmed	Ag	3/6	—	—	3	—	—	00	Magical Language	none	9	—	—	—	—	—	0
Grappling Hook	Ag	2/6	—	—	3	—	—	00	Magical Rituals	Re/Me	7	—	—	—	—	—	0
Iai	Qu/Ag	2/7	—	—	3	—	—	00	Power Perception	Em	5	—	—	—	—	—	0
Lancing	St/Ag	2/6	—	—	3	—	—	00	Power Pt. Dev.	varies	10	—	—	—	—	—	0
Missile Artillery	In/Ag	1/3	—	—	3	—	—	00	Power Projection	varies	10	—	—	—	—	—	0
Reverse Stroke	Ag/Re	2/7	—	—	3	—	—	00	Symbol Lore	Me/Re	4	—	—	—	—	—	0
Stunned Maneuv.	SD	2/6	—	—	3	—	—	00	Targeting Skill	In	7	—	—	—	—	—	0
Tumbling Attack	Ag/St	3/6	—	—	3	—	—	00	Transcend Armor	varies	12	—	—	—	—	—	0
Tumbling Evasion	Ag/Qu	3/6	—	—	3	—	—	00	Warding Lore	Me/Re	4	—	—	—	—	—	0
2 Weapon Combo	St	v	—	—	3	—	—	00	Medical								
Yado	Qu/Ag	3/7	—	—	3	—	—	00	Diagnostics	In/Re	3	—	—	—	—	—	0
Concentration																	
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	Drug Tolerance	Co/SD	3/5	—	—	—	—	—	00
Body Damage St.	SD/Em	1/4	—	—	—	—	—	00	Hypnosis	Pr/SD	4	—	—	—	—	—	0
Control Lycan.	SD	2/6	—	—	—	—	—	00	Midwifery	Em/Me/In	4	—	—	—	—	—	0
Dowsing	Em	3/7	—	—	—	—	—	00	Second Aid	SD/Em/In	3/7	—	—	—	—	—	00
Meditation																	
Cleansing	SD/Em	3/8	—	—	—	—	—	00	Surgery	SD/Em/In	7	—	—	—	—	—	0
Death	SD/Pr	4	—	—	—	—	—	0	Perception								
Healing	SD/Em	3/7	—	—	—	—	—	00	Detect Traps	In	2/4	—	—	—	—	—	00
Ki	SD/Pr	3/8	—	—	—	—	—	00	Direction Sense	In/Re	1/4	—	—	—	—	—	00
Sleep	SD/In	3/7	—	—	—	—	—	00	Lie Perception	In/Re	3/5	—	—	—	—	—	00
Trance	Pr/SD	3/7	—	—	—	—	—	00	Loc. Secret Open.	In/Re	2/5	—	—	—	—	—	00
Mnemonics	Me/SD	3/7	—	—	—	—	—	00	Poison Percep.	In/Re	2/5	—	—	—	—	—	00
Spacial Loc. Aw.	In	6	—	—	—	—	—	0	Read Tracks	In/Re	2/5	—	—	—	—	—	00
Deadly																	
Silent Kill	Ag	5	—	—	—	—	—	0	Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/5	—	—	—	—	—	00	Sense Reality Wp.	In/Em	6	—	—	—	—	—	0
Evaluation																	
Appraisal	Re/Me	1/5	—	—	—	—	—	00	Surveillance	In/SD	2/5	—	—	—	—	—	00
Armor Evaluation	In/Re	1/5	—	—	—	—	—	00	Time Sense	In/Me	2/5	—	—	—	—	—	00
Metal Evaluation	In/Re	1/5	—	—	—	—	—	00	Social								
Stone Evaluation	In/Re	1/5	—	—	—	—	—	00	Diplomacy	Pr/In	2/5	—	—	1	—	—	00
Weap. Evaluation	In/Re	1/5	—	—	—	—	—	00	Duping	Pr	2/6	—	—	1	—	—	00
General																	
Advertising	In/Re	3/6	—	—	—	—	—	00	Interrogation	Ag/Re	1/5	—	—	1	—	—	00
Crafting	Ag/SD	2/5	—	—	—	—	—	00	Leadership	Pr/Re	1/3	—	—	1	—	—	00
Gimmickry	Re	3/7	—	—	—	—	—	00	Subterfuge								
Horticulture	In/Em	8	—	—	—	—	—	0	Begging	Pr/Em/Ap	3/6	—	—	—	—	—	00
Painting	In/Ag	2/6	—	—	—	—	—	00	Bribery	Pr/Re/Ap	3/6	—	—	—	—	—	00
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	00	Camouflage	Re/In	2/5	—	—	—	—	—	00
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	00	Disguise	Pr/SD	3/6	—	—	—	—	—	00
Play Instrument #3	Ag/Me	3	—	—	—	—	—	0	Hide Item	Re/In	3	—	—	—	—	—	0
Sculpting	In/Ag	2/7	—	—	—	—	—	00	Mimery	Ag/SD	3/6	—	—	—	—	—	00
Skinning	Ag/In	2/6	—	—	—	—	—	00	Pick Pockets	Ag/In	4	—	—	—	—	—	0
Tactical Games	Re/Me	1/4	—	—	—	—	—	00	Set Traps	Re/Ag	7	—	—	—	—	—	0
Survival																	
									Hostile Environ.	Ag/SD	1/4	—	—	—	—	—	00
									Region Lore	Re/Me	2/6	—	—	—	—	—	00
									Scrounge	In/Re	2/6	—	—	—	—	—	00
									Streetwise	Pr/In	1/4	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Primary Skills																	
Adr.Mv., Balance	Pr/SD	3/6	—	—	—	—	—	00	Runes	Em/In	6	—	—	—	1	—	00
Adr.Mv., Landing	Pr/SD	3/6	—	—	—	—	—	00	Spell List Acquis.	varies	8	—	—	—	—	—	00
Adr.Mv., Leaping	Pr/SD	3/6	—	—	—	—	—	00	Stalk & Hide	Ag/SD	2/5	—	—	—	1	—	00
Adr.Mv., Speed	Pr/SD	3/6	—	—	—	—	—	00	Staves & Wands	Em/In	4/7	—	—	—	1	—	00
Adr.Mv., Strength	Pr/SD	3/6	—	—	—	—	—	00	Swimming	Ag	2/5	—	—	—	—	—	00
Adrenal Defense	none	20	—	—	—	—	—	00	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 2/7, 3/8, 3/9, 4, 5, 6								
Ambush	none	4	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Body Develop.	Co	3/5	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Channeling	In	15	—	—	—	1	—	00	—	—	—	—	—	—	—	—	00
Climbing	Ag	4	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Directed Spells	Ag	15	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Disarm Traps	In/Ag	2/6	—	—	—	1	—	00	—	—	—	—	—	—	—	—	00
Perception (Gen.)	In/Re	1/3	—	—	—	1	—	00	—	—	—	—	—	—	—	—	00
Linguistics	none	1/*	—	—	—	2	—	00	—	—	—	—	—	—	—	—	00
—	none	1/*	—	—	—	2	—	00	Spell List 0	—	—	—	—	—	—	—	00
—	none	1/*	—	—	—	2	—	00	Spell List 0	—	—	—	—	—	—	—	00
M.A. Strikes	St/St/Ag	3/7	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
M.A. Sw. & Th.	Ag/Ag/St	3/7	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, SL	Ag	2/*	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, RL	Ag	2/*	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, Ch	Ag	4/*	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Mn. in Armor, Pl	Ag	15	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00
Pick Locks	In/Re/Ag	2/6	—	—	—	1	—	00	—	—	—	—	—	—	—	—	00
Riding	Em/Ag	1/4	—	—	—	1	—	00	—	—	—	—	—	—	—	—	00
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	2/6	—	—	—	—	—	00	Public Speaking	Em/Pr/Ag	1/4	—	—	—	2	—	00
Acting	Pr/Ag/Em	1/3	—	—	—	1	—	00	Rope Mastery	Me/Ag	1/4	—	—	—	2	—	00
Animal Healing	Em/Re	2/6	—	—	—	1	—	00	Rowing	St/SD	1/4	—	—	—	—	—	00
Caving	SD/Re	2/6	—	—	—	1	—	00	Sailing	Em/In	2/6	—	—	—	—	—	00
Contortions	Ag/SD	2/5	—	—	—	—	—	00	Seduction	Em/Pr/Ag	2/5	—	—	—	1	—	00
Cookery	In/Re	1/3	—	—	—	2	—	00	Signaling	Me/SD	1/4	—	—	—	2	—	00
Dance	Ag/In	1/4	—	—	—	—	—	00	Singing	Pr/In	2/6	—	—	—	2	—	00
Diving	SD/Ag	2/5	—	—	—	—	—	00	Skiing	Ag/SD	2/5	—	—	—	—	—	00
Falsification	SD/Re	1/4	—	—	—	1	—	00	Smithing	St/Ag	3/6	—	—	—	2	—	00
First Aid	SD/Em	2/6	—	—	—	1	—	00	Spell Mastery	varies	5	—	—	—	1	—	00
Fletching	Ag/SD	2/5	—	—	—	2	—	00	Star-Gazing	In/Me	1/4	—	—	—	—	—	00
Foraging	In/Me	2/5	—	—	—	1	—	00	Stone Crafts	SD/Ag	3/8	—	—	—	2	—	00
Frenzy	Em/SD	2/6	—	—	—	—	—	00	Subduing	Ag/Qu	3	—	—	—	—	—	00
Gambling	Me/Pr	1/4	—	—	—	1	—	00	Tracking	In/Re	2/4	—	—	—	1	—	00
Herdng	Em/Pr	2/4	—	—	—	1	—	00	Trading	Re/Me	1/2	—	—	—	2	—	00
Leather-working	Ag/Re	2/5	—	—	—	2	—	00	Trap-Building	Re/Em	2/5	—	—	—	1	—	00
Mathematics	Re/Me	1/3	—	—	—	—	—	00	Trickery	Pr/Qu	1/4	—	—	—	1	—	00
Meditation	Pr/SD	3/6	—	—	—	—	—	00	Tumbling	Ag/SD	1/4	—	—	—	—	—	00
Music	Ag/Em	2/6	—	—	—	2	—	00	Weather-Watching	In/Em	2/5	—	—	—	—	—	00
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	1/3	—	—	—	—	—	00	Heraldry	Re/Me	2/6	—	—	—	—	—	00
Advanced Math	Re/Me	2/4	—	—	—	—	—	00	Herb Lore	Me/Re	2/5	—	—	—	—	—	00
Alchemy	Re/Me	2/5	—	—	—	—	—	00	Lock Lore	Me/Re	2/4	—	—	—	—	—	00
Anthropology	In/Em	3	—	—	—	—	—	00	Mapping	Re/Me	2/4	—	—	—	—	—	00
Architecture	Re/Em	2/5	—	—	—	—	—	00	Mechanition	Ag/Re	2/5	—	—	—	—	—	00
Astronomy	Em/Re	2/5	—	—	—	—	—	00	Metal Lore	Me/Re	2/4	—	—	—	—	—	00
Basic Mathematics	Re/Me	1/3	—	—	—	—	—	00	Military Org.	Pr/Re	4	—	—	—	—	—	00
Biochemistry	In/Re	5	—	—	—	—	—	00	Mining	Re/In	2/6	—	—	—	—	—	00
Boat Pilot	Me/Ag	2/3	—	—	—	—	—	00	Navigation	Re/In	1/4	—	—	—	—	—	00
Demon/Devil Lore	Me/Re	3/6	—	—	—	—	—	00	Planetology	Em/Re	6	—	—	—	—	—	00
Drafting	Re/Me	2/4	—	—	—	—	—	00	Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	00
Dragon Lore	Me/Re	4	—	—	—	—	—	00	Physics	Me/Re	2/4	—	—	—	—	—	00
Engineering	In/Re	2/5	—	—	—	—	—	00	Poison Lore	Me/Re	1/4	—	—	—	—	—	00
Faerie Lore	Me/Re	4	—	—	—	—	—	00	Racial History	Me/Re	3	—	—	—	—	—	00
Fauna Lore	Me/Re	1/4	—	—	—	—	—	00	Sanity Heal. Lore	Me/Em	7	—	—	—	—	—	00
Flora Lore	Me/Re	1/4	—	—	—	—	—	00	Siege Engineer	Re/In	2/5	—	—	—	—	—	00
									Stone Lore	Me/Re	2/4	—	—	—	—	—	00
									Tactics	In/Re	2/5	—	—	—	—	—	00
GYPSY SKILL SHEET #1																	

Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special		
Trading Lore	Me/Re	1/2	—	—	—	—	—	—	00
	Me/Re	1/2	—	—	—	—	—	—	00
Xeno-Lores	varies	5	—	—	—	—	—	—	0
Animal									
Animal Handling	Em/Pr/Ap	1/3	—	—	1	—	—	—	00
	Em/Pr/Ap	1/3	—	—	1	—	—	—	00
Animal Training	Em/Pr/Ap	1/4	—	—	1	—	—	—	00
	Em/Pr/Ap	1/4	—	—	1	—	—	—	00
Beast Master	Em/Pr	2/5	—	—	1	—	—	—	00
Driving	Ag/Qu	1/2	—	—	1	—	—	—	00
Loading	Em/Re	1/2	—	—	1	—	—	—	00
	Em/Re	1/2	—	—	1	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	4	—	—	—	—	—	—	0
Distance Running	Co	2/5	—	—	—	—	—	—	00
Flying/Gliding	Ag	2/6	—	—	—	—	—	—	00
Rappelling	Ag	3/7	—	—	—	—	—	—	00
Skating	Ag/SD	2/5	—	—	—	—	—	—	00
Sprinting	Qu	2/5	—	—	—	—	—	—	00
Surfing	Ag/SD	2/5	—	—	—	—	—	—	00
Combat									
Brawling	Re/In	2/5	—	—	—	—	—	—	00
Disarm, Armed	Ag	4	—	—	—	—	—	—	0
Disarm, Unarmed	Ag	5	—	—	—	—	—	—	0
Grappling Hook	Ag	1/4	—	—	—	—	—	—	00
Jai	Qu/Ag	6	—	—	—	—	—	—	0
Lancing	St/Ag	5	—	—	—	—	—	—	0
Missile Artillery	In/Ag	3/6	—	—	—	—	—	—	00
Reverse Stroke	Ag/Re	4	—	—	—	—	—	—	0
Stunned Maneuv.	SD	3	—	—	—	—	—	—	0
Tumbling Attack	Ag/St	2/6	—	—	—	—	—	—	00
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	—	00
2 Weapon Combo	St	v	—	—	—	—	—	—	00
Yado	Qu/Ag	5	—	—	—	—	—	—	0
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00
Body Damage St.	SD/Em	3/8	—	—	—	—	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	—	00
Dowsing	Em	3/5	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	4	—	—	—	—	—	—	0
Death	SD/Pr	5	—	—	—	—	—	—	0
Healing	SD/Em	2/6	—	—	—	—	—	—	00
Ki	SD/Pr	2/6	—	—	—	—	—	—	00
Sleep	SD/In	2/6	—	—	—	—	—	—	00
Trance	Pr/SD	2/6	—	—	—	—	—	—	00
Mnemonics	Me/SD	1/4	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	6	—	—	—	—	—	—	0
Deadly									
Silent Kill	Ag	6	—	—	—	—	—	—	0
Use/Rem. Poison	Ag/In	2/7	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	2/4	—	—	2	—	—	—	00
Armor Evaluation	In/Re	3/7	—	—	2	—	—	—	00
Metal Evaluation	In/Re	2/4	—	—	2	—	—	—	00
Stone Evaluation	In/Re	2/4	—	—	2	—	—	—	00
Weap. Evaluation	In/Re	3/7	—	—	2	—	—	—	00
General									
Advertising	In/Re	2/6	—	—	2	—	—	—	00
Crafting	Ag/SD	1/4	—	—	2	—	—	—	00
	Ag/SD	1/4	—	—	2	—	—	—	00
	Ag/SD	1/4	—	—	2	—	—	—	00
	Ag/SD	1/4	—	—	2	—	—	—	00
Gimmickry	Re	2/5	—	—	2	—	—	—	00
Horticulture	In/Em	3	—	—	2	—	—	—	0
Painting	In/Ag	2/6	—	—	2	—	—	—	00
Play Instrument #1	Ag/Me	1/4	—	—	2	—	—	—	00
Play Instrument #2	Ag/Me	2/5	—	—	2	—	—	—	00
Play Instrument #3	Ag/Me	3/6	—	—	2	—	—	—	00
Sculpting	In/Ag	2/7	—	—	2	—	—	—	00
Skinning	Ag/In	1/3	—	—	2	—	—	—	00
Tactical Games	Re/Me	2/4	—	—	2	—	—	—	00
Gymnastic									
Juggling	Ag/In	1/4	—	—	—	—	—	—	00
Jumping	St/Ag	1/4	—	—	—	—	—	—	00
Pole Vaulting	St/Ag	2/5	—	—	—	—	—	—	00
Stilt Walking	St/Ag	2/5	—	—	—	—	—	—	00
Tightrope Walk.	Ag/SD	2/5	—	—	—	—	—	—	00
Linguistic									
Lip Reading	In/Re	2/4	—	—	2	—	—	—	00
Mimicry	In/SD	1/4	—	—	2	—	—	—	00
Poetic Improv.	In/Re	1/4	—	—	2	—	—	—	00
Propaganda	In/Em	1/2	—	—	2	—	—	—	00
Tale Telling	Pr	1/4	—	—	2	—	—	—	00
Ventriloquism	SD/In	2/4	—	—	2	—	—	—	00
Magical									
Circle Lore	Me/Re	6	—	—	1	—	—	—	0
Divination	In/Em	1/4	—	—	1	—	—	—	00
Magical Language	none	7	—	—	1	—	—	—	0
Magical Rituals	Re/Me	3/8	—	—	1	—	—	—	00
Power Perception	Em	3/8	—	—	1	—	—	—	00
Power Pt. Dev.	varies	10	—	—	1	—	—	—	0
Power Projection	varies	8	—	—	1	—	—	—	0
Symbol Lore	Me/Re	4	—	—	1	—	—	—	0
Targeting Skill	In	7	—	—	1	—	—	—	0
Transcend Armor	varies	13	—	—	1	—	—	—	0
Warding Lore	Me/Re	4	—	—	1	—	—	—	0
Medical									
Diagnostics	In/Re	3	—	—	1	—	—	—	0
Drug Tolerance	Co/SD	2/6	—	—	1	—	—	—	00
Hypnosis	Pr/SD	4	—	—	1	—	—	—	0
Midwifery	Em/Me/In	2/6	—	—	1	—	—	—	00
Second Aid	SD/Em/In	3/7	—	—	1	—	—	—	00
Surgery	SD/Em/In	4	—	—	1	—	—	—	0
Perception									
Detect Traps	In	1/4	—	—	1	—	—	—	00
Direction Sense	In/Re	1/3	—	—	1	—	—	—	00
Lie Perception	In/Re	1/2	—	—	1	—	—	—	00
Loc. Secret Open.	In/Re	1/4	—	—	1	—	—	—	00
Poison Percep.	In/Re	1/3	—	—	1	—	—	—	00
Read Tracks	In/Re	2/5	—	—	1	—	—	—	00
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	—	00
Sense Reality Wp.	In/Em	6	—	—	1	—	—	—	0
Surveillance	In/SD	1/4	—	—	1	—	—	—	00
Time Sense	In/Me	2/4	—	—	1	—	—	—	00
Social									
Diplomacy	Pr/In	1/3	—	—	1	—	—	—	00
Duping	Pr	1/3	—	—	1	—	—	—	00
Interrogation	Ag/Re	3/5	—	—	1	—	—	—	00
Leadership	Pr/Re	2/6	—	—	1	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	1/4	—	—	1	—	—	—	00
Bribery	Pr/Re/Ap	1/3	—	—	1	—	—	—	00
Camouflage	Re/In	2/5	—	—	1	—	—	—	00
Disguise	Pr/SD	1/4	—	—	1	—	—	—	00
Hide Item	Re/In	1/4	—	—	1	—	—	—	00
Mimery	Ag/SD	1/4	—	—	1	—	—	—	00
Pick Pockets	Ag/In	1/3	—	—	1	—	—	—	00
Set Traps	Re/Ag	2/5	—	—	1	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	1/4	—	—	1	—	—	—	00
Region Lore	Re/Me	2/5	—	—	1	—	—	—	00
Scrounge	In/Re	1/4	—	—	1	—	—	—	00
Streetwise	Pr/In	1/4	—	—	1	—	—	—	00

Gypsy Skill Sheet #2

Skill	Stats	Cost	Skill	Bonuses					Skill	Stats	Cost	Skill	Bonuses				
			Rank	Skill	Level	Stat	Special	Total				Rank	Skill	Level	Stat	Special	Total
Primary Skills																	
Adr.Mv., Balance	Pr/SD	2/6	—	—	—	—	—	00	Spell List Acquis.	varies	8	—	—	—	—	—	00
Adr.Mv., Landing	Pr/SD	2/6	—	—	—	—	—	00	Stalk & Hide	Ag/SD	2/4	—	—	2	—	—	00
Adr.Mv., Leaping	Pr/SD	2/6	—	—	—	—	—	00	Staves & Wands	Em/In	8	—	—	—	—	—	00
Adr.Mv., Speed	Pr/SD	2/6	—	—	—	—	—	00	Swimming	Ag	1/2	—	—	2	—	—	00
Adr.Mv., Strength	Pr/SD	2/6	—	—	—	—	—	00	Weapon Skills	—	St/St/Ag or St/Ag/Ag or St/Ag	—	—	2/5, 3/8, 3/9, 3/9, 3/9, 6	—	—	00
Adrenal Defense	none	20	—	—	—	—	—	00				—	—	3	—	—	00
Ambush	none	2/5	—	—	—	—	—	00				—	—	3	—	—	00
Body Develop.	Co	2/5	—	—	1	—	—	00				—	—	3	—	—	00
Channeling	In	20	—	—	—	—	—	00				—	—	3	—	—	00
Climbing	Ag	1/4	—	—	2	—	—	00				—	—	3	—	—	00
Directed Spells	Ag	20	—	—	—	—	—	00				—	—	3	—	—	00
Disarm Traps	In/Ag	2/6	—	—	2	—	—	00				—	—	3	—	—	00
Perception (Gen.)	In/Re	1/3	—	—	—	—	—	00				—	—	3	—	—	00
Linguistics	none	3/*	—	—	—	—	—	00				—	—	3	—	—	00
M.A. Strikes	St/St/Ag	3/7	—	—	3	—	—	00	Spell List	00		Spell List	00				
	St/St/Ag	3/7	—	—	3	—	—	00	Spell List	00		Spell List	00				
M.A. Sw. & Th.	Ag/Ag/St	3/7	—	—	3	—	—	00									00
	Ag/Ag/St	3/7	—	—	3	—	—	00									00
Mn. in Armor, SL	Ag	1/*	—	—	3	—	—	00									00
Mn. in Armor, RL	Ag	1/*	—	—	3	—	—	00									00
Mn. in Armor, Ch	Ag	4/*	—	—	3	—	—	00									00
Mn. in Armor, Pl	Ag	7/*	—	—	3	—	—	00									00
Pick Locks	In/Re/Ag	2/6	—	—	2	—	—	00									00
Riding	Em/Ag	3/7	—	—	—	—	—	00									00
Runes	Em/In	6	—	—	—	—	—	00									00
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	1/4	—	—	2	—	—	00	Public Speaking	Em/Pr	2/4	—	—	—	—	—	00
Acting	Pr/Ap/Em	1/3	—	—	2	—	—	00	Rope Mastery	Me/Ag	1/5	—	—	2	—	—	00
Animal Healing	Em/Re	2/5	—	—	—	—	—	00	Rowing	St/SD	1/3	—	—	2	—	—	00
Caving	SD/Re	2/4	—	—	—	—	—	00	Sailing	Em/In	1/3	—	—	2	—	—	00
Contortions	Ag/SD	2/4	—	—	2	—	—	00	Seduction	Em/Pr/Ap	2/5	—	—	—	—	—	00
Cookery	In/Re	2/5	—	—	2	—	—	00	Signaling	Me/SD	1/4	—	—	—	—	—	00
Dance	Ag/In	2/4	—	—	2	—	—	00	Singing	Pr/In	2/6	—	—	—	—	—	00
Diving	SD/Ag	2/4	—	—	2	—	—	00	Skiing	Ag/SD	2/6	—	—	2	—	—	00
Falsification	SD/Re	2/4	—	—	2	—	—	00	Smithing	St/Ag	2/7	—	—	2	—	—	00
First Aid	SD/Em	2/6	—	—	—	—	—	00	Spell Mastery	varies	5	—	—	—	—	—	00
Fletching	Ag/SD	2/4	—	—	2	—	—	00	Star-Gazing	In/Me	1/4	—	—	—	—	—	00
Foraging	In/Me	2/5	—	—	—	—	—	00	Stone Crafts	SD/Ag	3/7	—	—	2	—	—	00
Frenzy	Em/SD	2/6	—	—	—	—	—	00	Subduing	Ag/Qu	1/5	—	—	3	—	—	00
Gambling	Me/Pr	1/4	—	—	—	—	—	00	Tracking	In/Re	2/5	—	—	—	—	—	00
Herding	Em/Pr	2/4	—	—	—	—	—	00	Trading	Re/Me	2/4	—	—	—	—	—	00
Leather-working	Ag/Re	2/4	—	—	2	—	—	00	Trap-Building	Re/Em	1/3	—	—	2	—	—	00
Mathematics	Re/Me	3/6	—	—	—	—	—	00	Trickery	Pr/Qu	1/3	—	—	2	—	—	00
Meditation	Pr/SD	3/6	—	—	—	—	—	00	Tumbling	Ag/SD	1/3	—	—	2	—	—	00
Music	Ag/Em	2/6	—	—	—	—	—	00	Weather-Watching	In/Em	2/4	—	—	—	—	—	00
									Wood Crafts	Ag/Em	2/6	—	—	2	—	—	00
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	2/6	—	—	—	—	—	00	Heraldry	Re/Me	2/5	—	—	—	—	—	00
Advanced Math	Re/Me	4/7	—	—	—	—	—	00	Herb Lore	Me/Re	2/6	—	—	—	—	—	00
Alchemy	Re/Me	3/5	—	—	—	—	—	00	Lock Lore	Me/Re	1/3	—	—	—	—	—	00
Anthropology	In/Em	3	—	—	—	—	—	00	Mapping	Re/Me	6	—	—	—	—	—	00
Architecture	Re/Em	2/5	—	—	—	—	—	00	Mechanition	Ag/Re	2/5	—	—	—	—	—	00
Astronomy	Em/Re	3/7	—	—	—	—	—	00	Metal Lore	Me/Re	2/5	—	—	—	—	—	00
Basic Mathematics	Re/Me	3/6	—	—	—	—	—	00	Military Org.	Pr/Re	1/4	—	—	—	—	—	00
Biochemistry	In/Re	5	—	—	—	—	—	00	Mining	Re/In	2/4	—	—	—	—	—	00
Boat Pilot	Me/Ag	1/4	—	—	—	—	—	00	Navigation	Re/In	2/4	—	—	—	—	—	00
Demon/Devil Lore	Me/Re	4	—	—	—	—	—	00	Planetology	Em/Re	6	—	—	—	—	—	00
Drafting	Re/Me	2/5	—	—	—	—	—	00	Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	00
Dragon Lore	Me/Re	2	—	—	—	—	—	00	Physics	Me/Re	4/7	—	—	—	—	—	00
Engineering	In/Re	2/5	—	—	—	—	—	00	Poison Lore	Me/Re	1/4	—	—	—	—	—	00
Faerie Lore	Me/Re	4	—	—	—	—	—	00	Racial History	Me/Re	3	—	—	—	—	—	00
Fauna Lore	Me/Re	2	—	—	—	—	—	00	Sanity Heal. Lore	Me/Em	6	—	—	—	—	—	00
Flora Lore	Me/Re	2	—	—	—	—	—	00	Siege Engineer	Re/In	1/4	—	—	—	—	—	00
									Stone Lore	Me/Re	2/5	—	—	—	—	—	00
									Tactics	In/Re	1/3	—	—	—	—	—	00
SAILOR SKILL SHEET #1																	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total
				Skill	Level	Stat	Special		
Trading Lore	Me/Re	2/7	—	—	—	—	—	—	00
Xeno-Lores	varies	6	—	—	—	—	—	—	0
Animal									
Animal Handling	Em/Pr/Ap	2/4	—	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0
Beast Master	Em/Pr	4	—	—	—	—	—	—	0
Driving	Ag/Qu	2/6	—	—	—	—	—	—	00
Loading	Em/Re	2/4	—	—	—	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	1/5	—	—	2	—	—	—	00
Distance Running	Co	2/5	—	—	2	—	—	—	00
Flying/Gliding	Ag	2/6	—	—	2	—	—	—	00
Rappelling	Ag	3/7	—	—	2	—	—	—	00
Skating	Ag/SD	2/6	—	—	2	—	—	—	00
Sprinting	Qu	2/5	—	—	2	—	—	—	00
Surfing	Ag/SD	2/6	—	—	2	—	—	—	00
Combat									
Brawling	Re/In	1/5	—	—	3	—	—	—	00
Disarm, Armed	Ag	2/5	—	—	3	—	—	—	00
Disarm, Unarmed	Ag	3/6	—	—	3	—	—	—	00
Grappling Hook	Ag	1/5	—	—	3	—	—	—	00
Jai	Qu/Ag	3/8	—	—	3	—	—	—	00
Lancing	St/Ag	3/6	—	—	3	—	—	—	00
Missile Artillery	In/Ag	1/4	—	—	3	—	—	—	00
Reverse Stroke	Ag/Re	3/8	—	—	3	—	—	—	00
Stunned Maneuv.	SD	2/6	—	—	3	—	—	—	00
Tumbling Attack	Ag/St	1/5	—	—	3	—	—	—	00
Tumbling Evasion	Ag/Qu	1/3	—	—	3	—	—	—	00
2 Weapon Combo	St	v	—	—	3	—	—	—	00
Yado	Qu/Ag	3/6	—	—	3	—	—	—	00
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00
Body Damage St.	SD/Em	3/7	—	—	—	—	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	—	00
Dowsing	Em	3/6	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	3/7	—	—	—	—	—	—	00
Death	SD/Pr	4	—	—	—	—	—	—	0
Healing	SD/Em	3/6	—	—	—	—	—	—	00
Ki	SD/Pr	3/7	—	—	—	—	—	—	00
Sleep	SD/In	3/6	—	—	—	—	—	—	00
Trance	Pr/SD	3/6	—	—	—	—	—	—	00
Mnemonics	Me/SD	2/7	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	5	—	—	—	—	—	—	0
Deadly									
Silent Kill	Ag	1/4	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/4	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	2/4	—	—	2	—	—	—	00
Armor Evaluation	In/Re	1/3	—	—	2	—	—	—	00
Metal Evaluation	In/Re	2/5	—	—	2	—	—	—	00
Stone Evaluation	In/Re	2/5	—	—	2	—	—	—	00
Weap. Evaluation	In/Re	1/3	—	—	2	—	—	—	00
	In/Re	1/3	—	—	2	—	—	—	00
General									
Advertising	In/Re	2/4	—	—	2	—	—	—	00
Crafting	Ag/SD	2/4	—	—	2	—	—	—	00
Gimmickry	Re	2/6	—	—	2	—	—	—	00
Horticulture	In/Em	6	—	—	2	—	—	—	0
Painting	In/Ag	2/6	—	—	2	—	—	—	00
Play Instrument #1	Ag/Me	2/6	—	—	2	—	—	—	00
Play Instrument #2	Ag/Me	3/7	—	—	2	—	—	—	00
Play Instrument #3	Ag/Me	3	—	—	2	—	—	—	0
Sculpting	In/Ag	2/7	—	—	2	—	—	—	00
Skinning	Ag/In	2/6	—	—	2	—	—	—	00
Tactical Games	Re/Me	2/4	—	—	2	—	—	—	00
Gymnastic									
Juggling	Ag/In	1/3	—	—	2	—	—	—	00
Jumping	St/Ag	1/3	—	—	2	—	—	—	00
Pole Vaulting	St/Ag	1/4	—	—	2	—	—	—	00
Stilt Walking	St/Ag	1/4	—	—	2	—	—	—	00
Tightrope Walk.	Ag/SD	1/3	—	—	2	—	—	—	00
Linguistic									
Lip Reading	In/Re	2/5	—	—	—	—	—	—	00
Mimicry	In/SD	1/5	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	00
Propaganda	In/Em	2/4	—	—	—	—	—	—	00
Tale Telling	Pr	2/5	—	—	—	—	—	—	00
Ventriloquism	SD/In	2/5	—	—	—	—	—	—	00
Magical									
Circle Lore	Me/Re	5	—	—	—	—	—	—	0
Divination	In/Em	3/6	—	—	—	—	—	—	00
Magical Language	none	9	—	—	—	—	—	—	0
Magical Rituals	Re/Me	7	—	—	—	—	—	—	0
Power Perception	Em	5	—	—	—	—	—	—	0
Power Pt. Dev.	varies	10	—	—	—	—	—	—	0
Power Projection	varies	10	—	—	—	—	—	—	0
Symbol Lore	Me/Re	4	—	—	—	—	—	—	0
Targeting Skill	In	7	—	—	—	—	—	—	0
Transcend Armor	varies	12	—	—	—	—	—	—	0
Warding Lore	Me/Re	4	—	—	—	—	—	—	0
Medical									
Diagnostics	In/Re	3	—	—	—	—	—	—	0
Drug Tolerance	Co/SD	2/6	—	—	—	—	—	—	00
Hypnosis	Pr/SD	4	—	—	—	—	—	—	0
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00
Surgery	SD/Em/In	7	—	—	—	—	—	—	0
Perception									
Detect Traps	In	1/3	—	—	—	—	—	—	00
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00
Lie Perception	In/Re	2/5	—	—	—	—	—	—	00
Loc. Secret Open.	In/Re	1/4	—	—	—	—	—	—	00
Poison Percep.	In/Re	1/4	—	—	—	—	—	—	00
Read Tracks	In/Re	3/7	—	—	—	—	—	—	00
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00
Sense Reality Wp.	In/Em	5	—	—	—	—	—	—	0
Surveillance	In/SD	1/4	—	—	—	—	—	—	00
Time Sense	In/Me	2/4	—	—	—	—	—	—	00
Social									
Diplomacy	Pr/In	2/5	—	—	—	—	—	—	00
Duping	Pr	1/4	—	—	—	—	—	—	00
Interrogation	Ag/Re	2/7	—	—	—	—	—	—	00
Leadership	Pr/Re	2/5	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	2/4	—	—	2	—	—	—	00
Bribery	Pr/Re/Ap	2/4	—	—	2	—	—	—	00
Camouflage	Re/In	1/3	—	—	2	—	—	—	00
Disguise	Pr/SD	2/5	—	—	2	—	—	—	00
Hide Item	Re/In	1/3	—	—	2	—	—	—	00
Mimery	Ag/SD	1/3	—	—	2	—	—	—	00
Pick Pockets	Ag/In	1/3	—	—	2	—	—	—	00
Set Traps	Re/Ag	2/5	—	—	2	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	1/4	—	—	—	—	—	—	00
Region Lore	Re/Me	2/5	—	—	—	—	—	—	00
Scrounge	In/Re	1/3	—	—	—	—	—	—	00
Streetwise	Pr/In	1/3	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total
				Skill	Level	Stat	Special	Total		
Animal										
Animal Handling	Em/Pr/Ap	6	—	—	—	—	—	—	—	□
Animal Training	Em/Pr/Ap	6	—	—	—	—	—	—	—	□
Beast Master	Em/Pr	6	—	—	—	—	—	—	—	□
Driving	Ag/Qu	6	—	—	—	—	—	—	—	□
Loading	Em/Re	6	—	—	—	—	—	—	—	□
Athletic										
Athletic Games	St/Ag/Qu	6	—	—	3	—	—	—	—	□
Distance Running	Co	6	—	—	3	—	—	—	—	□
Flying/Gliding	Ag	6	—	—	3	—	—	—	—	□
Rappelling	Ag	6	—	—	3	—	—	—	—	□
Skating	Ag/SD	6	—	—	3	—	—	—	—	□
Sprinting	Qu	6	—	—	3	—	—	—	—	□
Surfing	Ag/SD	6	—	—	3	—	—	—	—	□
Combat										
Brawling	Re/In	2/6	—	—	3	—	—	—	—	□□
Disarm, Armed	Ag	2/5	—	—	3	—	—	—	—	□□
Disarm, Unarmed	Ag	3/6	—	—	3	—	—	—	—	□□
Grappling Hook	Ag	2/6	—	—	3	—	—	—	—	□□
Jai	Qu/Ag	2/7	—	—	3	—	—	—	—	□□
Lancing	St/Ag	2/6	—	—	3	—	—	—	—	□□
Missile Artillery	In/Ag	1/3	—	—	3	—	—	—	—	□□
Reverse Stroke	Ag/Re	2/7	—	—	3	—	—	—	—	□□
Stunned Maneuv.	SD	2/6	—	—	3	—	—	—	—	□□
Tumbling Attack	Ag/St	2/6	—	—	3	—	—	—	—	□□
Tumbling Evasion	Ag/Qu	1/5	—	—	3	—	—	—	—	□□
2 Weapon Combo	St	v	—	—	3	—	—	—	—	□□
Yado	Qu/Ag	2/6	—	—	3	—	—	—	—	□□
Concentration										
Ad. Mv. Quick Draw	Pr/SD	6	—	—	—	—	—	—	—	□
Body Damage St.	SD/Em	6	—	—	—	—	—	—	—	□
Control Lycan.	SD	6	—	—	—	—	—	—	—	□
Dowsing	Em	6	—	—	—	—	—	—	—	□
Meditation										
Cleansing	SD/Em	6	—	—	—	—	—	—	—	□
Death	SD/Pr	6	—	—	—	—	—	—	—	□
Healing	SD/Em	6	—	—	—	—	—	—	—	□
Ki	SD/Pr	6	—	—	—	—	—	—	—	□
Sleep	SD/In	6	—	—	—	—	—	—	—	□
Trance	Pr/SD	6	—	—	—	—	—	—	—	□
Mnemonics	Me/SD	6	—	—	—	—	—	—	—	□
Spacial Loc. Aw.	In	6	—	—	—	—	—	—	—	□
Deadly										
Silent Kill	Ag	6	—	—	1	—	—	—	—	□
Use/Rem. Poison	Ag/In	6	—	—	1	—	—	—	—	□
Evaluation										
Appraisal	Re/Me	6	—	—	—	—	—	—	—	□
Armor Evaluation	In/Re	6	—	—	—	—	—	—	—	□
Metal Evaluation	In/Re	6	—	—	—	—	—	—	—	□
Stone Evaluation	In/Re	6	—	—	—	—	—	—	—	□
Weap. Evaluation	In/Re	6	—	—	—	—	—	—	—	□
General										
Advertising	In/Re	6	—	—	—	—	—	—	—	□
Crafting	Ag/SD	6	—	—	—	—	—	—	—	□
Gimmickry	Re	6	—	—	—	—	—	—	—	□
Horticulture	In/Em	8	—	—	—	—	—	—	—	□
Painting	In/Ag	6	—	—	—	—	—	—	—	□
Play Instrument #1	Ag/Me	6	—	—	—	—	—	—	—	□
Play Instrument #2	Ag/Me	6	—	—	—	—	—	—	—	□
Play Instrument #3	Ag/Me	6	—	—	—	—	—	—	—	□
Sculpting	In/Ag	6	—	—	—	—	—	—	—	□
Skinning	Ag/In	6	—	—	—	—	—	—	—	□
Tactical Games	Re/Me	6	—	—	—	—	—	—	—	□
Gymnastic										
Juggling	Ag/In	6	—	—	3	—	—	—	—	□
Jumping	St/Ag	6	—	—	3	—	—	—	—	□
Pole Vaulting	St/Ag	6	—	—	3	—	—	—	—	□
Stilt Walking	St/Ag	6	—	—	3	—	—	—	—	□
Tightrope Walk.	Ag/SD	6	—	—	3	—	—	—	—	□
Linguistic										
Lip Reading	In/Re	6	—	—	—	—	—	—	—	□
Mimicry	In/SD	6	—	—	—	—	—	—	—	□
Poetic Improv.	In/Re	6	—	—	—	—	—	—	—	□
Propaganda	In/Em	6	—	—	—	—	—	—	—	□
Tale Telling	Pr	6	—	—	—	—	—	—	—	□
Ventriloquism	SD/In	6	—	—	—	—	—	—	—	□
Magical										
Circle Lore	Me/Re	6	—	—	—	—	—	—	—	□
Divination	In/Em	6	—	—	—	—	—	—	—	□
Magical Language	none	9	—	—	—	—	—	—	—	□
Magical Rituals	Re/Me	8	—	—	—	—	—	—	—	□
Power Perception	Em	6	—	—	—	—	—	—	—	□
Power Pt. Dev.	varies	15	—	—	—	—	—	—	—	□
Power Projection	varies	12	—	—	—	—	—	—	—	□
Symbol Lore	Me/Re	6	—	—	—	—	—	—	—	□
Targeting Skill	In	8	—	—	—	—	—	—	—	□
Transcend Armor	varies	15	—	—	—	—	—	—	—	□
Warding Lore	Me/Re	6	—	—	—	—	—	—	—	□
Medical										
Diagnostics	In/Re	6	—	—	—	—	—	—	—	□
Drug Tolerance	Co/SD	6	—	—	—	—	—	—	—	□
Hypnosis	Pr/SD	6	—	—	—	—	—	—	—	□
Midwifery	Em/Me/In	6	—	—	—	—	—	—	—	□
Second Aid	SD/Em/In	6	—	—	—	—	—	—	—	□
Surgery	SD/Em/In	6	—	—	—	—	—	—	—	□
Perception										
Detect Traps	In	6	—	—	—	—	—	—	—	□
Direction Sense	In/Re	6	—	—	—	—	—	—	—	□
Lie Perception	In/Re	6	—	—	—	—	—	—	—	□
Loc. Secret Open.	In/Re	6	—	—	—	—	—	—	—	□
Poison Percep.	In/Re	6	—	—	—	—	—	—	—	□
Read Tracks	In/Re	6	—	—	—	—	—	—	—	□
Sense Amb./Ass.	In/Re	6	—	—	—	—	—	—	—	□
Sense Reality Wp.	In/Em	6	—	—	—	—	—	—	—	□
Surveillance	In/SD	6	—	—	—	—	—	—	—	□
Time Sense	In/Me	6	—	—	—	—	—	—	—	□
Social										
Diplomacy	Pr/In	6	—	—	—	—	—	—	—	□
Duping	Pr	6	—	—	—	—	—	—	—	□
Interrogation	Ag/Re	6	—	—	—	—	—	—	—	□
Leadership	Pr/Re	6	—	—	—	—	—	—	—	□
Subterfuge										
Begging	Pr/Em/Ap	6	—	—	—	—	—	—	—	□
Bribery	Pr/Re/Ap	6	—	—	—	—	—	—	—	□
Camouflage	Re/In	6	—	—	—	—	—	—	—	□
Disguise	Pr/SD	6	—	—	—	—	—	—	—	□
Hide Item	Re/In	6	—	—	—	—	—	—	—	□
Mimery	Ag/SD	6	—	—	—	—	—	—	—	□
Pick Pockets	Ag/In	6	—	—	—	—	—	—	—	□
Set Traps	Re/Ag	6	—	—	—	—	—	—	—	□
Survival										
Hostile Environ.	Ag/SD	6	—	—	—	—	—	—	—	□
Region Lore	Re/Me	6	—	—	—	—	—	—	—	□
Scrounge	In/Re	6	—	—	—	—	—	—	—	□
Streetwise	Pr/In	6	—	—	—	—	—	—	—	□

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total	
				Skill	Level	Stat	Special			
Primary Skills										
Adr.Mv., Balance	Pr/SD	2/7	—	—	—	—	—	—	00	
Adr.Mv., Landing	Pr/SD	2/7	—	—	—	—	—	—	00	
Adr.Mv., Leaping	Pr/SD	2/7	—	—	—	—	—	—	00	
Adr.Mv., Speed	Pr/SD	2/7	—	—	—	—	—	—	00	
Adr.Mv., Strength	Pr/SD	2/7	—	—	—	—	—	—	00	
Adrenal Defense	none	15	—	—	—	—	—	—	0	
Ambush	none	3/9	—	—	—	—	—	—	00	
Body Develop.	Co	2/7	—	—	—	—	—	—	00	
Channeling	In	4	—	—	—	—	—	—	0	
Climbing	Ag	3/6	—	—	—	—	—	—	00	
Directed Spells	Ag	4	—	—	—	—	—	—	0	
Disarm Traps	In/Ag	2/5	—	—	—	1	—	—	00	
Perception (Gen.)	In/Re	1/5	—	—	—	—	—	—	00	
Linguistics	none	2/*	—	—	—	—	—	—	00	
	none	2/*	—	—	—	—	—	—	00	
M.A. Strikes	St/St/Ag	3/7	—	—	—	—	—	—	00	
	St/St/Ag	3/7	—	—	—	—	—	—	00	
M.A. Sw. & Th.	Ag/Ag/St	3/7	—	—	—	—	—	—	00	
	Ag/Ag/St	3/7	—	—	—	—	—	—	00	
Mn. in Armor, SL	Ag	1/*	—	—	—	—	—	—	00	
Mn. in Armor, RL	Ag	2/*	—	—	—	—	—	—	00	
Mn. in Armor, Ch	Ag	4/*	—	—	—	—	—	—	00	
Mn. in Armor, Pl	Ag	5/*	—	—	—	—	—	—	00	
Pick Locks	In/Re/Ag	2/5	—	—	—	1	—	—	00	
Riding	Em/Ag	3/6	—	—	—	—	—	—	00	
Runes	Em/In	3/6	—	—	—	—	—	—	00	
Spell List Acquis.	varies	4/*	—	—	—	—	—	—	00	
Stalk & Hide	Ag/SD	3/6	—	—	—	1	—	—	00	
Character Law Secondary Skills										
Acrobatics	Ag/Qu	2/6	—	—	—	—	—	—	00	
Acting	Pr/Ag/Em	2/6	—	—	—	1	—	—	00	
Animal Healing	Em/Re	2/6	—	—	—	—	—	—	00	
Caving	SD/Re	2/6	—	—	—	—	—	—	00	
Contortions	Ag/SD	2/6	—	—	—	—	—	—	00	
Cookery	In/Re	2/6	—	—	—	3	—	—	00	
Dance	Ag/In	2/6	—	—	—	—	—	—	00	
Diving	SD/Ag	2/6	—	—	—	—	—	—	00	
Falsification	SD/Re	2/6	—	—	—	1	—	—	00	
First Aid	SD/Em	2/6	—	—	—	—	—	—	00	
Fletching	Ag/SD	1/2	—	—	—	3	—	—	00	
Foraging	In/Me	2/6	—	—	—	—	—	—	00	
Frenzy	Em/SD	2/6	—	—	—	—	—	—	00	
Gambling	Me/Pr	2/6	—	—	—	—	—	—	00	
Herding	Em/Pr	2/6	—	—	—	—	—	—	00	
Leather-working	Ag/Re	1/2	—	—	—	3	—	—	00	
Mathematics	Re/Me	2/6	—	—	—	3	—	—	00	
Meditation	Pr/SD	2/6	—	—	—	—	—	—	00	
Music	Ag/Em	2/6	—	—	—	—	—	—	00	
Public Speaking	Em/Pr/Ag	2/6	—	—	—	—	—	—	00	
Rolemaster Companion Secondary Skills										
Academic										
Administration	Re/Pr	2/6	—	—	—	3	—	—	00	
Advanced Math	Re/Me	3/7	—	—	—	3	—	—	00	
Alchemy	Re/Me	2/6	—	—	—	3	—	—	00	
Anthropology	In/Em	2/6	—	—	—	3	—	—	00	
Architecture	Re/Em	2/6	—	—	—	3	—	—	00	
Astronomy	Em/Re	3/7	—	—	—	3	—	—	00	
Basic Mathematics	Re/Me	2/6	—	—	—	3	—	—	00	
Biochemistry	In/Re	4	—	—	—	3	—	—	0	
Boat Pilot	Me/Ag	2/6	—	—	—	3	—	—	00	
Demon/Devil Lore	Me/Re	2/6	—	—	—	3	—	—	00	
Drafting	Re/Me	1/4	—	—	—	3	—	—	00	
Dragon Lore	Me/Re	2/6	—	—	—	3	—	—	00	
Engineering	In/Re	1/4	—	—	—	3	—	—	00	
Faerie Lore	Me/Re	2/6	—	—	—	3	—	—	00	
Fauna Lore	Me/Re	2/6	—	—	—	3	—	—	00	
Flora Lore	Me/Re	2/6	—	—	—	3	—	—	00	
Heraldry	Re/Me	2/6	—	—	—	3	—	—	00	
Herb Lore	Me/Re	2/6	—	—	—	3	—	—	00	
Lock Lore	Me/Re	1/3	—	—	—	3	—	—	00	
Mapping	Re/Me	2/6	—	—	—	3	—	—	00	
Mechanition	Ag/Re	1/3	—	—	—	3	—	—	00	
Metal Lore	Me/Re	1/2	—	—	—	3	—	—	00	
Military Org.	Pr/Re	3/6	—	—	—	3	—	—	00	
Mining	Re/In	2/6	—	—	—	3	—	—	00	
Navigation	Re/In	2/6	—	—	—	3	—	—	00	
Planetology	Em/Re	4	—	—	—	3	—	—	0	
Phil./Relig. Doct.	Me/In/Re	2/6	—	—	—	3	—	—	00	
Physics	Me/Re	3/7	—	—	—	3	—	—	00	

CRAFTER SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	BONUSES				Total		Skill	Stats	Cost	Skill Rank	BONUSES				Total	
				Skill	Level	Stat	Special							Skill	Level	Stat	Special		
Poison Lore	Me/Re	2/6	—	—	3	—	—	00		Play Instrument #2	Ag/Me	3/7	—	—	3	—	—	00	
Racial History	Me/Re	2/6	—	—	3	—	—	00		Play Instrument #3	Ag/Me	3	—	—	3	—	—	0	
Sanity Heal. Lore	Me/Em	2/6	—	—	3	—	—	00		Sculpting	In/Ag	1/5	—	—	3	—	—	00	
Siege Engineer	Re/In	1/5	—	—	3	—	—	00		Skinning	Ag/In	1/2	—	—	3	—	—	00	
Stone Lore	Me/Re	1/2	—	—	3	—	—	00		Tactical Games	Re/Me	2/6	—	—	3	—	—	00	
Tactics	In/Re	2/6	—	—	3	—	—	00		Gymnastic									
Trading Lore	Me/Re	2/6	—	—	3	—	—	00		Juggling	Ag/In	2/6	—	—	—	—	—	00	
Xeno-Lores	varies	6	—	—	3	—	—	0		Jumping	St/Ag	2/6	—	—	—	—	—	00	
Animal										Pole Vaulting	St/Ag	2/6	—	—	—	—	—	00	
Animal Handling	Em/Pr/Ap	2/6	—	—	—	—	—	00		Stilt Walking	St/Ag	2/6	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	2/6	—	—	—	—	—	00		Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	00	
Beast Master	Em/Pr	2/6	—	—	—	—	—	00		Linguistic									
Driving	Ag/Qu	2/6	—	—	—	—	—	00		Lip Reading	In/Re	2/6	—	—	—	—	—	00	
Loading	Em/Re	2/6	—	—	—	—	—	00		Mimicry	In/SD	2/6	—	—	—	—	—	00	
Athletic										Poetic Improv.	In/Re	2/6	—	—	—	—	—	00	
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	00		Propaganda	In/Em	2/6	—	—	—	—	—	00	
Distance Running	Co	2/6	—	—	—	—	—	00		Tale Telling	Pr	2/6	—	—	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	—	—	—	00		Ventriloquism	SD/In	2/6	—	—	—	—	—	00	
Rappelling	Ag	2/6	—	—	—	—	—	00		Magical									
Skating	Ag/SD	2/6	—	—	—	—	—	00		Circle Lore	Me/Re	2/6	—	—	—	—	—	00	
Sprinting	Qu	2/6	—	—	—	—	—	00		Divination	In/Em	2/6	—	—	—	—	—	00	
Surfing	Ag/SD	2/6	—	—	—	—	—	00		Magical Language	none	2/6	—	—	—	—	—	00	
Combat										Magical Rituals	Re/Me	5/6	—	—	—	—	—	00	
Brawling	Re/In	2/6	—	—	—	—	—	00		Power Perception	Em	2/6	—	—	—	—	—	00	
Disarm, Armed	Ag	2/6	—	—	—	—	—	00		Power Pt. Dev.	varies	4	—	—	—	—	—	0	
Disarm, Unarmed	Ag	2/6	—	—	—	—	—	00		Power Projection	varies	3/8	—	—	—	—	—	00	
Grappling Hook	Ag	2/6	—	—	—	—	—	00		Symbol Lore	Me/Re	2/6	—	—	—	—	—	00	
Jai	Qu/Ag	2/6	—	—	—	—	—	00		Targeting Skill	In	3/6	—	—	—	—	—	00	
Lancing	St/Ag	2/6	—	—	—	—	—	00		Transcend Armor	varies	15	—	—	—	—	—	0	
Missile Artillery	In/Ag	3/6	—	—	—	—	—	00		Warding Lore	Me/Re	2/6	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	2/6	—	—	—	—	—	00		Medical									
Stunned Maneuv.	SD	2/6	—	—	—	—	—	00		Diagnostics	In/Re	2/6	—	—	—	—	—	00	
Tumbling Attack	Ag/St	2/6	—	—	—	—	—	00		Drug Tolerance	Co/SD	2/6	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/6	—	—	—	—	—	00		Hypnosis	Pr/SD	2/6	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	00		Midwifery	Em/Me/In	3/6	—	—	—	—	—	00	
Yado	Qu/Ag	2/6	—	—	—	—	—	00		Second Aid	SD/Em/In	3/7	—	—	—	—	—	00	
Concentration										Surgery	SD/Em/In	5	—	—	—	—	—	0	
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00		Perception									
Body Damage St.	SD/Em	3/6	—	—	—	—	—	00		Detect Traps	In	2/6	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	00		Direction Sense	In/Re	2/6	—	—	—	—	—	00	
Dowsing	Em	2/6	—	—	—	—	—	00		Lie Perception	In/Re	2/6	—	—	—	—	—	00	
Meditation										Loc. Secret Open.	In/Re	2/6	—	—	—	—	—	00	
Cleansing	SD/Em	2/6	—	—	—	—	—	00		Poison Percep.	In/Re	2/6	—	—	—	—	—	00	
Death	SD/Pr	3/7	—	—	—	—	—	00		Read Tracks	In/Re	2/6	—	—	—	—	—	00	
Healing	SD/Em	2/6	—	—	—	—	—	00		Sense Amb./Ass.	In/Re	2/6	—	—	—	—	—	00	
Ki	SD/Pr	2/6	—	—	—	—	—	00		Sense Reality Wp.	In/Em	3/8	—	—	—	—	—	00	
Sleep	SD/In	2/6	—	—	—	—	—	00		Surveillance	In/SD	2/6	—	—	—	—	—	00	
Trance	Pr/SD	2/6	—	—	—	—	—	00		Time Sense	In/Me	2/6	—	—	—	—	—	00	
Mnemonics	Me/SD	2/6	—	—	—	—	—	00		Social									
Spacial Loc. Aw.	In	3/8	—	—	—	—	—	00		Diplomacy	Pr/In	2/6	—	—	—	—	—	00	
Deadly										Duping	Pr	2/6	—	—	—	—	—	00	
Silent Kill	Ag	3/6	—	—	—	—	—	00		Interrogation	Ag/Re	2/6	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00		Leadership	Pr/Re	2/6	—	—	—	—	—	00	
Evaluation										Subterfuge									
Appraisal	Re/Me	1/2	—	—	3	—	—	00		Begging	Pr/Em/Ap	2/6	—	—	1	—	—	00	
Armor Evaluation	In/Re	1/2	—	—	3	—	—	00		Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	00	
Metal Evaluation	In/Re	1/2	—	—	3	—	—	00		Camouflage	Re/In	2/6	—	—	1	—	—	00	
Stone Evaluation	In/Re	1/2	—	—	3	—	—	00		Disguise	Pr/SD	2/6	—	—	1	—	—	00	
Weap. Evaluation	In/Re	1/2	—	—	3	—	—	00		Hide Item	Re/In	2/6	—	—	1	—	—	00	
General										Mimery	Ag/SD	2/6	—	—	1	—	—	00	
Advertising	In/Re	2/6	—	—	3	—	—	00		Pick Pockets	Ag/In	2/6	—	—	1	—	—	00	
Crafting	Ag/SD	1/2	—	—	3	—	—	00		Set Traps	Re/Ag	1/5	—	—	1	—	—	00	
	Ag/SD	1/2	—	—	3	—	—	00		Survival									
	Ag/SD	1/2	—	—	3	—	—	00		Hostile Environ.	Ag/SD	2/6	—	—	—	—	—	00	
	Ag/SD	1/2	—	—	3	—	—	00		Region Lore	Re/Me	2/6	—	—	—	—	—	00	
Gimmickry	Re	1/2	—	—	3	—	—	00		Scrounge	In/Re	2/6	—	—	—	—	—	00	
Horticulture	In/Em	2/6	—	—	3	—	—	00		Streetwise	Pr/In	2/4	—	—	—	—	—	00	
Painting	In/Ag	2/6	—	—	3	—	—	00											
Play Instrument #1	Ag/Me	2/6	—	—	3	—	—	00											

Skill	Stats	Cost	Skill Rank	BONUSES					Total	
				Skill	Level	Stat	Special			
Racial History	Me/Re	2/4	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	1/5	—	—	—	—	—	—	00	
Siege Engineer	Re/In	1/3	—	—	—	—	—	—	00	
Stone Lore	Me/Re	2/4	—	—	—	—	—	—	00	
Tactics	In/Re	1/3	—	—	—	—	—	—	00	
Trading Lore	Me/Re	1/4	—	—	—	—	—	—	00	
Xeno-Lores	varies	4	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ag	1/4	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ag	3/7	—	—	—	—	—	—	00	
Beast Master	Em/Pr	2/5	—	—	—	—	—	—	00	
Driving	Ag/Qu	2/6	—	—	—	—	—	—	00	
Loading	Em/Re	2/6	—	—	—	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/5	—	—	—	—	—	—	00	
Distance Running	Co	2/5	—	—	—	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	—	—	—	—	00	
Rappelling	Ag	2/5	—	—	—	—	—	—	00	
Skating	Ag/SD	2/6	—	—	—	—	—	—	00	
Sprinting	Qu	2/5	—	—	—	—	—	—	00	
Surfing	Ag/SD	2/6	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	3/6	—	—	—	—	—	—	00	
Disarm, Armed	Ag	2/5	—	—	—	—	—	—	00	
Disarm, Unarmed	Ag	4	—	—	—	—	—	—	0	
Grappling Hook	Ag	2/6	—	—	—	—	—	—	00	
Jai	Qu/Ag	2/5	—	—	—	—	—	—	00	
Lancing	St/Ag	3/6	—	—	—	—	—	—	00	
Missile Artillery	In/Ag	1/4	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	3/7	—	—	—	—	—	—	00	
Stunned Maneuv.	SD	2/5	—	—	—	—	—	—	00	
Tumbling Attack	Ag/St	2/5	—	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/6	—	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	—	00	
Yado	Qu/Ag	3/7	—	—	—	—	—	—	00	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/7	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	1/5	—	—	—	—	—	—	00	
Control Lycan.	SD	1/4	—	—	—	—	—	—	00	
Dowsing	Em	3/6	—	—	—	—	—	—	00	
Meditation	Pr/SD	—	—	—	—	—	—	—	00	
Cleansing	SD/Em	2/4	—	—	—	—	—	—	00	
Death	SD/Pr	3/7	—	—	—	—	—	—	00	
Healing	SD/Em	3/7	—	—	—	—	—	—	00	
Ki	SD/Pr	3/8	—	—	—	—	—	—	00	
Sleep	SD/In	3/7	—	—	—	—	—	—	00	
Trance	Pr/SD	3/7	—	—	—	—	—	—	00	
Mnemonics	Me/SD	2/6	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	1/4	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	3/6	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	1/4	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	1/3	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	—	00	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/4	—	—	—	—	—	—	00	
Gimmickry	Re	2/6	—	—	—	—	—	—	00	
Horticulture	In/Em	3	—	—	—	—	—	—	0	
Painting	In/Ag	1/4	—	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Skill	Stats	Cost	Skill Rank	Skill	Level	Stat	Special	Total		
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Skinning	Ag/In	2/6	—	—	—	—	—	—	00	
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/7	—	—	—	—	—	—	00	
Jumping	St/Ag	3/6	—	—	—	—	—	—	00	
Pole Vaulting	St/Ag	3/6	—	—	—	—	—	—	00	
Stilt Walking	St/Ag	3/6	—	—	—	—	—	—	00	
Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	—	00	
Linguistic										
Lip Reading	In/Re	2/5	—	—	—	—	—	—	00	
Mimicry	In/SD	2/5	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	3/6	—	—	—	—	—	—	00	
Divination	In/Em	3/5	—	—	—	—	—	—	00	
Magical Language	none	4/*	—	—	—	—	—	—	00	
Magical Rituals	Re/Me	3/7	—	—	—	—	—	—	00	
Power Perception	Em	2/5	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	4	—	—	—	—	—	—	0	
Power Projection	varies	2/6	—	—	—	—	—	—	00	
Symbol Lore	Me/Re	3/6	—	—	—	—	—	—	00	
Targeting Skill	In	3/6	—	—	—	—	—	—	00	
Transcend Armor	varies	2/6	—	—	—	—	—	—	00	
Warding Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Medical										
Diagnostics	In/Re	3	—	—	—	—	—	—	0	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	4	—	—	—	—	—	—	0	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	00	
Surgery	SD/Em/In	7	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	1/4	—	—	—	—	—	—	00	
Direction Sense	In/Re	2/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	1/3	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	2/4	—	—	—	—	—	—	00	
Poison Percep.	In/Re	1/4	—	—	—	—	—	—	00	
Read Tracks	In/Re	2/4	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	3/6	—	—	—	—	—	—	00	
Surveillance	In/SD	2/6	—	—	—	—	—	—	00	
Time Sense	In/Me	2/4	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	1/4	—	—	—	—	—	—	00	
Duping	Pr	2/4	—	—	—	—	—	—	00	
Interrogation	Ag/Re	1/4	—	—	—	—	—	—	00	
Leadership	Pr/Re	1/3	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ag	3/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ag	3/6	—	—	—	—	—	—	00	
Camouflage	Re/In	1/5	—	—	—	—	—	—	00	
Disguise	Pr/SD	3/6	—	—	—	—	—	—	00	
Hide Item	Re/In	3	—	—	—	—	—	—	00	
Mimery	Ag/SD	3/6	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	4	—	—	—	—	—	—	00	
Set Traps	Re/Ag	2/5	—	—	—	—	—	—	00	
Survival										
Hostile Environ.	Ag/SD	2/4	—	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	4	—	—	—	—	—	—	0	

Skill	Stats	Cost	Skill Rank	Bonuses				Special	Total	
				Skill	Level	Stat	Special			
Racial History	Me/Re	2/4	—	—	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	2/5	—	—	—	—	—	—	00	
Siege Engineer	Re/In	1/4	—	—	—	—	—	—	00	
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Tactics	In/Re	1/4	—	—	—	—	—	—	00	
Trading Lore	Me/Re	1/2	—	—	—	—	—	—	00	
Xeno-Lores	varies	4	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ap	6	—	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	9	—	—	—	—	—	—	0	
Beast Master	Em/Pr	6	—	—	—	—	—	—	0	
Driving	Ag/Qu	4/7	—	—	—	—	—	—	00	
Loading	Em/Re	4/7	—	—	—	—	—	—	00	
Athletic										
Athletic Games	St/Ag/Qu	1/4	—	—	1	—	—	—	00	
Distance Running	Co	2/6	—	—	1	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	1	—	—	—	00	
Rappelling	Ag	3/9	—	—	1	—	—	—	00	
Skating	Ag/SD	2/6	—	—	1	—	—	—	00	
Sprinting	Qu	2/6	—	—	1	—	—	—	00	
Surfing	Ag/SD	2/6	—	—	1	—	—	—	00	
Combat										
Brawling	Re/In	5	—	—	2	—	—	—	0	
Disarm, Armed	Ag	4	—	—	2	—	—	—	0	
Disarm, Unarmed	Ag	5	—	—	2	—	—	—	0	
Grappling Hook	Ag	2/5	—	—	2	—	—	—	00	
Jai	Qu/Ag	2/6	—	—	2	—	—	—	00	
Lancing	St/Ag	3/6	—	—	2	—	—	—	00	
Missile Artillery	In/Ag	2/5	—	—	2	—	—	—	00	
Reverse Stroke	Ag/Re	3/7	—	—	2	—	—	—	00	
Stunned Maneuv.	SD	2/7	—	—	2	—	—	—	00	
Tumbling Attack	Ag/St	3/5	—	—	2	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/4	—	—	2	—	—	—	00	
2 Weapon Combo	St	v	—	—	2	—	—	—	00	
Yodo	Qu/Ag	4	—	—	2	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00	
Body Damage St.	SD/Em	1/4	—	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	—	00	
Dowsing	Em	2/4	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	1/4	—	—	—	—	—	—	00	
Death	SD/Pr	2/4	—	—	—	—	—	—	00	
Healing	SD/Em	2/4	—	—	—	—	—	—	00	
Ki	SD/Pr	2/4	—	—	—	—	—	—	00	
Sleep	SD/In	2/4	—	—	—	—	—	—	00	
Trance	Pr/SD	2/4	—	—	—	—	—	—	00	
Mnemonics	Me/SD	2/5	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	4	—	—	1	—	—	—	0	
Use/Rem. Poison	Ag/In	2/5	—	—	1	—	—	—	00	
Evaluation										
Appraisal	Re/Me	1/4	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	1/4	—	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	1/4	—	—	—	—	—	—	00	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/4	—	—	—	—	—	—	00	
Gimmickry	Re	2/7	—	—	—	—	—	—	00	
Horticulture	In/Em	1/2	—	—	—	—	—	—	00	
Painting	In/Ag	1/4	—	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/5	—	—	—	—	—	—	00	
Skinning	Ag/In	1/3	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/7	—	—	1	—	—	—	00	
Jumping	St/Ag	3/6	—	—	1	—	—	—	00	
Pole Vaulting	St/Ag	2/6	—	—	1	—	—	—	00	
Stilt Walking	St/Ag	3/6	—	—	1	—	—	—	00	
Tightrope Walk.	Ag/SD	2/6	—	—	1	—	—	—	00	
Linguistic										
Lip Reading	In/Re	2/6	—	—	—	—	—	—	00	
Mimicry	In/SD	2/6	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	3/6	—	—	1	—	—	—	00	
Divination	In/Em	3/5	—	—	1	—	—	—	00	
Magical Language	none	4/	—	—	1	—	—	—	00	
Magical Rituals	Re/Me	4	—	—	1	—	—	—	0	
Power Perception	Em	2/5	—	—	1	—	—	—	00	
Power Pt. Dev.	varies	4	—	—	1	—	—	—	0	
Power Projection	varies	3/6	—	—	1	—	—	—	00	
Symbol Lore	Me/Re	3/6	—	—	1	—	—	—	00	
Targeting Skill	In	3/6	—	—	1	—	—	—	00	
Transcend Armor	varies	3/7	—	—	1	—	—	—	00	
Warding Lore	Me/Re	2/4	—	—	1	—	—	—	00	
Medical										
Diagnostics	In/Re	1/4	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	3/6	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	2/6	—	—	—	—	—	—	00	
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	00	
Surgery	SD/Em/In	3/6	—	—	—	—	—	—	00	
Perception										
Detect Traps	In	1/3	—	—	—	—	—	—	00	
Direction Sense	In/Re	1/2	—	—	—	—	—	—	00	
Lie Perception	In/Re	3/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	1/4	—	—	—	—	—	—	00	
Poison Percep.	In/Re	3	—	—	—	—	—	—	0	
Read Tracks	In/Re	1/3	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	1/3	—	—	—	—	—	—	00	
Sense Reality Wp.	In/Em	3/6	—	—	—	—	—	—	00	
Surveillance	In/SD	2/6	—	—	—	—	—	—	00	
Time Sense	In/Me	1/3	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/6	—	—	1	—	—	—	00	
Duping	Pr	2/6	—	—	1	—	—	—	00	
Interrogation	Ag/Re	2/6	—	—	1	—	—	—	00	
Leadership	Pr/Re	2/6	—	—	1	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	1/5	—	—	—	—	—	—	00	
Disguise	Pr/SD	2/6	—	—	—	—	—	—	00	
Hide Item	Re/In	1/5	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	2/5	—	—	—	—	—	—	00	
Set Traps	Re/Ag	4	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	2/4	—	—	—	—	—	—	00	
Region Lore	Re/Me	1/3	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	3/8	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total	
				Skill	Level	Stat	Special			
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	1	—	—	—	00	
Physics	Me/Re	3/7	—	—	1	—	—	—	00	
Poison Lore	Me/Re	1/3	—	—	1	—	—	—	00	
Racial History	Me/Re	1/4	—	—	1	—	—	—	00	
Sanity Heal. Lore	Me/Em	2/5	—	—	1	—	—	—	00	
Siege Engineer	Re/In	1/4	—	—	1	—	—	—	00	
Stone Lore	Me/Re	2/4	—	—	1	—	—	—	00	
Tactics	In/Re	1/4	—	—	1	—	—	—	00	
Trading Lore	Me/Re	2/6	—	—	1	—	—	—	00	
Xeno-Lores	varies	4/7	—	—	1	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2	—	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0	
Beast Master	Em/Pr	5	—	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	3	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	—	0	
Rappelling	Ag	7	—	—	—	—	—	—	0	
Skating	Ag/SD	3/7	—	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	3/7	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	18	—	—	1	—	—	—	0	
Disarm, Armed	Ag	6	—	—	1	—	—	—	0	
Disarm, Unarmed	Ag	9	—	—	1	—	—	—	0	
Grappling Hook	Ag	2/6	—	—	1	—	—	—	00	
Jai	Qu/Ag	15	—	—	1	—	—	—	0	
Lancing	St/Ag	18	—	—	1	—	—	—	0	
Missile Artillery	In/Ag	3/6	—	—	1	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	1	—	—	—	0	
Stunned Maneuv.	SD	5	—	—	1	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	1	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	1	—	—	—	0	
2 Weapon Combo	St	v	—	—	1	—	—	—	0	
Yado	Qu/Ag	6	—	—	1	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	—	—	—	—	0	
Body Damage St.	SD/Em	2/5	—	—	—	—	—	—	00	
Control Lycan.	SD	2/4	—	—	—	—	—	—	00	
Dowsing	Em	2/5	—	—	—	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/4	—	—	—	—	—	—	00	
Death	SD/Pr	1/2	—	—	—	—	—	—	00	
Healing	SD/Em	3/7	—	—	—	—	—	—	00	
Ki	SD/Pr	2/5	—	—	—	—	—	—	00	
Sleep	SD/In	1/4	—	—	—	—	—	—	00	
Trance	Pr/SD	2/4	—	—	—	—	—	—	00	
Mnemonics	Me/SD	1/4	—	—	—	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	—	00	
Deadly										
Silent Kill	Ag	5	—	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	1/4	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	2	—	—	—	—	—	—	0	
Armor Evaluation	In/Re	3	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	2	—	—	—	—	—	—	0	
Stone Evaluation	In/Re	3	—	—	—	—	—	—	0	
Weap. Evaluation	In/Re	3	—	—	—	—	—	—	0	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/5	—	—	—	—	—	—	00	
Gimmickry	Re	3	—	—	—	—	—	—	0	
Horticulture	In/Em	2/6	—	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/5	—	—	—	—	—	—	00	
Skinning	Ag/In	1/4	—	—	—	—	—	—	00	
Tactical Games	Re/Me	2/6	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/5	—	—	—	—	—	—	00	
Jumping	St/Ag	4	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	5	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	—	00	
Mimicry	In/SD	2/4	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/6	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/7	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Divination	In/Em	1/5	—	—	2	—	—	—	00	
Magical Language	none	2/*	—	—	2	—	—	—	00	
	none	2/*	—	—	2	—	—	—	00	
Magical Rituals	Re/Me	2/4	—	—	2	—	—	—	00	
Power Perception	Em	1/4	—	—	2	—	—	—	00	
Power Pt. Dev.	varies	3	—	—	2	—	—	—	0	
Power Projection	varies	2/5	—	—	2	—	—	—	00	
Symbol Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Targeting Skill	In	3/5	—	—	2	—	—	—	00	
Transcend Armor	varies	6	—	—	2	—	—	—	0	
Warding Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Medical										
Diagnostics	In/Re	2/4	—	—	3	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	3	—	—	—	00	
Hypnosis	Pr/SD	2/5	—	—	3	—	—	—	00	
Midwifery	Em/Me/In	7	—	—	3	—	—	—	0	
Second Aid	SD/Em/In	5	—	—	3	—	—	—	0	
Surgery	SD/Em/In	5	—	—	3	—	—	—	0	
Perception										
Detect Traps	In	3	—	—	—	—	—	—	0	
Direction Sense	In/Re	2/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	2/4	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	—	00	
Poison Percep.	In/Re	1/5	—	—	—	—	—	—	00	
Read Tracks	In/Re	3/8	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	—	0	
Sense Reality Wp.	In/Em	2/5	—	—	—	—	—	—	00	
Surveillance	In/SD	2/6	—	—	—	—	—	—	00	
Time Sense	In/Me	1/3	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/6	—	—	—	—	—	—	00	
Duping	Pr	2/5	—	—	—	—	—	—	00	
Interrogation	Ag/Re	2/5	—	—	—	—	—	—	00	
Leadership	Pr/Re	2/6	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	—	00	
Camouflage	Re/In	6	—	—	1	—	—	—	0	
Disguise	Pr/SD	2/7	—	—	1	—	—	—	00	
Hide Item	Re/In	6	—	—	1	—	—	—	0	
Mimery	Ag/SD	2/7	—	—	1	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	1	—	—	—	0	
Set Traps	Re/Ag	7	—	—	1	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	2/5	—	—	—	—	—	—	00	

12																				
Skill	Stats	Cost	Skill Rank	BONUSES				Skill	Stats	Cost	Skill Rank	BONUSES								
				Skill	Level	Stat	Special	Total				Skill	Level	Stat	Special	Total				
Primary Skills																				
Adr.Mv., Balance	Pr/SD	2/7	—	—	—	—	—	00	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 3/9, 4, 6, 6, 6, 9								—	—	—	00
Adr.Mv., Landing	Pr/SD	2/7	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00			
Adr.Mv., Leaping	Pr/SD	2/7	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00			
Adr.Mv., Speed	Pr/SD	2/7	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00			
Adr.Mv., Strength	Pr/SD	2/7	—	—	—	—	—	00	—	—	—	—	—	—	—	—	00			
Adrenal Defense	none	15	—	—	—	—	—	0	—	—	—	—	—	—	—	—	00			
Ambush	none	4	—	—	—	—	—	0	—	—	—	—	—	—	—	—	00			
Body Develop.	Co	3/8	—	—	1	—	—	00	Mystic Escapes ☐ — — — Appraisals ☐ — — — Beguiling Ways ☐ — — — Lesser Illusions ☐ — — — Disguise Mastery ☐ — — — Delving ☐ — — — Damage Resistance ☐ — — — Cloaking ☐ — — — Brilliance ☐ — — — Anticipations ☐ — — — Attack Avoidance ☐ — — — Detections ☐ — — — Illusions ☐ — — — Self Healing ☐ — — — Spell Resistance ☐ — — — ☐ — — — ☐ — — — ☐ — — —											
Channeling	In	13	—	—	—	—	—	0												
Climbing	Ag	3/9	—	—	—	—	—	00												
Directed Spells	Ag	10	—	—	—	—	—	0												
Disarm Traps	In/Ag	2/6	—	—	3	—	—	00												
Perception (Gen.)	In/Re	2/4	—	—	1	—	—	00												
Linguistics	none	3/*	—	—	1	—	—	00												
M.A. Strikes	St/St/Ag	3	—	—	1	—	—	0												
M.A. Sw. & Th.	Ag/Ag/St	3	—	—	1	—	—	0												
Mn. in Armor, SL	Ag	2/*	—	—	1	—	—	00												
Mn. in Armor, RL	Ag	3/*	—	—	1	—	—	00												
Mn. in Armor, Ch	Ag	4/*	—	—	1	—	—	00												
Mn. in Armor, PI	Ag	5/*	—	—	1	—	—	00												
Pick Locks	In/Re/Ag	2/6	—	—	3	—	—	00												
Riding	Em/Ag	2/6	—	—	—	—	—	00												
Runes	Em/In	5	—	—	—	—	—	0												
Spell List Acquis.	varies	4/*	—	—	—	—	—	00												
Stalk & Hide	Ag/SD	2/5	—	—	3	—	—	00												
Staves & Wands	Em/In	6	—	—	—	—	—	0												
Swimming	Ag	2/5	—	—	—	—	—	00												
Character Law Secondary Skills																				
Acrobatics	Ag/Qu	2/6	—	—	—	—	—	00	Public Speaking	Em/Pr	2/4	—	—	—	1	—	00			
Acting	Pr/Ag/Em	1/2	—	—	—	3	—	00	Rope Mastery	Me/Ag	1/5	—	—	—	—	—	00			
Animal Healing	Em/Re	2/5	—	—	—	—	—	00	Rowing	St/SD	2/5	—	—	—	—	—	00			
Caving	SD/Re	2/4	—	—	—	—	—	00	Sailing	Em/In	2/6	—	—	—	—	—	00			
Contortions	Ag/SD	2/5	—	—	—	—	—	00	Seduction	Em/Pr/Ag	1/4	—	—	—	2	—	00			
Cookery	In/Re	2/5	—	—	—	—	—	00	Signaling	Me/SD	1/4	—	—	—	1	—	00			
Dance	Ag/In	1/3	—	—	—	—	—	00	Singing	Pr/In	2/6	—	—	—	1	—	00			
Diving	SD/Ag	2/5	—	—	—	—	—	00	Skiing	Ag/SD	2/7	—	—	—	—	—	00			
Falsification	SD/Re	2/4	—	—	—	3	—	00	Smithing	St/Ag	2/7	—	—	—	—	—	00			
First Aid	SD/Em	2/6	—	—	—	—	—	00	Spell Mastery	varies	3/5	—	—	—	—	—	00			
Fletching	Ag/SD	2/4	—	—	—	—	—	00	Star-Gazing	In/Me	2/6	—	—	—	—	—	00			
Foraging	In/Me	2/5	—	—	—	—	—	00	Stone Crafts	SD/Ag	3/7	—	—	—	—	—	00			
Frenzy	Em/SD	2/6	—	—	—	—	—	00	Subduing	Ag/Qu	5	—	—	—	1	—	0			
Gambling	Me/Pr	2/6	—	—	—	2	—	00	Tracking	In/Re	1/4	—	—	—	1	—	00			
Herding	Em/Pr	1/4	—	—	—	—	—	00	Trading	Re/Me	2/4	—	—	—	1	—	00			
Leather-working	Ag/Re	2/4	—	—	—	—	—	00	Trap-Building	Re/Em	1/3	—	—	—	—	—	00			
Mathematics	Re/Me	3/6	—	—	—	—	—	00	Trickery	Pr/Qu	1/3	—	—	—	3	—	00			
Meditation	Pr/SD	3/6	—	—	—	—	—	00	Tumbling	Ag/SD	2/5	—	—	—	—	—	00			
Music	Ag/Em	2/6	—	—	—	1	—	00	Weather-Watching	In/Em	3/7	—	—	—	—	—	00			
Rolemaster Companion Secondary Skills																				
Academic																				
Administration	Re/Pr	2/6	—	—	—	—	—	00	Fauna Lore	Me/Re	2	—	—	—	—	—	0			
Advanced Math	Re/Me	4/7	—	—	—	—	—	00	Flora Lore	Me/Re	2	—	—	—	—	—	0			
Alchemy	Re/Me	3/5	—	—	—	—	—	00	Heraldry	Re/Me	2/5	—	—	—	—	—	00			
Anthropology	In/Em	3	—	—	—	—	—	0	Herb Lore	Me/Re	2/6	—	—	—	—	—	00			
Architecture	Re/Em	2/5	—	—	—	—	—	00	Lock Lore	Me/Re	1/3	—	—	—	—	—	00			
Astronomy	Em/Re	3/7	—	—	—	—	—	00	Mapping	Re/Me	6	—	—	—	—	—	0			
Basic Mathematics	Re/Me	3/6	—	—	—	—	—	00	Mechanition	Ag/Re	2/5	—	—	—	—	—	00			
Biochemistry	In/Re	5	—	—	—	—	—	0	Metal Lore	Me/Re	2/5	—	—	—	—	—	00			
Boat Pilot	Me/Ag	2/6	—	—	—	—	—	00	Military Org.	Pr/Re	1/4	—	—	—	—	—	00			
Demon/Devil Lore	Me/Re	4	—	—	—	—	—	0	Mining	Re/In	2/4	—	—	—	—	—	00			
Drafting	Re/Me	2/5	—	—	—	—	—	00	Navigation	Re/In	2/5	—	—	—	—	—	00			
Dragon Lore	Me/Re	2	—	—	—	—	—	0	Planetology	Em/Re	6	—	—	—	—	—	0			
Engineering	In/Re	2/5	—	—	—	—	—	00	Phil./Relig. Doct.	Me/In/Re	2	—	—	—	—	—	0			
Faerie Lore	Me/Re	4	—	—	—	—	—	0	Physics	Me/Re	4/7	—	—	—	—	—	00			
Montebanc Skill Sheet #1																				
Poison Lore Me/Re 1/4 — — — — — — — 00																				
Racial History Me/Re 3 — — — — — — — 0																				
Sanity Heal. Lore Me/Em 6 — — — — — — — 0																				

Skill	Stats	Cost	Skill Rank	BONUSES					
				Skill	Level	Stat	Special	Total	
Siege Engineer	Re/In	1/4	—	—	—	—	—	00	
Stone Lore	Me/Re	2/5	—	—	—	—	—	00	
Tactics	In/Re	1/3	—	—	—	—	—	00	
Trading Lore	Me/Re	2/7	—	—	—	—	—	00	
Xeno-Lores	varies	6	—	—	—	—	—	0	
Animal									
Animal Handling	Em/Pr/Ap	1/4	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	3/6	—	—	—	—	—	00	
Beast Master	Em/Pr	4	—	—	—	—	—	0	
Driving	Ag/Qu	1/5	—	—	—	—	—	00	
Loading	Em/Re	1/5	—	—	—	—	—	00	
Athletic									
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	00	
Distance Running	Co	2/6	—	—	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	—	—	—	00	
Rappelling	Ag	3/9	—	—	—	—	—	00	
Skating	Ag/SD	2/7	—	—	—	—	—	00	
Sprinting	Qu	2/6	—	—	—	—	—	00	
Surfing	Ag/SD	2/7	—	—	—	—	—	00	
Combat									
Brawling	Re/In	5	—	—	1	—	—	0	
Disarm, Armed	Ag	5	—	—	1	—	—	0	
Disarm, Unarmed	Ag	5	—	—	1	—	—	0	
Grappling Hook	Ag	2/5	—	—	1	—	—	00	
Jai	Qu/Ag	3/5	—	—	1	—	—	00	
Lancing	St/Ag	3/6	—	—	1	—	—	00	
Missile Artillery	In/Ag	2/5	—	—	1	—	—	00	
Reverse Stroke	Ag/Re	5	—	—	1	—	—	0	
Stunned Maneuv.	SD	2/7	—	—	1	—	—	00	
Tumbling Attack	Ag/St	2/6	—	—	1	—	—	00	
Tumbling Evasion	Ag/Qu	2/5	—	—	1	—	—	00	
2 Weapon Combo	St	v	—	—	1	—	—	00	
Yado	Qu/Ag	5	—	—	1	—	—	0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	
Body Damage St.	SD/Em	3/7	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	00	
Dowsing	Em	3/6	—	—	—	—	—	00	
Meditation									
Cleansing	SD/Em	3/7	—	—	—	—	—	00	
Death	SD/Pr	4	—	—	—	—	—	0	
Healing	SD/Em	3/6	—	—	—	—	—	00	
Ki	SD/Pr	3/7	—	—	—	—	—	00	
Sleep	SD/In	3/6	—	—	—	—	—	00	
Trance	Pr/SD	3/6	—	—	—	—	—	00	
Mnemonics	Me/SD	2/7	—	—	—	—	—	00	
Spacial Loc. Aw.	In	5	—	—	—	—	—	0	
Deadly									
Silent Kill	Ag	1/4	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/4	—	—	—	—	—	00	
Evaluation									
Appraisal	Re/Me	2/4	—	—	—	—	—	00	
Armor Evaluation	In/Re	1/3	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/5	—	—	—	—	—	00	
Weap. Evaluation	In/Re	1/3	—	—	—	—	—	00	
	In/Re	1/3	—	—	—	—	—	00	
General									
Advertising	In/Re	2/4	—	—	—	—	—	00	
Crafting	Ag/SD	2/4	—	—	—	—	—	00	
Gimmickry	Re	2/6	—	—	—	—	—	00	
Horticulture	In/Em	6	—	—	—	—	—	0	
Painting	In/Ag	2/6	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	00	
Play Instrument #3	Ag/Me	3	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	00	
Skinning	Ag/In	1/5	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	00	
Gymnastic									
Juggling	Ag/In	1/5	—	—	—	—	—	00	
Jumping	St/Ag	3/6	—	—	—	—	—	00	
Pole Vaulting	St/Ag	3/6	—	—	—	—	—	00	
Stilt Walking	St/Ag	3/6	—	—	—	—	—	00	
Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	00	
Linguistic									
Lip Reading	In/Re	2/5	—	—	1	—	—	00	
Mimicry	In/SD	1/5	—	—	1	—	—	00	
Poetic Improv.	In/Re	2/5	—	—	1	—	—	00	
Propaganda	In/Em	2/4	—	—	1	—	—	00	
Tale Telling	Pr	2/5	—	—	1	—	—	00	
Ventriloquism	SD/In	2/5	—	—	1	—	—	00	
Magical									
Circle Lore	Me/Re	3/6	—	—	—	—	—	00	
Divination	In/Em	3/5	—	—	—	—	—	00	
Magical Language	none	4/*	—	—	—	—	—	00	
Magical Rituals	Re/Me	4	—	—	—	—	—	0	
Power Perception	Em	2/5	—	—	—	—	—	00	
Power Pt. Dev.	varies	4	—	—	—	—	—	0	
Power Projection	varies	3/6	—	—	—	—	—	00	
Symbol Lore	Me/Re	2/4	—	—	—	—	—	00	
Targeting Skill	In	3/6	—	—	—	—	—	00	
Transcend Armor	varies	3/9	—	—	—	—	—	00	
Warding Lore	Me/Re	3/6	—	—	—	—	—	00	
Medical									
Diagnostics	In/Re	3	—	—	—	—	—	0	
Drug Tolerance	Co/SD	2/6	—	—	—	—	—	00	
Hypnosis	Pr/SD	4	—	—	—	—	—	0	
Midwifery	Em/Me/In	4	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	00	
Surgery	SD/Em/In	7	—	—	—	—	—	0	
Perception									
Detect Traps	In	1/3	—	—	1	—	—	00	
Direction Sense	In/Re	1/4	—	—	1	—	—	00	
Lie Perception	In/Re	2/5	—	—	1	—	—	00	
Loc. Secret Open.	In/Re	1/4	—	—	1	—	—	00	
Poison Percep.	In/Re	1/4	—	—	1	—	—	00	
Read Tracks	In/Re	1/4	—	—	1	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	00	
Sense Reality Wp.	In/Em	5	—	—	1	—	—	0	
Surveillance	In/SD	1/4	—	—	1	—	—	00	
Time Sense	In/Me	2/4	—	—	1	—	—	00	
Social									
Diplomacy	Pr/In	1/4	—	—	2	—	—	00	
Duping	Pr	1/4	—	—	2	—	—	00	
Interrogation	Ag/Re	1/4	—	—	2	—	—	00	
Leadership	Pr/Re	1/4	—	—	2	—	—	00	
Subterfuge									
Begging	Pr/Em/Ap	2/4	—	—	3	—	—	00	
Bribery	Pr/Re/Ap	2/4	—	—	3	—	—	00	
Camouflage	Re/In	1/3	—	—	3	—	—	00	
Disguise	Pr/SD	1/3	—	—	3	—	—	00	
Hide Item	Re/In	1/3	—	—	3	—	—	00	
Mimery	Ag/SD	1/3	—	—	3	—	—	00	
Pick Pockets	Ag/In	1/3	—	—	3	—	—	00	
Set Traps	Re/Ag	2/5	—	—	3	—	—	00	
Survival									
Hostile Environ.	Ag/SD	1/4	—	—	—	—	—	00	
Region Lore	Re/Me	2/5	—	—	—	—	—	00	
Scrounge	In/Re	1/3	—	—	—	—	—	00	
Streetwise	Pr/In	1/3	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES					Total	
				Skill	Level	Stat	Special	Total		
Planetology	Em/Re	6	—	—	—	—	—	—	0	
Phil./Relig. Doct.	Me/In/Re	1/2	—	—	—	—	—	—	0	
Physics	Me/Re	5	—	—	—	—	—	—	0	
Poison Lore	Me/Re	1/4	—	—	—	—	—	—	0	
Racial History	Me/Re	2/5	—	—	—	—	—	—	0	
Sanity Heal. Lore	Me/Em	2	—	—	—	—	—	—	0	
Siege Engineer	Re/In	2/6	—	—	—	—	—	—	0	
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	0	
Tactics	In/Re	2/6	—	—	—	—	—	—	0	
Trading Lore	Me/Re	2/6	—	—	—	—	—	—	0	
Xeno-Lores	varies	6	—	—	—	—	—	—	0	
Animal										
Animal Handling	Em/Pr/Ap	2/7	—	—	—	—	—	—	0	
Animal Training	Em/Pr/Ap	3	—	—	—	—	—	—	0	
Beast Master	Em/Pr	3/5	—	—	—	—	—	—	0	
Driving	Ag/Qu	2/7	—	—	—	—	—	—	0	
Loading	Em/Re	2/6	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	3/6	—	—	1	—	—	—	0	
Distance Running	Co	1/2	—	—	1	—	—	—	0	
Flying/Gliding	Ag	2/5	—	—	1	—	—	—	0	
Rappelling	Ag	3/7	—	—	1	—	—	—	0	
Skating	Ag/SD	1/3	—	—	1	—	—	—	0	
Sprinting	Qu	1/3	—	—	1	—	—	—	0	
Surfing	Ag/SD	1/4	—	—	1	—	—	—	0	
Combat										
Brawling	Re/In	5	—	—	1	—	—	—	0	
Disarm, Armed	Ag	5	—	—	1	—	—	—	0	
Disarm, Unarmed	Ag	4	—	—	1	—	—	—	0	
Grappling Hook	Ag	3	—	—	1	—	—	—	0	
Jai	Qu/Ag	2/5	—	—	1	—	—	—	0	
Lancing	St/Ag	12	—	—	1	—	—	—	0	
Missile Artillery	In/Ag	3/7	—	—	1	—	—	—	0	
Reverse Stroke	Ag/Re	3/9	—	—	1	—	—	—	0	
Stunned Maneuv.	SD	2/5	—	—	1	—	—	—	0	
Tumbling Attack	Ag/St	2/5	—	—	1	—	—	—	0	
Tumbling Evasion	Ag/Qu	2/5	—	—	1	—	—	—	0	
2 Weapon Combo	St	v	—	—	1	—	—	—	0	
Yado	Qu/Ag	4	—	—	1	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	1/4	—	—	1	—	—	—	0	
Body Damage St.	SD/Em	2/6	—	—	1	—	—	—	0	
Control Lycan.	SD	1/3	—	—	1	—	—	—	0	
Dowsing	Em	2/7	—	—	1	—	—	—	0	
Meditation										
Cleansing	SD/Em	1/3	—	—	1	—	—	—	0	
Death	SD/Pr	2/6	—	—	1	—	—	—	0	
Healing	SD/Em	1/4	—	—	1	—	—	—	0	
Ki	SD/Pr	3/7	—	—	1	—	—	—	0	
Sleep	SD/In	3/6	—	—	1	—	—	—	0	
Trance	Pr/SD	3/6	—	—	1	—	—	—	0	
Mnemonics	Me/SD	2/6	—	—	1	—	—	—	0	
Spacial Loc. Aw.	In	3/7	—	—	1	—	—	—	0	
Deadly										
Silent Kill	Ag	5	—	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	3	—	—	—	—	—	—	0	
Evaluation										
Appraisal	Re/Me	2/5	—	—	—	—	—	—	0	
Armor Evaluation	In/Re	6	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	0	
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	0	
Weap. Evaluation	In/Re	3	—	—	—	—	—	—	0	
General										
Advertising	In/Re	1/4	—	—	—	—	—	—	0	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	0	
Gimmickry	Re	3	—	—	—	—	—	—	0	
Horticulture	In/Em	2/6	—	—	—	—	—	—	0	
Painting	In/Ag	4	—	—	—	—	—	—	0	
Play Instrument #1	Ag/Me	2/6	—	—	—	—	—	—	0	
Play Instrument #2	Ag/Me	3/7	—	—	—	—	—	—	0	
Play Instrument #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	4	—	—	—	—	—	—	0	
Skinning	Ag/In	4	—	—	—	—	—	—	0	
Tactical Games	Re/Me	2/4	—	—	—	—	—	—	0	
Gymnastic										
Juggling	Ag/In	2/5	—	—	1	—	—	—	0	
Jumping	St/Ag	1/4	—	—	1	—	—	—	0	
Pole Vaulting	St/Ag	2/5	—	—	1	—	—	—	0	
Stilt Walking	St/Ag	2/5	—	—	1	—	—	—	0	
Tightrope Walk.	Ag/SD	1/5	—	—	1	—	—	—	0	
Linguistic										
Lip Reading	In/Re	3/5	—	—	1	—	—	—	0	
Mimicry	In/SD	2/6	—	—	1	—	—	—	0	
Poetic Improv.	In/Re	1/4	—	—	1	—	—	—	0	
Propaganda	In/Em	3/6	—	—	1	—	—	—	0	
Tale Telling	Pr	2/5	—	—	1	—	—	—	0	
Ventriloquism	SD/In	3/7	—	—	1	—	—	—	0	
Magical										
Circle Lore	Me/Re	3/8	—	—	2	—	—	—	0	
Divination	In/Em	3/5	—	—	2	—	—	—	0	
Magical Language	none	4/*	—	—	2	—	—	—	0	
Magical Rituals	Re/Me	4	—	—	2	—	—	—	0	
Power Perception	Em	2/5	—	—	2	—	—	—	0	
Power Pt. Dev.	varies	4	—	—	2	—	—	—	0	
Power Projection	varies	2/5	—	—	2	—	—	—	0	
Symbol Lore	Me/Re	3/6	—	—	2	—	—	—	0	
Targeting Skill	In	2/5	—	—	2	—	—	—	0	
Transcend Armor	varies	4/6	—	—	2	—	—	—	0	
Warding Lore	Me/Re	3/6	—	—	2	—	—	—	0	
Medical										
Diagnostics	In/Re	2/5	—	—	—	—	—	—	0	
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	—	0	
Hypnosis	Pr/SD	2/5	—	—	—	—	—	—	0	
Midwifery	Em/Me/In	2/6	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	2/5	—	—	—	—	—	—	0	
Surgery	SD/Em/In	3/6	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	3/7	—	—	—	—	—	—	0	
Direction Sense	In/Re	1/4	—	—	—	—	—	—	0	
Lie Perception	In/Re	1/3	—	—	—	—	—	—	0	
Loc. Secret Open.	In/Re	2/5	—	—	—	—	—	—	0	
Poison Percep.	In/Re	3	—	—	—	—	—	—	0	
Read Tracks	In/Re	3/6	—	—	—	—	—	—	0	
Sense Amb./Ass.	In/Re	1/5	—	—	—	—	—	—	0	
Sense Reality Wp.	In/Em	3/6	—	—	—	—	—	—	0	
Surveillance	In/SD	2/6	—	—	—	—	—	—	0	
Time Sense	In/Me	2/4	—	—	—	—	—	—	0	
Social										
Diplomacy	Pr/In	2/6	—	—	1	—	—	—	0	
Duping	Pr	3/5	—	—	1	—	—	—	0	
Interrogation	Ag/Re	3/6	—	—	1	—	—	—	0	
Leadership	Pr/Re	2/6	—	—	1	—	—	—	0	
Subterfuge										
Begging	Pr/Em/Ap	1/4	—	—	—	—	—	—	0	
Bribery	Pr/Re/Ap	3/6	—	—	—	—	—	—	0	
Camouflage	Re/In	2/6	—	—	—	—	—	—	0	
Disguise	Pr/SD	2/6	—	—	—	—	—	—	0	
Hide Item	Re/In	3	—	—	—	—	—	—	0	
Mimery	Ag/SD	2/7	—	—	—	—	—	—	0	
Pick Pockets	Ag/In	2/5	—	—	—	—	—	—	0	
Set Traps	Re/Ag	6	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3/5	—	—	—	—	—	—	0	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	0	
Scrounge	In/Re	2/6	—	—	—	—	—	—	0	
Streetwise	Pr/In	1/4	—	—	—	—	—	—	0	

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Siege Engineer	Re/In	2/4	—	—	—	—	—	00	Sculpting	In/Ag	2/6	—	—	—	—	—	00
Stone Lore	Me/Re	2/4	—	—	—	—	—	00	Skinning	Ag/In	2/5	—	—	—	—	—	00
Tactics	In/Re	2/4	—	—	—	—	—	00	Tactical Games	Re/Me	2/4	—	—	—	—	—	00
Trading Lore	Me/Re	1/4	—	—	—	—	—	00	Gymnastic								
Xeno-Lores	varies	3/5	—	—	—	—	—	00	Juggling	Ag/In	1/5	—	—	—	—	—	00
Animal									Jumping	St/Ag	3/6	—	—	—	—	—	00
Animal Handling	Em/Pr/Ap	1/5	—	—	—	—	—	00	Pole Vaulting	St/Ag	3/6	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	00	Stilt Walking	St/Ag	3/6	—	—	—	—	—	00
Beast Master	Em/Pr	4	—	—	—	—	—	0	Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	00
Driving	Ag/Qu	2/7	—	—	—	—	—	00	Linguistic								
Loading	Em/Re	2/7	—	—	—	—	—	00	Lip Reading	In/Re	1/4	—	—	—	—	—	00
Athletic									Mimicry	In/SD	1/5	—	—	—	—	—	00
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	00	Poetic Improv.	In/Re	1/2	—	—	—	—	—	00
Distance Running	Co	2/6	—	—	—	—	—	00	Propaganda	In/Em	1/5	—	—	—	—	—	00
Flying/Gliding	Ag	2/6	—	—	—	—	—	00	Tale Telling	Pr	1/3	—	—	—	—	—	00
Rappelling	Ag	3/9	—	—	—	—	—	00	Ventriloquism	SD/In	2/5	—	—	—	—	—	00
Skating	Ag/SD	2/7	—	—	—	—	—	00	Magical								
Sprinting	Qu	2/6	—	—	—	—	—	00	Circle Lore	Me/Re	3/6	—	—	—	—	—	00
Surfing	Ag/SD	2/7	—	—	—	—	—	00	Divination	In/Em	3/5	—	—	—	—	—	00
Combat									Magical Language	none	4/*	—	—	—	—	—	00
Brawling	Re/In	5	—	—	1	—	—	0	Magical Rituals	Re/Me	4	—	—	—	—	—	0
Disarm, Armed	Ag	5	—	—	1	—	—	0	Power Perception	Em	2/5	—	—	—	—	—	00
Disarm, Unarmed	Ag	5	—	—	1	—	—	0	Power Pt. Dev.	varies	4	—	—	—	—	—	0
Grappling Hook	Ag	2/5	—	—	1	—	—	00	Power Projection	varies	3/6	—	—	—	—	—	00
Iai	Qu/Ag	3/5	—	—	1	—	—	00	Symbol Lore	Me/Re	2/4	—	—	—	—	—	00
Lancing	St/Ag	3/6	—	—	1	—	—	00	Targeting Skill	In	3/6	—	—	—	—	—	00
Missile Artillery	In/Ag	2/5	—	—	1	—	—	00	Transcend Armor	varies	3/9	—	—	—	—	—	00
Reverse Stroke	Ag/Re	5	—	—	1	—	—	0	Warding Lore	Me/Re	3/6	—	—	—	—	—	00
Stunned Maneuv.	SD	2/7	—	—	1	—	—	00	Medical								
Tumbling Attack	Ag/St	2/6	—	—	1	—	—	00	Diagnostics	In/Re	1/4	—	—	—	—	—	00
Tumbling Evasion	Ag/Qu	2/5	—	—	1	—	—	00	Drug Tolerance	Co/SD	2/5	—	—	—	—	—	00
2 Weapon Combo	St	v	—	—	1	—	—	00	Hypnosis	Pr/SD	2/5	—	—	—	—	—	00
Yado	Qu/Ag	5	—	—	1	—	—	0	Midwifery	Em/Me/In	4	—	—	—	—	—	0
Concentration									Second Aid	SD/Em/In	3/7	—	—	—	—	—	00
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	Surgery	SD/Em/In	6	—	—	—	—	—	0
Body Damage St.	SD/Em	2/5	—	—	—	—	—	00	Perception								
Control Lycan.	SD	2/6	—	—	—	—	—	00	Detect Traps	In	1/4	—	—	—	3	—	00
Dowsing	Em	2/5	—	—	—	—	—	00	Direction Sense	In/Re	1/4	—	—	—	3	—	00
Meditation									Lie Perception	In/Re	1/2	—	—	—	3	—	00
Cleansing	SD/Em	2/6	—	—	—	—	—	00	Loc. Secret Open.	In/Re	1/5	—	—	—	3	—	00
Death	SD/Pr	2/4	—	—	—	—	—	00	Poison Percep.	In/Re	2	—	—	—	3	—	0
Healing	SD/Em	2/4	—	—	—	—	—	00	Read Tracks	In/Re	2/4	—	—	—	3	—	00
Ki	SD/Pr	2/5	—	—	—	—	—	00	Sense Amb./Ass.	In/Re	1/4	—	—	—	3	—	00
Sleep	SD/In	2/4	—	—	—	—	—	00	Sense Reality Wp.	In/Em	3/6	—	—	—	3	—	00
Trance	Pr/SD	2/4	—	—	—	—	—	00	Surveillance	In/SD	2/5	—	—	—	3	—	00
Mnemonics	Me/SD	1/3	—	—	—	—	—	00	Time Sense	In/Me	1/3	—	—	—	3	—	00
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	00	Social								
Deadly									Diplomacy	Pr/In	1/4	—	—	—	3	—	00
Silent Kill	Ag	6	—	—	—	—	—	0	Duping	Pr	1/4	—	—	—	3	—	00
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00	Interrogation	Ag/Re	1/4	—	—	—	3	—	00
Evaluation									Leadership	Pr/Re	1/4	—	—	—	3	—	00
Appraisal	Re/Me	1/3	—	—	—	—	—	00	Subterfuge								
Armor Evaluation	In/Re	2/5	—	—	—	—	—	00	Begging	Pr/Em/Ap	1/5	—	—	—	2	—	00
Metal Evaluation	In/Re	2/4	—	—	—	—	—	00	Bribery	Pr/Re/Ap	1/5	—	—	—	2	—	00
Stone Evaluation	In/Re	2/4	—	—	—	—	—	00	Camouflage	Re/In	2/7	—	—	—	2	—	00
Weap. Evaluation	In/Re	2/5	—	—	—	—	—	00	Disguise	Pr/SD	1/5	—	—	—	2	—	00
General									Hide Item	Re/In	2/7	—	—	—	2	—	00
Advertising	In/Re	1/5	—	—	—	—	—	00	Mimery	Ag/SD	1/5	—	—	—	2	—	00
Crafting	Ag/SD	3/5	—	—	—	—	—	00	Pick Pockets	Ag/In	2/4	—	—	—	2	—	00
Gimmickry	Re	2/5	—	—	—	—	—	00	Set Traps	Re/Ag	4	—	—	—	2	—	0
Horticulture	In/Em	2/6	—	—	—	—	—	00	Survival								
Painting	In/Ag	1/4	—	—	—	—	—	00	Hostile Environ.	Ag/SD	3/6	—	—	—	—	—	00
Play Instrument #1	Ag/Me	1/2	—	—	—	—	—	00	Region Lore	Re/Me	2/6	—	—	—	—	—	00
Play Instrument #2	Ag/Me	1/3	—	—	—	—	—	00	Scrounge	In/Re	2/6	—	—	—	—	—	00
Play Instrument #3	Ag/Me	1/4	—	—	—	—	—	00	Streetwise	Pr/In	1/4	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES					Total	Skill	Stats	Cost	Skill Rank	BONUSES					Total
				Skill	Level	Stat	Special	Total						Skill	Level	Stat	Special	Total	
Primary Skills																			
Adr.Mv., Balance	Pr/SD	2/6	—	—	—	—	—	—	00	Spell List Acquis.	varies	8/*	—	—	—	—	—	—	00
Adr.Mv., Landing	Pr/SD	2/6	—	—	—	—	—	—	00	Stalk & Hide	Ag/SD	2/6	—	—	—	—	—	—	00
Adr.Mv., Leaping	Pr/SD	2/6	—	—	—	—	—	—	00	Staves & Wands	Em/In	4	—	—	—	—	—	—	00
Adr.Mv., Speed	Pr/SD	2/6	—	—	—	—	—	—	00	Swimming	Ag	2/6	—	—	—	—	—	—	00
Adr.Mv., Strength	Pr/SD	2/6	—	—	—	—	—	—	00	Weapon Skills —	St/St/Ag or St/Ag/Ag or St/Ag	—	—	—	—	—	—	—	00
Adrenal Defense	none	15	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Ambush	none	3/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Body Develop.	Co	2/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Channeling	In	4	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Climbing	Ag	3/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Directed Spells	Ag	4	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Disarm Traps	In/Ag	3/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Perception (Gen.)	In/Re	2/6	—	—	—	—	—	—	00	Spell List	☐								00
Linguistics	none	2/*	—	—	—	—	—	—	00	Spell List	☐								00
M.A. Strikes	St/St/Ag	3/6	—	—	—	—	—	—	00	Spell List	☐								00
M.A. Sw. & Th.	Ag/Ag/St	3/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Mn. in Armor, SL	Ag	1/*	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Mn. in Armor, RL	Ag	2/*	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Mn. in Armor, Ch	Ag	3/*	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Mn. in Armor, PI	Ag	4/*	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Pick Locks	In/Re/Ag	3/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Riding	Em/Ag	2/6	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Runes	Em/In	4	—	—	—	—	—	—	00				—	—	—	—	—	—	00
Character Law Secondary Skills																			
Acrobatics	Ag/Qu	—	—	—	—	—	—	—	00	Public Speaking	Em/Pr/Ap	—	—	—	—	—	—	—	00
Acting	Pr/Ap/Em	—	—	—	—	—	—	—	00	Rope Mastery	Me/Ag	—	—	—	—	—	—	—	00
Animal Healing	Em/Re	—	—	—	—	—	—	—	00	Rowing	St/SD	—	—	—	—	—	—	—	00
Caving	SD/Re	—	—	—	—	—	—	—	00	Sailing	Em/In	—	—	—	—	—	—	—	00
Contortions	Ag/SD	—	—	—	—	—	—	—	00	Seduction	Em/Pr/Ap	—	—	—	—	—	—	—	00
Cookery	In/Re	—	—	—	—	—	—	—	00	Signaling	Me/SD	—	—	—	—	—	—	—	00
Dance	Ag/In	—	—	—	—	—	—	—	00	Singing	Pr/In	—	—	—	—	—	—	—	00
Diving	SD/Ag	—	—	—	—	—	—	—	00	Skiing	Ag/SD	—	—	—	—	—	—	—	00
Falsification	SD/Re	—	—	—	—	—	—	—	00	Smithing	St/Ag	—	—	—	—	—	—	—	00
First Aid	SD/Em	—	—	—	—	—	—	—	00	Spell Mastery	varies	—	—	—	—	—	—	—	00
Fletching	Ag/SD	—	—	—	—	—	—	—	00	Star-Gazing	In/Me	—	—	—	—	—	—	—	00
Foraging	In/Me	—	—	—	—	—	—	—	00	Stone Crafts	SD/Ag	—	—	—	—	—	—	—	00
Frenzy	Em/SD	—	—	—	—	—	—	—	00	Subduing	Ag/Qu	—	—	—	—	—	—	—	00
Gambling	Me/Pr	—	—	—	—	—	—	—	00	Tracking	In/Re	—	—	—	—	—	—	—	00
Herding	Em/Pr	—	—	—	—	—	—	—	00	Trading	Re/Me	—	—	—	—	—	—	—	00
Leather-working	Ag/Re	—	—	—	—	—	—	—	00	Trap-Building	Re/Em	—	—	—	—	—	—	—	00
Mathematics	Re/Me	—	—	—	—	—	—	—	00	Trickery	Pr/Qu	—	—	—	—	—	—	—	00
Meditation	Pr/SD	—	—	—	—	—	—	—	00	Tumbling	Ag/SD	—	—	—	—	—	—	—	00
Music	Ag/Em	—	—	—	—	—	—	—	00	Weather-Watching	In/Em	—	—	—	—	—	—	—	00
										Wood Crafts	Ag/Em	—	—	—	—	—	—	—	00
Rolemaster Companion Secondary Skills																			
Academic																			
Administration	Re/Pr	—	—	—	—	—	—	—	00	Herb Lore	Me/Re	—	—	—	—	—	—	—	00
Advanced Math	Re/Me	—	—	—	—	—	—	—	00	Lock Lore	Me/Re	—	—	—	—	—	—	—	00
Alchemy	Re/Me	—	—	—	—	—	—	—	00	Mapping	Re/Me	—	—	—	—	—	—	—	00
Anthropology	In/Em	—	—	—	—	—	—	—	00	Mechanition	Ag/Re	—	—	—	—	—	—	—	00
Architecture	Re/Em	—	—	—	—	—	—	—	00	Metal Lore	Me/Re	—	—	—	—	—	—	—	00
Astronomy	Em/Re	—	—	—	—	—	—	—	00	Military Org.	Pr/Re	—	—	—	—	—	—	—	00
Basic Mathematics	Re/Me	—	—	—	—	—	—	—	00	Mining	Re/In	—	—	—	—	—	—	—	00
Biochemistry	In/Re	—	—	—	—	—	—	—	00	Navigation	Re/In	—	—	—	—	—	—	—	00
Boat Pilot	Me/Ag	—	—	—	—	—	—	—	00	Planetology	Em/Re	—	—	—	—	—	—	—	00
Demon/Devil Lore	Me/Re	—	—	—	—	—	—	—	00	Phil./Relig. Doct.	Me/In/Re	—	—	—	—	—	—	—	00
Drafting	Re/Me	—	—	—	—	—	—	—	00	Physics	Me/Re	—	—	—	—	—	—	—	00
Dragon Lore	Me/Re	—	—	—	—	—	—	—	00	Poison Lore	Me/Re	—	—	—	—	—	—	—	00
Engineering	In/Re	—	—	—	—	—	—	—	00	Racial History	Me/Re	—	—	—	—	—	—	—	00
Faerie Lore	Me/Re	—	—	—	—	—	—	—	00	Sanity Heal. Lore	Me/Em	—	—	—	—	—	—	—	00
Fauna Lore	Me/Re	—	—	—	—	—	—	—	00	Siege Engineer	Re/In	—	—	—	—	—	—	—	00
Flora Lore	Me/Re	—	—	—	—	—	—	—	00	Stone Lore	Me/Re	—	—	—	—	—	—	—	00
Heraldry	Re/Me	—	—	—	—	—	—	—	00	Tactics	In/Re	—	—	—	—	—	—	—	00
										Trading Lore	Me/Re	—	—	—	—	—	—	—	00
										Xeno-Lores	varies	—	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES														
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total										
Animal																											
Animal Handling	Em/Pr/Ap	—	—	—	—	—	—	00	Gymnastic								00										
Animal Training	Em/Pr/Ap	—	—	—	—	—	—	00	Juggling	Ag/In	—	—	—	—	—	—	00										
Beast Master	Em/Pr	—	—	—	—	—	—	00	Jumping	St/Ag	—	—	—	—	—	—	00										
Driving	Ag/Qu	—	—	—	—	—	—	00	Pole Vaulting	St/Ag	—	—	—	—	—	—	00										
Loading	Em/Re	—	—	—	—	—	—	00	Stilt Walking	St/Ag	—	—	—	—	—	—	00										
Athletic																		Tightrope Walk.	Ag/SD	—	—	—	—	—	—	00	
Athletic Games	St/Ag/Qu	—	—	—	—	—	—	00	Linguistic																		
Distance Running	Co	—	—	—	—	—	—	00	Lip Reading	In/Re	—	—	—	—	—	—	00										
Flying/Gliding	Ag	—	—	—	—	—	—	00	Mimicry	In/SD	—	—	—	—	—	—	00										
Rappelling	Ag	—	—	—	—	—	—	00	Poetic Improv.	In/Re	—	—	—	—	—	—	00										
Skating	Ag/SD	—	—	—	—	—	—	00	Propaganda	In/Em	—	—	—	—	—	—	00										
Sprinting	Qu	—	—	—	—	—	—	00	Tale Telling	Pr	—	—	—	—	—	—	00										
Surfing	Ag/SD	—	—	—	—	—	—	00	Ventriloquism	SD/In	—	—	—	—	—	—	00										
Combat																		Magical									
Brawling	Re/In	—	—	—	—	—	—	00	Circle Lore	Me/Re	—	—	—	—	—	—	00										
Disarm, Armed	Ag	—	—	—	—	—	—	00	Divination	In/Em	—	—	—	—	—	—	00										
Disarm, Unarmed	Ag	—	—	—	—	—	—	00	Magical Language	none	—	—	—	—	—	—	00										
Grappling Hook	Ag	—	—	—	—	—	—	00	Magical Rituals	Re/Me	—	—	—	—	—	—	00										
Jai	Qu/Ag	—	—	—	—	—	—	00	Power Perception	Em	—	—	—	—	—	—	00										
Lancing	St/Ag	—	—	—	—	—	—	00	Power Pt. Dev.	varies	—	—	—	—	—	—	00										
Missile Artillery	In/Ag	—	—	—	—	—	—	00	Power Projection	varies	—	—	—	—	—	—	00										
Reverse Stroke	Ag/Re	—	—	—	—	—	—	00	Symbol Lore	Me/Re	—	—	—	—	—	—	00										
Stunned Maneuv.	SD	—	—	—	—	—	—	00	Targeting Skill	In	—	—	—	—	—	—	00										
Tumbling Attack	Ag/St	—	—	—	—	—	—	00	Transcend Armor	varies	—	—	—	—	—	—	00										
Tumbling Evasion	Ag/Qu	—	—	—	—	—	—	00	Warding Lore	Me/Re	—	—	—	—	—	—	00										
2 Weapon Combo	St	v	—	—	—	—	—	00	Medical																		
Yado	Qu/Ag	—	—	—	—	—	—	00	Diagnostics	In/Re	—	—	—	—	—	—	00										
Concentration																		Drug Tolerance	Co/SD	—	—	—	—	—	—	00	
Ad. Mv. Quick Draw	Pr/SD	—	—	—	—	—	—	00	Hypnosis	Pr/SD	—	—	—	—	—	—	00										
Body Damage St.	SD/Em	—	—	—	—	—	—	00	Midwifery	Em/Me/In	—	—	—	—	—	—	00										
Control Lycan.	SD	—	—	—	—	—	—	00	Second Aid	SD/Em/In	—	—	—	—	—	—	00										
Dowsing	Em	—	—	—	—	—	—	00	Surgery	SD/Em/In	—	—	—	—	—	—	00										
Meditation																		Perception									
Cleansing	SD/Em	—	—	—	—	—	—	00	Detect Traps	In	—	—	—	—	—	—	00										
Death	SD/Pr	—	—	—	—	—	—	00	Direction Sense	In/Re	—	—	—	—	—	—	00										
Healing	SD/Em	—	—	—	—	—	—	00	Lie Perception	In/Re	—	—	—	—	—	—	00										
Ki	SD/Pr	—	—	—	—	—	—	00	Loc. Secret Open.	In/Re	—	—	—	—	—	—	00										
Sleep	SD/In	—	—	—	—	—	—	00	Poison Percep.	In/Re	—	—	—	—	—	—	00										
Trance	Pr/SD	—	—	—	—	—	—	00	Read Tracks	In/Re	—	—	—	—	—	—	00										
Mnemonics	Me/SD	—	—	—	—	—	—	00	Sense Amb./Ass.	In/Re	—	—	—	—	—	—	00										
Spacial Loc. Aw.	In	—	—	—	—	—	—	00	Sense Reality Wp.	In/Em	—	—	—	—	—	—	00										
Deadly																		Surveillance	In/SD	—	—	—	—	—	—	00	
Silent Kill	Ag	—	—	—	—	—	—	00	Time Sense	In/Me	—	—	—	—	—	—	00										
Use/Rem. Poison	Ag/In	—	—	—	—	—	—	00	Social																		
Evaluation																		Diplomacy	Pr/In	—	—	—	—	—	—	00	
Appraisal	Re/Me	—	—	—	—	—	—	00	Duping	Pr	—	—	—	—	—	—	00										
Armor Evaluation	In/Re	—	—	—	—	—	—	00	Interrogation	Ag/Re	—	—	—	—	—	—	00										
Metal Evaluation	In/Re	—	—	—	—	—	—	00	Leadership	Pr/Re	—	—	—	—	—	—	00										
Stone Evaluation	In/Re	—	—	—	—	—	—	00	Subterfuge																		
Weap. Evaluation	In/Re	—	—	—	—	—	—	00	Begging	Pr/Em/Ap	—	—	—	—	—	—	00										
General																		Bribery	Pr/Re/Ap	—	—	—	—	—	—	00	
Advertising	In/Re	—	—	—	—	—	—	00	Camouflage	Re/In	—	—	—	—	—	—	00										
Crafting	Ag/SD	—	—	—	—	—	—	00	Disguise	Pr/SD	—	—	—	—	—	—	00										
Gimmickry	Re	—	—	—	—	—	—	00	Hide Item	Re/In	—	—	—	—	—	—	00										
Horticulture	In/Em	—	—	—	—	—	—	00	Mimery	Ag/SD	—	—	—	—	—	—	00										
Painting	In/Ag	—	—	—	—	—	—	00	Pick Pockets	Ag/In	—	—	—	—	—	—	00										
Play Instrument #1	Ag/Me	—	—	—	—	—	—	00	Set Traps	Re/Ag	—	—	—	—	—	—	00										
Play Instrument #2	Ag/Me	—	—	—	—	—	—	00	Survival																		
Play Instrument #3	Ag/Me	—	—	—	—	—	—	00	Hostile Environ.	Ag/SD	—	—	—	—	—	—	00										
Sculpting	In/Ag	—	—	—	—	—	—	00	Region Lore	Re/Me	—	—	—	—	—	—	00										
Skinning	Ag/In	—	—	—	—	—	—	00	Scrounge	In/Re	—	—	—	—	—	—	00										
Tactical Games	Re/Me	—	—	—	—	—	—	00	Streetwise	Pr/In	—	—	—	—	—	—	00										

Skill	Stats	Cost	Skill Rank	BONUSES					Skill Rank	Skill Level	BONUSES				
				Skill	Level	Stat	Special	Total			Stat	Special	Total		
Primary Skills															
Adr.Mv., Balance	Pr/SD	6	—	—	—	—	—	—	—	—	—	—	—	—	
Adr.Mv., Landing	Pr/SD	6	—	—	—	—	—	—	—	—	—	—	—	—	
Adr.Mv., Leaping	Pr/SD	6	—	—	—	—	—	—	—	—	—	—	—	—	
Adr.Mv., Speed	Pr/SD	6	—	—	—	—	—	—	—	—	—	—	—	—	
Adr.Mv., Strength	Pr/SD	6	—	—	—	—	—	—	—	—	—	—	—	—	
Adrenal Defense	none	20	—	—	—	—	—	—	—	—	—	—	—	—	
Ambush	none	9	—	—	—	—	—	—	—	—	—	—	—	—	
Body Develop.	Co	6	—	—	—	—	—	—	—	—	—	—	—	—	
Channeling	In	13(5)	—	—	—	3	—	—	—	—	—	—	—	—	
Climbing	Ag	7	—	—	—	—	—	—	—	—	—	—	—	—	
Directed Spells	Ag	3/8	—	—	—	1	—	—	—	—	—	—	—	—	
Disarm Traps	In/Ag	8	—	—	—	1	—	—	—	—	—	—	—	—	
Perception (Gen.)	In/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	
Linguistics	none	1/*	—	—	—	2	—	—	—	—	—	—	—	—	
	none	1/*	—	—	—	2	—	—	—	—	—	—	—	—	
	none	1/*	—	—	—	2	—	—	—	—	—	—	—	—	
M.A. Strikes	St/St/Ag	9	—	—	—	—	—	—	—	—	—	—	—	—	
M.A. Sw. & Th.	Ag/Ag/St	9	—	—	—	—	—	—	—	—	—	—	—	—	
Mn. in Armor, SL	Ag	7(4/*)	—	—	—	—	—	—	—	—	—	—	—	—	
Mn. in Armor, RL	Ag	7(5/*)	—	—	—	—	—	—	—	—	—	—	—	—	
Mn. in Armor, Ch	Ag	8(6/*)	—	—	—	—	—	—	—	—	—	—	—	—	
Mn. in Armor, Pl	Ag	10(7/*)	—	—	—	—	—	—	—	—	—	—	—	—	
Pick Locks	In/Re/Ag	8	—	—	—	—	—	—	—	—	—	—	—	—	
Riding	Em/Ag	3	—	—	—	—	—	—	—	—	—	—	—	—	
Runes	Em/In	1/2	—	—	—	3	—	—	—	—	—	—	—	—	
Spell List Acquis.	varies	1/*	—	—	—	—	—	—	—	—	—	—	—	—	
Stalk & Hide	Ag/SD	6	—	—	—	—	—	—	—	—	—	—	—	—	
Staves & Wands	Em/In	1/4(2/5)	—	—	—	3	—	—	—	—	—	—	—	—	
Swimming	Ag	3	—	—	—	—	—	—	—	—	—	—	—	—	
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 4/10, 8, 8, 8, 15, 15															
Runes & Symbols	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Power Words	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Command Words	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Barrier Law	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Light's Way	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Detection Mastery	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Sound's Way	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Weather Ways	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Blood Law	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Nerve Law	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Muscle Law	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Creations	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Lore	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Essence Hand	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Rune Mastery	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Lesser Illusions	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Unbarring Ways	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Elemental Shields	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Invisible Ways	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Spirit Mastery	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Lofty Bridge	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Gate Mastery	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Rapid Ways	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
	□	—	—	—	—	—	—	—	—	—	—	—	—	—	
Character Law Secondary Skills															
Acrobatics	Ag/Qu	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Acting	Pr/Ag/Em	1/5	—	—	—	—	—	—	—	—	—	—	—	—	
Animal Healing	Em/Re	2/5	—	—	—	—	—	—	—	—	—	—	—	—	
Caving	SD/Re	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Contortions	Ag/SD	2/5	—	—	—	—	—	—	—	—	—	—	—	—	
Cookery	In/Re	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Dance	Ag/In	1/3	—	—	—	—	—	—	—	—	—	—	—	—	
Diving	SD/Ag	2/5	—	—	—	—	—	—	—	—	—	—	—	—	
Falsification	SD/Re	3	—	—	—	—	—	—	—	—	—	—	—	—	
First Aid	SD/Em	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Fletching	Ag/SD	2/5	—	—	—	—	—	—	—	—	—	—	—	—	
Foraging	In/Me	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Frenzy	Em/SD	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Gambling	Me/Pr	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Herdin	Em/Pr	2/7	—	—	—	—	—	—	—	—	—	—	—	—	
Leather-working	Ag/Re	2/6	—	—	—	—	—	—	—	—	—	—	—	—	
Mathematics	Re/Me	3/6	—	—	—	2	—	—	—	—	—	—	—	—	
Meditation	Pr/SD	2/4	—	—	—	—	—	—	—	—	—	—	—	—	
Music	Ag/Em	1/2	—	—	—	2	—	—	—	—	—	—	—	—	
Rolemaster Companion Secondary Skills															
Academic															
Administration	Re/Pr	1/5	—	—	—	2	—	—	—	—	—	—	—	—	
Advanced Math	Re/Me	3/6	—	—	—	2	—	—	—	—	—	—	—	—	
Alchemy	Re/Me	2/4	—	—	—	2	—	—	—	—	—	—	—	—	
Anthropology	In/Em	1/4	—	—	—	2	—	—	—	—	—	—	—	—	
Architecture	Re/Em	2/5	—	—	—	2	—	—	—	—	—	—	—	—	
Astronomy	Em/Re	3/6	—	—	—	2	—	—	—	—	—	—	—	—	
Basic Mathematics	Re/Me	2/5	—	—	—	2	—	—	—	—	—	—	—	—	
Biochemistry	In/Re	5	—	—	—	2	—	—	—	—	—	—	—	—	
Boat Pilot	Me/Ag	2/6	—	—	—	2	—	—	—	—	—	—	—	—	
Demon/Devil Lore	Me/Re	2/5	—	—	—	2	—	—	—	—	—	—	—	—	
Drafting	Re/Me	2/4	—	—	—	2	—	—	—	—	—	—	—	—	
Dragon Lore															
Dragon Lore	Me/Re	2/5	—	—	—	2	—	—	—	—	—	—	—	—	
Engineering	In/Re	2/4	—	—	—	2	—	—	—	—	—	—	—	—	
Faerie Lore	Me/Re	1/4	—	—	—	2	—	—	—	—	—	—	—	—	
Fauna Lore	Me/Re	1/4	—	—	—	2	—	—	—	—	—	—	—	—	
Flora Lore	Me/Re	2/4	—	—	—	2	—	—	—	—	—	—	—	—	
Heraldry	Re/Me	1/2	—	—	—	2	—	—	—	—	—	—	—	—	
Herb Lore	Me/Re	1/4	—	—	—	2	—	—	—	—	—	—	—	—	
Lock Lore	Me/Re	1/3	—	—	—	2	—	—	—	—	—	—	—	—	
Mapping	Re/Me	2/5	—	—	—	2	—	—	—	—	—	—	—	—	
Mechanition	Ag/Re	2/4	—	—	—	2	—	—	—	—	—	—	—	—	
Metal Lore	Me/Re	2/4	—	—	—	2	—	—	—	—	—	—	—	—	
Military Org.	Pr/Re	2/5	—	—	—	2	—	—	—	—	—	—	—	—	
Mining	Re/In	2/6	—	—	—	2	—	—	—	—	—	—	—	—	
Navigation	Re/In	2/6	—	—	—	2	—	—	—	—	—	—	—	—	

MAGUS SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	Bonuses				Total	
				Skill	Level	Stat	Special		
Planetology	Em/Re	5	—	—	2	—	—	0	
Phil./Relig. Doct.	Me/In/Re	1/3	—	—	2	—	—	00	
Physics	Me/Re	3/6	—	—	2	—	—	00	
Poison Lore	Me/Re	1/4	—	—	2	—	—	00	
Racial History	Me/Re	1/2	—	—	2	—	—	00	
Sanity Heal. Lore	Me/Em	3/6	—	—	2	—	—	00	
Siege Engineer	Re/In	2/4	—	—	2	—	—	00	
Stone Lore	Me/Re	2/4	—	—	2	—	—	00	
Tactics	In/Re	2/4	—	—	2	—	—	00	
Trading Lore	Me/Re	1/4	—	—	2	—	—	00	
Xeno-Lores	varies	3/5	—	—	2	—	—	00	
Animal									
Animal Handling	Em/Pr/Ap	1/5	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	00	
Beast Master	Em/Pr	4	—	—	—	—	—	0	
Driving	Ag/Qu	2/7	—	—	—	—	—	00	
Loading	Em/Re	2/7	—	—	—	—	—	00	
Athletic									
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	00	
Distance Running	Co	2/6	—	—	—	—	—	00	
Flying/Gliding	Ag	2/6	—	—	—	—	—	00	
Rappelling	Ag	3/9	—	—	—	—	—	00	
Skating	Ag/SD	2/7	—	—	—	—	—	00	
Sprinting	Qu	2/6	—	—	—	—	—	00	
Surfing	Ag/SD	2/7	—	—	—	—	—	00	
Combat									
Brawling	Re/In	5	—	—	—	—	—	0	
Disarm, Armed	Ag	5	—	—	—	—	—	0	
Disarm, Unarmed	Ag	5	—	—	—	—	—	0	
Grappling Hook	Ag	2/5	—	—	—	—	—	00	
Iai	Qu/Ag	3/5	—	—	—	—	—	00	
Lancing	St/Ag	3/6	—	—	—	—	—	00	
Missile Artillery	In/Ag	2/5	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	5	—	—	—	—	—	0	
Stunned Maneuv.	SD	2/7	—	—	—	—	—	00	
Tumbling Attack	Ag/St	2/6	—	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	00	
2 Weapon Combo	St	v	—	—	—	—	—	00	
Yado	Qu/Ag	5	—	—	—	—	—	0	
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	00	
Body Damage St.	SD/Em	2/5	—	—	—	—	—	00	
Control Lycan.	SD	2/6	—	—	—	—	—	00	
Dowsing	Em	2/5	—	—	—	—	—	00	
Meditation									
Cleansing	SD/Em	2/6	—	—	—	—	—	00	
Death	SD/Pr	2/4	—	—	—	—	—	00	
Healing	SD/Em	2/4	—	—	—	—	—	00	
Ki	SD/Pr	2/5	—	—	—	—	—	00	
Sleep	SD/In	2/4	—	—	—	—	—	00	
Trance	Pr/SD	2/4	—	—	—	—	—	00	
Mnemonics	Me/SD	1/3	—	—	—	—	—	00	
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	00	
Deadly									
Silent Kill	Ag	6	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00	
Evaluation									
Appraisal	Re/Me	1/3	—	—	—	—	—	00	
Armor Evaluation	In/Re	2/5	—	—	—	—	—	00	
Metal Evaluation	In/Re	2/4	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/4	—	—	—	—	—	00	
Weap. Evaluation	In/Re	2/5	—	—	—	—	—	00	
General									
Advertising	In/Re	1/5	—	—	—	—	—	00	
Crafting	Ag/SD	3/5	—	—	—	—	—	00	
Gimmickry	Re	2/5	—	—	—	—	—	00	
Horticulture	In/Em	2/6	—	—	—	—	—	00	
Painting	In/Ag	1/4	—	—	—	—	—	00	
Play Instrument #1	Ag/Me	1/2	—	—	—	—	—	00	
Play Instrument #2	Ag/Me	1/3	—	—	—	—	—	00	
Play Instrument #3	Ag/Me	1/4	—	—	—	—	—	00	
Sculpting	In/Ag	2/6	—	—	—	—	—	00	
Skinning	Ag/In	2/5	—	—	—	—	—	00	
Tactical Games	Re/Me	2/4	—	—	—	—	—	00	
Gymnastic									
Juggling	Ag/In	1/5	—	—	—	—	—	00	
Jumping	St/Ag	3/6	—	—	—	—	—	00	
Pole Vaulting	St/Ag	3/6	—	—	—	—	—	00	
Stilt Walking	St/Ag	3/6	—	—	—	—	—	00	
Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	00	
Linguistic									
Lip Reading	In/Re	1/4	—	—	2	—	—	00	
Mimicry	In/SD	1/5	—	—	2	—	—	00	
Poetic Improv.	In/Re	1/2	—	—	2	—	—	00	
Propaganda	In/Em	1/5	—	—	2	—	—	00	
Tale Telling	Pr	1/3	—	—	2	—	—	00	
Ventriloquism	SD/In	2/5	—	—	2	—	—	00	
Magical									
Circle Lore	Me/Re	3/6	—	—	3	—	—	00	
Divination	In/Em	3/5	—	—	3	—	—	00	
Magical Language	none	4/*	—	—	3	—	—	00	
Magical Rituals	Re/Me	4	—	—	3	—	—	0	
Power Perception	Em	2/5	—	—	3	—	—	00	
Power Pt. Dev.	varies	4	—	—	3	—	—	0	
Power Projection	varies	3/6	—	—	3	—	—	00	
Symbol Lore	Me/Re	2/4	—	—	3	—	—	00	
Targeting Skill	In	3/6	—	—	3	—	—	00	
Transcend Armor	varies	3/9	—	—	3	—	—	00	
Warding Lore	Me/Re	3/6	—	—	3	—	—	00	
Medical									
Diagnostics	In/Re	1/4	—	—	—	—	—	00	
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/5	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	0	
Perception									
Detect Traps	In	1/4	—	—	1	—	—	00	
Direction Sense	In/Re	1/4	—	—	1	—	—	00	
Lie Perception	In/Re	1/2	—	—	1	—	—	00	
Loc. Secret Open.	In/Re	1/5	—	—	1	—	—	00	
Poison Percep.	In/Re	2	—	—	1	—	—	0	
Read Tracks	In/Re	2/4	—	—	1	—	—	00	
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	00	
Sense Reality Wp.	In/Em	3/6	—	—	1	—	—	00	
Surveillance	In/SD	2/5	—	—	1	—	—	00	
Time Sense	In/Me	1/3	—	—	1	—	—	00	
Social									
Diplomacy	Pr/In	1/4	—	—	—	—	—	00	
Duping	Pr	1/4	—	—	—	—	—	00	
Interrogation	Ag/Re	1/4	—	—	—	—	—	00	
Leadership	Pr/Re	1/4	—	—	—	—	—	00	
Subterfuge									
Begging	Pr/Em/Ap	1/5	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	1/5	—	—	—	—	—	00	
Camouflage	Re/In	2/7	—	—	—	—	—	00	
Disguise	Pr/SD	1/5	—	—	—	—	—	00	
Hide Item	Re/In	2/7	—	—	—	—	—	00	
Mimery	Ag/SD	1/5	—	—	—	—	—	00	
Pick Pockets	Ag/In	2/4	—	—	—	—	—	00	
Set Traps	Re/Ag	4	—	—	—	—	—	0	
Survival									
Hostile Environ.	Ag/SD	3/6	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	00	
Streetwise	Pr/In	1/4	—	—	—	—	—	00	

Skill	Stats	Cost	Skill						BONUSES					
			Rank	Skill	Level	Stat	Special	Total	Rank	Skill	Level	Stat	Special	Total
Primary Skills														
Adr.Mv., Balance	Pr/SD	3/6			2									
Adr.Mv., Landing	Pr/SD	3/6			2									
Adr.Mv., Leaping	Pr/SD	3/6			2									
Adr.Mv., Speed	Pr/SD	3/6			2									
Adr.Mv., Strength	Pr/SD	3/6			2									
Adrenal Defense	none	20			2									
Ambush	none	6												
Body Develop.	Co	8												
Channeling	In	8			2									
Climbing	Ag	8												
Directed Spells	Ag	3/7			1									
	Ag	3/7			1									
Disarm Traps	In/Ag	8												
Perception (Gen.)	In/Re	2												
Linguistics	none	2/*												
M.A. Strikes	St/St/Ag	9												
M.A. Sw. & Th.	Ag/Ag/St	9												
Mn. in Armor, SL	Ag	9												
Mn. in Armor, RL	Ag	9												
Mn. in Armor, Ch	Ag	10												
Mn. in Armor, Pl	Ag	11												
Pick Locks	In/Re/Ag	8												
Riding	Em/Ag	4												
Runes	Em/In	2/5			2									
Spell List Acquis.	varies	1/*												
Stalk & Hide	Ag/SD	5												
Staves & Wands	Em/In	2/4			2									
Swimming	Ag	3												
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20														
Dream Guard									Dream Law					
Dream Lore									Dream State					
Essence Hand									Essence's Perceptions					
Rune Mastery									Spell Wall					
Lesser Illusions									Detecting Ways					
Unbarring Ways									Physical Enhancement					
Elemental Shields									Delving Ways					
Invisible Ways									Living change					
Spirit Mastery									Spell Reins					
Lofty Bridge									Spell Enhancement					
Gate Mastery									Dispelling Ways					
Rapid Ways									Shield Mastery					
														</

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total
				Skill	Level	Stat	Special		
Poison Lore	Me/Re	2/6	—	—	1	—	—	—	00
Racial History	Me/Re	1/4	—	—	1	—	—	—	00
Sanity Heal. Lore	Me/Em	2/5	—	—	1	—	—	—	00
Siege Engineer	Re/In	1/4	—	—	1	—	—	—	00
Stone Lore	Me/Re	2/4	—	—	1	—	—	—	00
Tactics	In/Re	1/4	—	—	1	—	—	—	00
Trading Lore	Me/Re	2/5	—	—	1	—	—	—	00
Xeno-Lores	varies	2/6	—	—	1	—	—	—	00
Animal									
Animal Handling	Em/Pr/Ag	4	—	—	—	—	—	—	0
Animal Training	Em/Pr/Ag	4	—	—	—	—	—	—	0
Beast Master	Em/Pr	4	—	—	—	—	—	—	0
Driving	Ag/Qu	3	—	—	—	—	—	—	0
Loading	Em/Re	3	—	—	—	—	—	—	0
Athletic									
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	0
Distance Running	Co	3	—	—	—	—	—	—	0
Flying/Gliding	Ag	3	—	—	—	—	—	—	0
Rappelling	Ag	7	—	—	—	—	—	—	0
Skating	Ag/SD	3	—	—	—	—	—	—	0
Sprinting	Qu	3	—	—	—	—	—	—	0
Surfing	Ag/SD	3	—	—	—	—	—	—	0
Combat									
Brawling	Re/In	18	—	—	—	—	—	—	0
Disarm, Armed	Ag	5	—	—	—	—	—	—	0
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	0
Grappling Hook	Ag	3	—	—	—	—	—	—	0
Jai	Qu/Ag	15	—	—	—	—	—	—	0
Lancing	St/Ag	18	—	—	—	—	—	—	0
Missile Artillery	In/Ag	3/6	—	—	—	—	—	—	00
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0
Stunned Maneuv.	SD	5	—	—	—	—	—	—	0
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0
2 Weapon Combo	St	v	—	—	—	—	—	—	0
Yado	Qu/Ag	6	—	—	—	—	—	—	0
Concentration									
Ad. Mv. Quick Draw	Pr/SD	4	—	—	2	—	—	—	0
Body Damage St.	SD/Em	3/5	—	—	2	—	—	—	00
Control Lycan.	SD	2/4	—	—	2	—	—	—	00
Dowsing	Em	2/5	—	—	2	—	—	—	00
Meditation									
Cleansing	SD/Em	2/4	—	—	2	—	—	—	00
Death	SD/Pr	1/5	—	—	2	—	—	—	00
Healing	SD/Em	2/4	—	—	2	—	—	—	00
Ki	SD/Pr	3/5	—	—	2	—	—	—	00
Sleep	SD/In	1/4	—	—	2	—	—	—	00
Trance	Pr/SD	1/3	—	—	2	—	—	—	00
Mnemonics	Me/SD	1/4	—	—	2	—	—	—	00
Spacial Loc. Aw.	In	2/5	—	—	2	—	—	—	00
Deadly									
Silent Kill	Ag	4	—	—	—	—	—	—	0
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	3/7	—	—	2	—	—	—	00
Armor Evaluation	In/Re	4	—	—	2	—	—	—	0
Metal Evaluation	In/Re	2/5	—	—	2	—	—	—	00
Stone Evaluation	In/Re	2/4	—	—	2	—	—	—	00
Weap. Evaluation	In/Re	3	—	—	2	—	—	—	0
General									
Advertising	In/Re	2/4	—	—	2	—	—	—	00
Crafting	Ag/SD	2/6	—	—	2	—	—	—	00
Gimmickry	Re	3	—	—	2	—	—	—	0
Horticulture	In/Em	2/6	—	—	2	—	—	—	00
Painting	In/Ag	2/4	—	—	2	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	2	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	2	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	2	—	—	—	0
Sculpting									
Sculpting	In/Ag	2/4	—	—	2	—	—	—	00
Skinning	Ag/In	3	—	—	2	—	—	—	0
Tactical Games	Re/Me	1/4	—	—	2	—	—	—	00
Gymnastic									
Juggling	Ag/In	3	—	—	—	—	—	—	0
Jumping	St/Ag	4	—	—	—	—	—	—	0
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0
Linguistic									
Lip Reading	In/Re	3/6	—	—	—	—	—	—	00
Mimicry	In/SD	2/4	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/5	—	—	—	—	—	—	00
Propaganda	In/Em	3	—	—	—	—	—	—	0
Tale Telling	Pr	3/6	—	—	—	—	—	—	00
Ventriloquism	SD/In	2/3	—	—	—	—	—	—	00
Magical									
Circle Lore	Me/Re	2/4	—	—	2	—	—	—	00
Divination	In/Em	2/4	—	—	2	—	—	—	00
Magical Language	none	2/*	—	—	2	—	—	—	00
—	none	2/*	—	—	2	—	—	—	00
—	none	2/*	—	—	2	—	—	—	00
Magical Rituals	Re/Me	1/4	—	—	2	—	—	—	00
Power Perception	Em	1/3	—	—	2	—	—	—	00
Power Pt. Dev.	varies	2	—	—	2	—	—	—	0
Power Projection	varies	2/4	—	—	2	—	—	—	00
Symbol Lore	Me/Re	1/4	—	—	2	—	—	—	00
Targeting Skill	In	2/5	—	—	2	—	—	—	00
Transcend Armor	varies	6	—	—	2	—	—	—	0
Warding Lore	Me/Re	2/4	—	—	2	—	—	—	00
Medical									
Diagnostics	In/Re	2	—	—	1	—	—	—	0
Drug Tolerance	Co/SD	3/6	—	—	1	—	—	—	00
Hypnosis	Pr/SD	1/4	—	—	1	—	—	—	00
Midwifery	Em/Me/In	4	—	—	1	—	—	—	0
Second Aid	SD/Em/In	3/7	—	—	1	—	—	—	00
Surgery	SD/Em/In	6	—	—	1	—	—	—	0
Perception									
Detect Traps	In	3/7	—	—	—	—	—	—	00
Direction Sense	In/Re	1/4	—	—	—	—	—	—	00
Lie Perception	In/Re	2/5	—	—	—	—	—	—	00
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	—	00
Poison Percep.	In/Re	4	—	—	—	—	—	—	0
Read Tracks	In/Re	3/6	—	—	—	—	—	—	00
Sense Amb./Ass.	In/Re	4	—	—	—	—	—	—	0
Sense Reality Wp.	In/Em	1/2	—	—	—	—	—	—	00
Surveillance	In/SD	3	—	—	—	—	—	—	0
Time Sense	In/Me	1/4	—	—	—	—	—	—	00
Social									
Diplomacy	Pr/In	3/9	—	—	—	—	—	—	00
Duping	Pr	3/5	—	—	—	—	—	—	00
Interrogation	Ag/Re	2/5	—	—	—	—	—	—	00
Leadership	Pr/Re	3/7	—	—	—	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ag	2/6	—	—	—	—	—	—	00
Bribery	Pr/Re/Ag	2/6	—	—	—	—	—	—	00
Camouflage	Re/In	3	—	—	—	—	—	—	0
Disguise	Pr/SD	3/7	—	—	—	—	—	—	00
Hide Item	Re/In	1/3	—	—	—	—	—	—	00
Mimery	Ag/SD	3/5	—	—	—	—	—	—	00
Pick Pockets	Ag/In	3/7	—	—	—	—	—	—	00
Set Traps	Re/Ag	8	—	—	—	—	—	—	0
Survival									
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0
Region Lore	Re/Me	2/7	—	—	—	—	—	—	00
Scrounge	In/Re	2/7	—	—	—	—	—	—	00
Streetwise	Pr/In	3/6	—	—	—	—	—	—	00

Skill	Stats	Cost	Skill Rank	BONUSES					Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special	Total					Skill	Level	Stat	Special	Total
Poison Lore	Me/Re	2/6	—	—	3	—	—	00	Play Instrument, #3	Ag/Me	3	—	—	—	—	0	
Racial History	Me/Re	1/4	—	—	3	—	—	00	Sculpting	In/Ag	2/5	—	—	—	—	00	
Sanity Heal. Lore	Me/Em	2	—	—	3	—	—	0	Skinning	Ag/In	3	—	—	—	—	0	
Siege Engineer	Re/In	2/4	—	—	3	—	—	00	Tactical Games	Re/Me	1/2	—	—	—	—	00	
Stone Lore	Me/Re	1/4	—	—	3	—	—	00	Gymnastic								
Tactics	In/Re	2/4	—	—	3	—	—	00	Juggling	Ag/In	3	—	—	—	—	0	
Trading Lore	Me/Re	2/5	—	—	3	—	—	00	Jumping	St/Ag	4	—	—	—	—	0	
Xeno-Lores	varies	4/7	—	—	3	—	—	00	Pole Vaulting	St/Ag	5	—	—	—	—	0	
Animal									Stilt Walking	St/Ag	4	—	—	—	—	0	
Animal Handling	Em/Pr/Ap	4	—	—	—	—	—	0	Tightrope Walk.	Ag/SD	3	—	—	—	—	0	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	0	Linguistic								
Beast Master	Em/Pr	2/5	—	—	—	—	—	00	Lip Reading	In/Re	2/4	—	—	—	—	00	
Driving	Ag/Qu	4	—	—	—	—	—	0	Mimicry	In/SD	2/6	—	—	—	—	00	
Loading	Em/Re	4	—	—	—	—	—	0	Poetic Improv.	In/Re	2/6	—	—	—	—	00	
Athletic									Propaganda	In/Em	3/6	—	—	—	—	00	
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	0	Tale Telling	Pr	2/6	—	—	—	—	00	
Distance Running	Co	3	—	—	—	—	—	0	Ventriloquism	SD/In	3/6	—	—	—	—	00	
Flying/Gliding	Ag	3	—	—	—	—	—	0	Magical								
Rappelling	Ag	6	—	—	—	—	—	0	Circle Lore	Me/Re	1/4	—	—	2	—	00	
Skating	Ag/SD	3	—	—	—	—	—	0	Divination	In/Em	2/4	—	—	2	—	00	
Sprinting	Qu	3	—	—	—	—	—	0	Magical Language	none	1/*	—	—	2	—	00	
Surfing	Ag/SD	3	—	—	—	—	—	0	Magical Rituals	Re/Me	1/4	—	—	2	—	00	
Combat									Power Perception	Em	1/2	—	—	2	—	00	
Brawling	Re/In	18	—	—	—	—	—	0	Power Pt. Dev.	varies	3	—	—	2	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	0	Power Projection	varies	2/4	—	—	2	—	00	
Disarm, Unarmed	Ag	9	—	—	—	—	—	0	Symbol Lore	Me/Re	1/4	—	—	2	—	00	
Grappling Hook	Ag	3	—	—	—	—	—	0	Targeting Skill	In	2/5	—	—	2	—	00	
Jai	Qu/Ag	18	—	—	—	—	—	0	Transcend Armor	varies	4	—	—	2	—	0	
Lancing	St/Ag	18	—	—	—	—	—	0	Warding Lore	Me/Re	2/4	—	—	2	—	00	
Missile Artillery	In/Ag	3/6	—	—	—	—	—	00	Medical								
Reverse Stroke	Ag/Re	20	—	—	—	—	—	0	Diagnostics	In/Re	2	—	—	—	—	0	
Stunned Maneuv.	SD	5	—	—	—	—	—	0	Drug Tolerance	Co/SD	3/6	—	—	—	—	00	
Tumbling Attack	Ag/St	5	—	—	—	—	—	0	Hypnosis	Pr/SD	2/4	—	—	—	—	00	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	0	Midwifery	Em/Me/In	4	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	0	Second Aid	SD/Em/In	3/7	—	—	—	—	00	
Yado	Qu/Ag	6	—	—	—	—	—	0	Surgery	SD/Em/In	6	—	—	—	—	0	
Concentration									Perception								
Ad. Mv. Quick Draw	Pr/SD	5	—	—	2	—	—	0	Detect Traps	In	3	—	—	—	—	0	
Body Damage St.	SD/Em	3	—	—	2	—	—	0	Direction Sense	In/Re	2/4	—	—	—	—	00	
Control Lycan.	SD	1/3	—	—	2	—	—	00	Lie Perception	In/Re	2/5	—	—	—	—	00	
Dowsing	Em	1/3	—	—	2	—	—	00	Loc. Secret Open.	In/Re	3/6	—	—	—	—	00	
Meditation									Poison Percep.	In/Re	3	—	—	—	—	0	
Cleansing	SD/Em	1/2	—	—	2	—	—	00	Read Tracks	In/Re	3	—	—	—	—	0	
Death	SD/Pr	1/3	—	—	2	—	—	00	Sense Amb./Ass.	In/Re	3	—	—	—	—	0	
Healing	SD/Em	1/5	—	—	2	—	—	00	Sense Reality Wp.	In/Em	1/2	—	—	—	—	00	
Ki	SD/Pr	3/5	—	—	2	—	—	00	Surveillance	In/SD	2/6	—	—	—	—	00	
Sleep	SD/In	1/5	—	—	2	—	—	00	Time Sense	In/Me	1/2	—	—	—	—	00	
Trance	Pr/SD	1/5	—	—	2	—	—	00	Social								
Mnemonics	Me/SD	1/4	—	—	2	—	—	00	Diplomacy	Pr/In	2/4	—	—	—	—	00	
Spacial Loc. Aw.	In	1/4	—	—	2	—	—	00	Duping	Pr	3/5	—	—	—	—	00	
Deadly									Interrogation	Ag/Re	3	—	—	—	—	0	
Silent Kill	Ag	6	—	—	—	—	—	0	Leadership	Pr/Re	2/4	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	00	Subterfuge								
Evaluation									Begging	Pr/Em/Ap	2/6	—	—	—	—	00	
Appraisal	Re/Me	3/7	—	—	—	—	—	00	Bribery	Pr/Re/Ap	2/6	—	—	—	—	00	
Armor Evaluation	In/Re	4	—	—	—	—	—	0	Camouflage	Re/In	5	—	—	—	—	0	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	00	Disguise	Pr/SD	3/6	—	—	—	—	00	
Stone Evaluation	In/Re	2/4	—	—	—	—	—	00	Hide Item	Re/In	5	—	—	—	—	0	
Weap. Evaluation	In/Re	4	—	—	—	—	—	0	Mimery	Ag/SD	3/6	—	—	—	—	00	
General									Pick Pockets	Ag/In	3	—	—	—	—	0	
Advertising	In/Re	3/6	—	—	—	—	—	00	Set Traps	Re/Ag	7	—	—	—	—	0	
Crafting	Ag/SD	2/5	—	—	—	—	—	00	Survival								
Gimmickry	Re	2/5	—	—	—	—	—	00	Hostile Environ.	Ag/SD	3	—	—	—	—	0	
Horticulture	In/Em	2/6	—	—	—	—	—	00	Region Lore	Re/Me	2/6	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	00	Scrounge	In/Re	2/6	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	00	Streetwise	Pr/In	3/6	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	00									

Skill	Stats	Cost	Skill Rank	Skill	Level	Bonuses			Skill	Stats	Cost	Skill Rank	Skill	Level	Bonuses		
						Stat	Special	Total							Stat	Special	Total
Primary Skills																	
Adr.Mv., Balance	Pr/SD	5			2												
Adr.Mv., Landing	Pr/SD	5			2												
Adr.Mv., Leaping	Pr/SD	5			2												
Adr.Mv., Speed	Pr/SD	5			2												
Adr.Mv., Strength	Pr/SD	5			2												
Adrenal Defense	none	15			2												
Ambush	none	9															
Body Develop.	Co	8															
Channeling	In	8			1												
Climbing	Ag	7															
Directed Spells	Ag	2/6			1												
Disarm Traps	In/Ag	8															
Perception (Gen.)	In/Re	2															
Linguistics	none	1/*															
	none	1/*															
	none	1/*															
M.A. Strikes	St/St/Ag	9															
M.A. Sw. & Th.	Ag/Ag/St	9															
Mn. in Armor, SL	Ag	9															
Mn. in Armor, RL	Ag	9															
Mn. in Armor, Ch	Ag	10															
Mn. in Armor, Pl	Ag	11															
Pick Locks	In/Re/Ag	8															
Riding	Em/Ag	3															
Runes	Em/In	1/4			1												
Spell List Acquis.	varies	1/*															
Stalk & Hide	Ag/SD	6															
Staves & Wands	Em/In	2/5			1												
Swimming	Ag	3															
Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20, 20																	
Ethereal Mastery																	
Elemental Travel																	
Xeno-Lores																	
Essence Hand																	
Rune Mastery																	
Lesser Illusions																	
Unbarring Ways																	
Elemental Shields																	
Invisible Ways																	
Spirit Mastery																	
Lofty Bridge																	
Gate Mastery																	
Rapid Ways																	
Delving																	
Cloaking																	
Anticipations																	
Detections																	
Self Healing																	
Mind Mastery																	
Solid Manipulation																	
Gas Manipulation																	
Telekinesis																	
Mind's Door																	
Character Law Secondary Skills																	
Acrobatics	Ag/Qu	3															
Acting	Pr/Ag/Em	3/6															
Animal Healing	Em/Re	2/6															
Caving	SD/Re	3															
Contortions	Ag/SD	5															
Cookery	In/Re	2/6															
Dance	Ag/In	2/6															
Diving	SD/Ag	3															
Falsification	SD/Re	3															
First Aid	SD/Em	2/6															
Fletching	Ag/SD	2/6															
Foraging	In/Me	2/6															
Frenzy	Em/SD	3			2												
Gambling	Me/Pr	2/6			1												
Herding	Em/Pr	2/6															
Leather-working	Ag/Re	3															
Mathematics	Re/Me	2/6			3												
Meditation	Pr/SD	1/3			2												
Music	Ag/Em	2/6															
Rolemaster Companion Secondary Skills																	
Academic																	
Administration	Re/Pr	2/5			3												
Advanced Math	Re/Me	3/7			3												
Alchemy	Re/Me	2/4			3												
Anthropology	In/Em	2/5			3												
Architecture	Re/Em	2/5			3												
Astronomy	Em/Re	3/7			3												
Basic Mathematics	Re/Me	2/6			3												
Biochemistry	In/Re	5			3												
Boat Pilot	Me/Ag	2/6			3												
Demon/Devil Lore	Me/Re	1/2			3												
Drafting	Re/Me	2/4			3												
Dragon Lore	Me/Re	1/3			3												
Engineering	In/Re	2/6			3												
Faerie Lore	Me/Re	1/2			3												
Fauna Lore	Me/Re	2/5			3												
Flora Lore	Me/Re	2/5			3												
Heraldry	Re/Me	3/5			3												
Herb Lore	Me/Re	2/6			3												
Lock Lore	Me/Re	2/4			3												
Mapping	Re/Me	3			3												
Mechanition	Ag/Re	2/6			3												
Metal Lore	Me/Re	1/4			3												
Military Org.	Pr/Re	3/6			3												
Mining	Re/In	3			3												
Navigation	Re/In	2/6			3												
Planetology	Em/Re	4			3												
Phil./Relig. Doct.	Me/In/Re	1/2			3												

Astral Traveller Skill Sheet #1

Skill	Stats	Cost	Skill Rank	BONUSES				Special	Total	
				Skill	Level	Stat	Special			
Physics	Me/Re	3/7	—	—	3	—	—	—	00	
Poison Lore	Me/Re	2/6	—	—	3	—	—	—	00	
Racial History	Me/Re	1/4	—	—	3	—	—	—	00	
Sanity Heal. Lore	Me/Em	2	—	—	3	—	—	—	0	
Siege Engineer	Re/In	2/4	—	—	3	—	—	—	00	
Stone Lore	Me/Re	1/4	—	—	3	—	—	—	00	
Tactics	In/Re	2/4	—	—	3	—	—	—	00	
Trading Lore	Me/Re	2/5	—	—	3	—	—	—	00	
Xeno-Lores	varies	1/2	—	—	3	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2/5	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0	
Beast Master	Em/Pr	4	—	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	3	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	6	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	—	0	
Rappelling	Ag	6	—	—	—	—	—	—	0	
Skating	Ag/SD	3	—	—	—	—	—	—	0	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	3	—	—	—	—	—	—	0	
Combat										
Brawling	Re/In	18	—	—	—	—	—	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	9	—	—	—	—	—	—	0	
Grappling Hook	Ag	3	—	—	—	—	—	—	0	
Jai	Qu/Ag	15	—	—	—	—	—	—	0	
Lancing	St/Ag	18	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	3/6	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	5	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	—	0	
Yado	Qu/Ag	6	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	2	—	—	—	0	
Body Damage St.	SD/Em	1/3	—	—	2	—	—	—	00	
Control Lycan.	SD	1/3	—	—	2	—	—	—	00	
Dowsing	Em	1/4	—	—	2	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/4	—	—	2	—	—	—	00	
Death	SD/Pr	2/4	—	—	2	—	—	—	00	
Healing	SD/Em	1/3	—	—	2	—	—	—	00	
Ki	SD/Pr	2/6	—	—	2	—	—	—	00	
Sleep	SD/In	1/3	—	—	2	—	—	—	00	
Trance	Pr/SD	1/3	—	—	2	—	—	—	00	
Mnemonics	Me/SD	1/4	—	—	2	—	—	—	00	
Spacial Loc. Aw.	In	1/3	—	—	2	—	—	—	00	
Deadly										
Silent Kill	Ag	6	—	—	—	—	—	—	0	
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	3/7	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	4	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	2/5	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	2/4	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	4	—	—	—	—	—	—	0	
General										
Advertising	In/Re	3/5	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00	
Gimmickry	Re	3	—	—	—	—	—	—	0	
Horticulture	In/Em	2/6	—	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/4	—	—	—	—	—	—	00	
Skinning	Ag/In	3	—	—	—	—	—	—	0	
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	3	—	—	—	—	—	—	0	
Jumping	St/Ag	4	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	2/4	—	—	—	—	—	—	00	
Mimicry	In/SD	2/6	—	—	—	—	—	—	00	
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00	
Propaganda	In/Em	3/5	—	—	—	—	—	—	00	
Tale Telling	Pr	2/6	—	—	—	—	—	—	00	
Ventriloquism	SD/In	3/6	—	—	—	—	—	—	00	
Magical										
Circle Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Divination	In/Em	1/4	—	—	—	—	—	—	00	
Magical Language	none	1/*	—	—	—	—	—	—	00	
	none	1/*	—	—	—	—	—	—	00	
	none	1/*	—	—	—	—	—	—	00	
Magical Rituals	Re/Me	2/5	—	—	—	—	—	—	00	
Power Perception	Em	1/4	—	—	—	—	—	—	00	
Power Pt. Dev.	varies	3	—	—	—	—	—	—	0	
Power Projection	varies	2/5	—	—	—	—	—	—	00	
Symbol Lore	Me/Re	1/4	—	—	—	—	—	—	00	
Targeting Skill	In	3/5	—	—	—	—	—	—	00	
Transcend Armor	varies	7	—	—	—	—	—	—	0	
Warding Lore	Me/Re	2/5	—	—	—	—	—	—	00	
Medical										
Diagnostics	In/Re	2/6	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/4	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	3	—	—	—	—	—	—	0	
Direction Sense	In/Re	2/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	2/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	—	00	
Poison Percep.	In/Re	3	—	—	—	—	—	—	0	
Read Tracks	In/Re	3/6	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	—	0	
Sense Reality Wp.	In/Em	1/2	—	—	—	—	—	—	00	
Surveillance	In/SD	2/6	—	—	—	—	—	—	00	
Time Sense	In/Me	1/4	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	2/4	—	—	—	—	—	—	00	
Duping	Pr	3/5	—	—	—	—	—	—	00	
Interrogation	Ag/Re	3	—	—	—	—	—	—	0	
Leadership	Pr/Re	2/4	—	—	—	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00	
Camouflage	Re/In	5	—	—	—	—	—	—	0	
Disguise	Pr/SD	3/6	—	—	—	—	—	—	00	
Hide Item	Re/In	5	—	—	—	—	—	—	0	
Mimery	Ag/SD	3/6	—	—	—	—	—	—	00	
Pick Pockets	Ag/In	3	—	—	—	—	—	—	0	
Set Traps	Re/Ag	7	—	—	—	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	3	—	—	—	—	—	—	0	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	3	—	—	—	—	—	—	0	

Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total	
				Skill	Level	Stat	Special	Total			
Planetology	Em/Re	5	—	—	—	—	—	—	0		
Phil./Relig. Doct.	Me/In/Re	2/5	—	—	—	—	—	—	0		
Physics	Me/Re	3/6	—	—	—	—	—	—	0		
Poison Lore	Me/Re	2/5	—	—	—	—	—	—	0		
Racial History	Me/Re	2/5	—	—	—	—	—	—	0		
Sanity Heal. Lore	Me/Em	3/6	—	—	—	—	—	—	0		
Siege Engineer	Re/In	2/5	—	—	—	—	—	—	0		
Stone Lore	Me/Re	2/5	—	—	—	—	—	—	0		
Tactics	In/Re	2/5	—	—	—	—	—	—	0		
Trading Lore	Me/Re	2/5	—	—	—	—	—	—	0		
Xeno-Lores	varies	3/5	—	—	—	—	—	—	0		
Animal											
Animal Handling	Em/Pr/Ag	1/5	—	—	—	—	—	—	0		
Animal Training	Em/Pr/Ag	3/7	—	—	—	—	—	—	0		
Beast Master	Em/Pr	4	—	—	—	—	—	—	0		
Driving	Ag/Qu	2/7	—	—	—	—	—	—	0		
Loading	Em/Re	2/7	—	—	—	—	—	—	0		
Athletic											
Athletic Games	St/Ag/Qu	2/6	—	—	—	—	—	—	0		
Distance Running	Co	2/6	—	—	—	—	—	—	0		
Flying/Gliding	Ag	2/6	—	—	—	—	—	—	0		
Rappelling	Ag	3/9	—	—	—	—	—	—	0		
Skating	Ag/SD	2/7	—	—	—	—	—	—	0		
Sprinting	Qu	2/6	—	—	—	—	—	—	0		
Surfing	Ag/SD	2/7	—	—	—	—	—	—	0		
Combat											
Brawling	Re/In	5	—	—	—	—	—	—	0		
Disarm, Armed	Ag	5	—	—	—	—	—	—	0		
Disarm, Unarmed	Ag	5	—	—	—	—	—	—	0		
Grappling Hook	Ag	2/5	—	—	—	—	—	—	0		
Jai	Qu/Ag	3/5	—	—	—	—	—	—	0		
Lancing	St/Ag	3/6	—	—	—	—	—	—	0		
Missile Artillery	In/Ag	2/5	—	—	—	—	—	—	0		
Reverse Stroke	Ag/Re	5	—	—	—	—	—	—	0		
Stunned Maneuv.	SD	2/7	—	—	—	—	—	—	0		
Tumbling Attack	Ag/St	2/6	—	—	—	—	—	—	0		
Tumbling Evasion	Ag/Qu	2/5	—	—	—	—	—	—	0		
2 Weapon Combo	St	v	—	—	—	—	—	—	0		
Yado	Qu/Ag	5	—	—	—	—	—	—	0		
Concentration											
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	0		
Body Damage St.	SD/Em	2/5	—	—	—	—	—	—	0		
Control Lycan.	SD	2/6	—	—	—	—	—	—	0		
Dowsing	Em	2/5	—	—	—	—	—	—	0		
Meditation											
Cleansing	SD/Em	2/6	—	—	—	—	—	—	0		
Death	SD/Pr	2/4	—	—	—	—	—	—	0		
Healing	SD/Em	2/4	—	—	—	—	—	—	0		
Ki	SD/Pr	2/5	—	—	—	—	—	—	0		
Sleep	SD/In	2/4	—	—	—	—	—	—	0		
Trance	Pr/SD	2/4	—	—	—	—	—	—	0		
Mnemonics	Me/SD	1/3	—	—	—	—	—	—	0		
Spacial Loc. Aw.	In	2/5	—	—	—	—	—	—	0		
Deadly											
Silent Kill	Ag	6	—	—	—	—	—	—	0		1
Use/Rem. Poison	Ag/In	2/6	—	—	—	—	—	—	0		1
Evaluation											
Appraisal	Re/Me	2/5	—	—	—	—	—	—	0		
Armor Evaluation	In/Re	2/5	—	—	—	—	—	—	0		
Metal Evaluation	In/Re	2/4	—	—	—	—	—	—	0		
Stone Evaluation	In/Re	2/4	—	—	—	—	—	—	0		
Weap. Evaluation	In/Re	2/5	—	—	—	—	—	—	0		
General											
Advertising	In/Re	2/5	—	—	—	—	—	—	0		
Crafting	Ag/SD	3/5	—	—	—	—	—	—	0		
Gimmickry	Re	2/5	—	—	—	—	—	—	0		
Horticulture	In/Em	2/6	—	—	—	—	—	—	0		
Painting	In/Ag	2/5	—	—	—	—	—	—	0		
Play Instrument, #1	Ag/Me	2/5	—	—	—	—	—	—	0		
Play Instrument, #2	Ag/Me	2/5	—	—	—	—	—	—	0		
Play Instrument, #3	Ag/Me	2/5	—	—	—	—	—	—	0		
Sculpting	In/Ag	2/6	—	—	—	—	—	—	0		
Skinning	Ag/In	2/5	—	—	—	—	—	—	0		
Tactical Games	Re/Me	2/5	—	—	—	—	—	—	0		
Gymnastic											
Juggling	Ag/In	1/5	—	—	—	—	—	—	0		
Jumping	St/Ag	3/6	—	—	—	—	—	—	0		
Pole Vaulting	St/Ag	3/6	—	—	—	—	—	—	0		
Stilt Walking	St/Ag	3/6	—	—	—	—	—	—	0		
Tightrope Walk.	Ag/SD	2/6	—	—	—	—	—	—	0		
Linguistic											
Lip Reading	In/Re	1/5	—	—	—	—	—	—	2		0
Mimicry	In/SD	1/5	—	—	—	—	—	—	2		0
Poetic Improv.	In/Re	1/5	—	—	—	—	—	—	2		0
Propaganda	In/Em	1/5	—	—	—	—	—	—	2		0
Tale Telling	Pr	1/5	—	—	—	—	—	—	2		0
Ventriloquism	SD/In	2/5	—	—	—	—	—	—	2		0
Magical											
Circle Lore	Me/Re	3/6	—	—	—	—	—	—	1		0
Divination	In/Em	3/5	—	—	—	—	—	—	1		0
Magical Language	none	4/*	—	—	—	—	—	—	1		0
Magical Rituals	Re/Me	4	—	—	—	—	—	—	1		0
Power Perception	Em	2/5	—	—	—	—	—	—	1		0
Power Pt. Dev.	varies	4	—	—	—	—	—	—	1		0
Power Projection	varies	3/6	—	—	—	—	—	—	1		0
Symbol Lore	Me/Re	2/4	—	—	—	—	—	—	1		0
Targeting Skill	In	3/6	—	—	—	—	—	—	1		0
Transcend Armor	varies	3/9	—	—	—	—	—	—	1		0
Warding Lore	Me/Re	3/6	—	—	—	—	—	—	1		0
Medical											
Diagnostics	In/Re	1/4	—	—	—	—	—	—	—		0
Drug Tolerance	Co/SD	2/5	—	—	—	—	—	—	—		0
Hypnosis	Pr/SD	2/5	—	—	—	—	—	—	—		0
Midwifery	Em/Me/In	4	—	—	—	—	—	—	—		0
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	—		0
Surgery	SD/Em/In	6	—	—	—	—	—	—	—		0
Perception											
Detect Traps	In	1/4	—	—	—	—	—	—	1		0
Direction Sense	In/Re	1/4	—	—	—	—	—	—	1		0
Lie Perception	In/Re	1/2	—	—	—	—	—	—	1		0
Loc. Secret Open.	In/Re	1/5	—	—	—	—	—	—	1		0
Poison Percep.	In/Re	2	—	—	—	—	—	—	1		0
Read Tracks	In/Re	2/4	—	—	—	—	—	—	1		0
Sense Amb./Ass.	In/Re	1/4	—	—	—	—	—	—	1		0
Sense Reality Wp.	In/Em	3/6	—	—	—	—	—	—	1		0
Surveillance	In/SD	2/5	—	—	—	—	—	—	1		0
Time Sense	In/Me	1/3	—	—	—	—	—	—	1		0
Social											
Diplomacy	Pr/In	1/3	—	—	—	—	—	—	3		0
Duping	Pr	1/2	—	—	—	—	—	—	3		0
Interrogation	Ag/Re	1/2	—	—	—	—	—	—	3		0
Leadership	Pr/Re	1/4	—	—	—	—	—	—	3		0
Subterfuge											
Begging	Pr/Em/Ag	1/5	—	—	—	—	—	—	1		0
Bribery	Pr/Re/Ag	1/5	—	—	—	—	—	—	1		0
Camouflage	Re/In	2/4	—	—	—	—	—	—	1		0
Disguise	Pr/SD	1/3	—	—	—	—	—	—	1		0
Hide Item	Re/In	2/7	—	—	—	—	—	—	1		0
Mimery	Ag/SD	1/5	—	—	—	—	—	—	1		0
Pick Pockets	Ag/In	1/5	—	—	—	—	—	—	1		0
Set Traps	Re/Ag	4	—	—	—	—	—	—	1		0
Survival											
Hostile Environ.	Ag/SD	3/6	—	—	—	—	—	—	—		0
Region Lore	Re/Me	2/6	—	—	—	—	—	—	—		0
Scrounge	In/Re	2/6	—	—	—	—	—	—	—		0
Streetwise	Pr/In	1/4	—	—	—	—	—	—	—		0

Skill	Stats	Cost	Skill Rank	BONUSES				Skill	Stats	Cost	Skill Rank	BONUSES				
				Skill	Level	Stat	Special					Total	Skill	Level	Stat	Special
Primary Skills																
Adr.Mv., Balance	Pr/SD	5	—	—	—	—	—	□	Weapon Skills — St/St/Ag or St/Ag/Ag or St/Ag — 9, 20, 20, 20, 20, 20							
Adr.Mv., Landing	Pr/SD	5	—	—	—	—	—	□	—	—	—	—	—	—	□	
Adr.Mv., Leaping	Pr/SD	5	—	—	—	—	—	□	—	—	—	—	—	—	□	
Adr.Mv., Speed	Pr/SD	5	—	—	—	—	—	□								
Adr.Mv., Strength	Pr/SD	5	—	—	—	—	—	□	Enchanting Law	□	—	—	—	—	□	
Adrenal Defense	none	15	—	—	—	—	—	□	Spirit Mastery	□	—	—	—	—	□	
Ambush	none	6	—	—	—	—	—	□	Command Words	□	—	—	—	—	□	
Body Develop.	Co	8	—	—	—	—	—	□	Calm Spirits	□	—	—	—	—	□	
Channeling	In	8	—	—	2	—	—	□	Essence Hand	□	—	—	—	—	□	
Climbing	Ag	7	—	—	—	—	—	□	Rune Mastery	□	—	—	—	—	□	
Directed Spells	Ag	2/8	—	—	—	—	—	□□	Lesser Illusions	□	—	—	—	—	□	
Disarm Traps	In/Ag	8	—	—	1	—	—	□	Unbarring Ways	□	—	—	—	—	□	
Perception (Gen.)	In/Re	2	—	—	—	—	—	□	Elemental Shields	□	—	—	—	—	□	
Linguistics	none	1/*	—	—	2	—	—	□□	Invisible Ways	□	—	—	—	—	□	
	none	1/*	—	—	2	—	—	□□	Spirit Mastery	□	—	—	—	—	□	
	none	1/*	—	—	2	—	—	□□	Lofty Bridge	□	—	—	—	—	□	
M.A. Strikes	St/St/Ag	6	—	—	—	—	—	□	Gate Mastery	□	—	—	—	—	□	
M.A. Sw. & Th.	Ag/Ag/St	6	—	—	—	—	—	□	Rapid Ways	□	—	—	—	—	□	
Mn. in Armor, SL	Ag	6/*	—	—	—	—	—	□□	Delving	□	—	—	—	—	□	
Mn. in Armor, RL	Ag	7/*	—	—	—	—	—	□□	Cloaking	□	—	—	—	—	□	
Mn. in Armor, Ch	Ag	8/*	—	—	—	—	—	□□	Anticipations	□	—	—	—	—	□	
Mn. in Armor, PI	Ag	9/*	—	—	—	—	—	□□	Detections	□	—	—	—	—	□	
Pick Locks	In/Re/Ag	8	—	—	1	—	—	□	Self Healing	□	—	—	—	—	□	
Riding	Em/Ag	4	—	—	—	—	—	□	Mind Mastery	□	—	—	—	—	□	
Runes	Em/In	2/5	—	—	2	—	—	□□	Solid Manipulation	□	—	—	—	—	□	
Spell List Acquis.	varies	1/*	—	—	—	—	—	□□	Gas Manipulation	□	—	—	—	—	□	
Stalk & Hide	Ag/SD	3	—	—	1	—	—	□	Telekinesis	□	—	—	—	—	□	
Staves & Wands	Em/In	1/5	—	—	2	—	—	□□	Mind's Door	□	—	—	—	—	□	
Swimming	Ag	3	—	—	—	—	—	□		□	—	—	—	—	□	
Character Law Secondary Skills																
Acrobatics	Ag/Qu	3	—	—	—	—	—	□	Public Speaking	Em/Pr/Ag	2/4	—	—	2	—	□□
Acting	Pr/Ag/Em	1/3	—	—	1	—	—	□□	Rope Mastery	Me/Ag	3	—	—	—	—	□
Animal Healing	Em/Re	2/5	—	—	—	—	—	□□	Rowing	St/SD	3	—	—	—	—	□
Caving	SD/Re	3	—	—	—	—	—	□	Sailing	Em/In	3	—	—	—	—	□
Contortions	Ag/SD	4	—	—	—	—	—	□	Seduction	Em/Pr/Ag	1/2	—	—	2	—	□□
Cookery	In/Re	1/5	—	—	—	—	—	□□	Signaling	Me/SD	2/4	—	—	2	—	□□
Dance	Ag/In	1/3	—	—	—	—	—	□□	Singing	Pr/In	1/3	—	—	2	—	□□
Diving	SD/Ag	3	—	—	—	—	—	□	Skiing	Ag/SD	3/7	—	—	—	—	□□
Falsification	SD/Re	2/4	—	—	1	—	—	□□	Smithing	St/Ag	3	—	—	—	—	□
First Aid	SD/Em	2/6	—	—	—	—	—	□□	Spell Mastery	varies	2/5	—	—	2	—	□□
Fletching	Ag/SD	2/6	—	—	—	—	—	□□	Star-Gazing	In/Me	1/4	—	—	1	—	□□
Foraging	In/Me	2/6	—	—	—	—	—	□□	Stone Crafts	SD/Ag	3	—	—	—	—	□
Frenzy	Em/SD	3	—	—	—	—	—	□	Subduing	Ag/Qu	3/5	—	—	—	—	□□
Gambling	Me/Pr	2/4	—	—	2	—	—	□□	Tracking	In/Re	3	—	—	—	—	□
Herdng	Em/Pr	3/5	—	—	—	—	—	□□	Trading	Re/Me	2/6	—	—	2	—	□□
Leather-working	Ag/Re	3	—	—	—	—	—	□	Trap-Building	Re/Em	2/6	—	—	1	—	□□
Mathematics	Re/Me	2/5	—	—	1	—	—	□□	Trickery	Pr/Qu	1/4	—	—	1	—	□□
Meditation	Pr/SD	1/3	—	—	—	—	—	□□	Tumbling	Ag/SD	3	—	—	—	—	□
Music	Ag/Em	2/5	—	—	2	—	—	□□	Weather-Watching	In/Em	1/4	—	—	1	—	□□
Rolemaster Companion Secondary Skills																
Academic																
Administration	Re/Pr	2/5	—	—	1	—	—	□□	Engineering	In/Re	2/6	—	—	1	—	□□
Advanced Math	Re/Me	3/6	—	—	1	—	—	□□	Faerie Lore	Me/Re	1/2	—	—	1	—	□□
Alchemy	Re/Me	2/4	—	—	1	—	—	□□	Fauna Lore	Me/Re	1/2	—	—	1	—	□□
Anthropology	In/Em	1/4	—	—	1	—	—	□□	Flora Lore	Me/Re	1/4	—	—	1	—	□□
Architecture	Re/Em	2/5	—	—	1	—	—	□□	Heraldry	Re/Me	2/4	—	—	1	—	□□
Astronomy	Em/Re	2/5	—	—	1	—	—	□□	Herb Lore	Me/Re	1/4	—	—	1	—	□□
Basic Mathematics	Re/Me	2/5	—	—	1	—	—	□□	Lock Lore	Me/Re	2/5	—	—	1	—	□□
Biochemistry	In/Re	5	—	—	1	—	—	□	Mapping	Re/Me	3	—	—	1	—	□
Boat Pilot	Me/Ag	2/6	—	—	1	—	—	□□	Mechanition	Ag/Re	2/6	—	—	1	—	□□
Demon/Devil Lore	Me/Re	2/5	—	—	1	—	—	□□	Metal Lore	Me/Re	2/5	—	—	1	—	□□
Drafting	Re/Me	2/4	—	—	1	—	—	□□	Military Org.	Pr/Re	3/6	—	—	1	—	□□
Dragon Lore	Me/Re	1/4	—	—	1	—	—	□□	Mining	Re/In	3	—	—	1	—	□□
Engineering																
Navigation																
Planetology																
Phil./Relig. Doct.																

ENCHANTER SKILL SHEET #1

Skill	Stats	Cost	Skill Rank	BONUSES					Special	Total
				Skill	Level	Stat	Special	Total		
Physics	Me/Re	3/6	—	—	1	—	—	—	00	
Poison Lore	Me/Re	1/3	—	—	1	—	—	—	00	
Racial History	Me/Re	1/4	—	—	1	—	—	—	00	
Sanity Heal. Lore	Me/Em	1/3	—	—	1	—	—	—	00	
Siege Engineer	Re/In	2/4	—	—	1	—	—	—	00	
Stone Lore	Me/Re	2/5	—	—	1	—	—	—	00	
Tactics	In/Re	2/4	—	—	1	—	—	—	00	
Trading Lore	Me/Re	1/4	—	—	1	—	—	—	00	
Xeno-Lores	varies	4/7	—	—	1	—	—	—	00	
Animal										
Animal Handling	Em/Pr/Ap	2/6	—	—	—	—	—	—	00	
Animal Training	Em/Pr/Ap	4	—	—	—	—	—	—	0	
Beast Master	Em/Pr	4	—	—	—	—	—	—	0	
Driving	Ag/Qu	3	—	—	—	—	—	—	0	
Loading	Em/Re	3	—	—	—	—	—	—	0	
Athletic										
Athletic Games	St/Ag/Qu	7	—	—	—	—	—	—	0	
Distance Running	Co	3	—	—	—	—	—	—	0	
Flying/Gliding	Ag	3	—	—	—	—	—	—	0	
Rappelling	Ag	7	—	—	—	—	—	—	0	
Skating	Ag/SD	3/7	—	—	—	—	—	—	00	
Sprinting	Qu	3	—	—	—	—	—	—	0	
Surfing	Ag/SD	3/7	—	—	—	—	—	—	00	
Combat										
Brawling	Re/In	18	—	—	—	—	—	—	0	
Disarm, Armed	Ag	6	—	—	—	—	—	—	0	
Disarm, Unarmed	Ag	8	—	—	—	—	—	—	0	
Grappling Hook	Ag	5	—	—	—	—	—	—	0	
Jai	Qu/Ag	20	—	—	—	—	—	—	0	
Lancing	St/Ag	20	—	—	—	—	—	—	0	
Missile Artillery	In/Ag	4/7	—	—	—	—	—	—	00	
Reverse Stroke	Ag/Re	20	—	—	—	—	—	—	0	
Stunned Maneuv.	SD	4	—	—	—	—	—	—	0	
Tumbling Attack	Ag/St	5	—	—	—	—	—	—	0	
Tumbling Evasion	Ag/Qu	3	—	—	—	—	—	—	0	
2 Weapon Combo	St	v	—	—	—	—	—	—	0	
Yado	Qu/Ag	7	—	—	—	—	—	—	0	
Concentration										
Ad. Mv. Quick Draw	Pr/SD	3	—	—	3	—	—	—	0	
Body Damage St.	SD/Em	3/6	—	—	3	—	—	—	00	
Control Lycan.	SD	1/3	—	—	3	—	—	—	00	
Dowsing	Em	3/7	—	—	3	—	—	—	00	
Meditation										
Cleansing	SD/Em	2/4	—	—	3	—	—	—	00	
Death	SD/Pr	2/4	—	—	3	—	—	—	00	
Healing	SD/Em	1/3	—	—	3	—	—	—	00	
Ki	SD/Pr	2/6	—	—	3	—	—	—	00	
Sleep	SD/In	1/3	—	—	3	—	—	—	00	
Trance	Pr/SD	1/3	—	—	3	—	—	—	00	
Mnemonics	Me/SD	1/4	—	—	3	—	—	—	00	
Spacial Loc. Aw.	In	1/3	—	—	3	—	—	—	00	
Deadly										
Silent Kill	Ag	3/5	—	—	—	—	—	—	00	
Use/Rem. Poison	Ag/In	2/4	—	—	—	—	—	—	00	
Evaluation										
Appraisal	Re/Me	3/5	—	—	—	—	—	—	00	
Armor Evaluation	In/Re	3	—	—	—	—	—	—	0	
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	00	
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	00	
Weap. Evaluation	In/Re	3	—	—	—	—	—	—	0	
General										
Advertising	In/Re	3/6	—	—	—	—	—	—	00	
Crafting	Ag/SD	2/6	—	—	—	—	—	—	00	
Gimmickry	Re	3/7	—	—	—	—	—	—	00	
Horticulture	In/Em	2/5	—	—	—	—	—	—	00	
Painting	In/Ag	2/4	—	—	—	—	—	—	00	
Play Instrument, #1	Ag/Me	2/4	—	—	—	—	—	—	00	
Play Instrument, #2	Ag/Me	3/5	—	—	—	—	—	—	00	
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0	
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00	
Skinning	Ag/In	3/4	—	—	—	—	—	—	00	
Tactical Games	Re/Me	1/4	—	—	—	—	—	—	00	
Gymnastic										
Juggling	Ag/In	2/5	—	—	—	—	—	—	00	
Jumping	St/Ag	4	—	—	—	—	—	—	0	
Pole Vaulting	St/Ag	5	—	—	—	—	—	—	0	
Stilt Walking	St/Ag	4	—	—	—	—	—	—	0	
Tightrope Walk.	Ag/SD	3	—	—	—	—	—	—	0	
Linguistic										
Lip Reading	In/Re	1/3	—	—	2	—	—	—	00	
Mimicry	In/SD	1/4	—	—	2	—	—	—	00	
Poetic Improv.	In/Re	2/5	—	—	2	—	—	—	00	
Propaganda	In/Em	1/5	—	—	2	—	—	—	00	
Tale Telling	Pr	2/5	—	—	2	—	—	—	00	
Ventriloquism	SD/In	2/4	—	—	2	—	—	—	00	
Magical										
Circle Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Divination	In/Em	1/4	—	—	2	—	—	—	00	
Magical Language	none	1/*	—	—	2	—	—	—	00	
—	none	1/*	—	—	2	—	—	—	00	
Magical Rituals	Re/Me	2/5	—	—	2	—	—	—	00	
Power Perception	Em	1/4	—	—	2	—	—	—	00	
Power Pt. Dev.	varies	3	—	—	2	—	—	—	0	
Power Projection	varies	2/5	—	—	2	—	—	—	00	
Symbol Lore	Me/Re	1/4	—	—	2	—	—	—	00	
Targeting Skill	In	3/5	—	—	2	—	—	—	00	
Transcend Armor	varies	7	—	—	2	—	—	—	0	
Warding Lore	Me/Re	2/5	—	—	2	—	—	—	00	
Medical										
Diagnostics	In/Re	3/5	—	—	—	—	—	—	00	
Drug Tolerance	Co/SD	3/6	—	—	—	—	—	—	00	
Hypnosis	Pr/SD	2/5	—	—	—	—	—	—	00	
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0	
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00	
Surgery	SD/Em/In	6	—	—	—	—	—	—	0	
Perception										
Detect Traps	In	3	—	—	—	—	—	—	0	
Direction Sense	In/Re	2/4	—	—	—	—	—	—	00	
Lie Perception	In/Re	2/5	—	—	—	—	—	—	00	
Loc. Secret Open.	In/Re	3/6	—	—	—	—	—	—	00	
Poison Percep.	In/Re	3	—	—	—	—	—	—	0	
Read Tracks	In/Re	3/6	—	—	—	—	—	—	00	
Sense Amb./Ass.	In/Re	3	—	—	—	—	—	—	0	
Sense Reality Wp.	In/Em	1/3	—	—	—	—	—	—	00	
Surveillance	In/SD	2/6	—	—	—	—	—	—	00	
Time Sense	In/Me	1/4	—	—	—	—	—	—	00	
Social										
Diplomacy	Pr/In	1/4	—	—	2	—	—	—	00	
Duping	Pr	1/3	—	—	2	—	—	—	00	
Interrogation	Ag/Re	1/4	—	—	2	—	—	—	00	
Leadership	Pr/Re	1/4	—	—	2	—	—	—	00	
Subterfuge										
Begging	Pr/Em/Ap	2/6	—	—	1	—	—	—	00	
Bribery	Pr/Re/Ap	2/6	—	—	1	—	—	—	00	
Camouflage	Re/In	3	—	—	1	—	—	—	0	
Disguise	Pr/SD	1/3	—	—	1	—	—	—	00	
Hide Item	Re/In	3	—	—	1	—	—	—	0	
Mimery	Ag/SD	1/3	—	—	1	—	—	—	00	
Pick Pockets	Ag/In	1/5	—	—	1	—	—	—	00	
Set Traps	Re/Ag	8	—	—	1	—	—	—	0	
Survival										
Hostile Environ.	Ag/SD	2/7	—	—	—	—	—	—	00	
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00	
Scrounge	In/Re	2/6	—	—	—	—	—	—	00	
Streetwise	Pr/In	1/3	—	—	—	—	—	—	00	

Skill	Stats	Cost	Skill Rank	BONUSES				Skill Rank	Skill Level	Stat	Special	Total
				Skill	Level	Stat	Special					
Primary Skills												
Adr.Mv., Balance	Pr/SD	3										
Adr.Mv., Landing	Pr/SD	3										
Adr.Mv., Leaping	Pr/SD	3										
Adr.Mv., Speed	Pr/SD	3										
Adr.Mv., Strength	Pr/SD	3										
Adrenal Defense	none	20										
Ambush	none	4										
Body Develop.	Co	1/4			2							
Channeling	In	20										
Climbing	Ag	4			2							
Directed Spells	Ag	20										
Disarm Traps	In/Ag	3										
Perception (Gen.)	In/Re	1/3			1							
Linguistics	none	2/*										
M.A. Strikes	St/St/Ag	3/7			2							
	St/St/Ag	3/7			2							
M.A. Sw. & Th.	Ag/Ag/St	3/7			2							
	Ag/Ag/St	3/7			2							
Mn. in Armor, SL	Ag	1/*			2							
Mn. in Armor, RL	Ag	1/*			2							
Mn. in Armor, Ch	Ag	2/*			2							
Mn. in Armor, Pl	Ag	2/*			2							
Pick Locks	In/Re/Ag	3										
Riding	Em/Ag	2/4										
Runes	Em/In	5										
Character Law Secondary Skills												
Acrobatics	Ag/Qu	2/5			2							
Acting	Pr/Pr/Em	2/6										
Animal Healing	Em/Re	2/6										
Caving	SD/Re	2/6										
Contortions	Ag/SD	2/6			2							
Cookery	In/Re	2/5										
Dance	Ag/In	2/6			2							
Diving	SD/Ag	2/6			2							
Falsification	SD/Re	3										
First Aid	SD/Em	2/6										
Fletching	Ag/SD	2/4										
Foraging	In/Me	2/6										
Frenzy	Em/SD	2/6										
Gambling	Me/Pr	2/4			2							
Herding	Em/Pr	3/7										
Leather-working	Ag/Re	2/4										
Mathematics	Re/Me	3/7			1							
Meditation	Pr/SD	3/7										
Music	Ag/Em	2/6										
Rolemaster Companion Secondary Skills												
Academic												
Administration	Re/Pr	1/3			1							
Advanced Math	Re/Me	4/8			1							
Alchemy	Re/Me	3/7			1							
Anthropology	In/Em	3			1							
Architecture	Re/Em	2/5			1							
Astronomy	Em/Re	3/7			1							
Basic Mathematics	Re/Me	3/7			1							
Biochemistry	In/Re	5			1							
Boat Pilot	Me/Ag	2/6			1							
Demon/Devil Lore	Me/Re	5			1							
Drafting	Re/Me	2/5			1							
Dragon Lore	Me/Re	2			1							
Engineering	In/Re	2/4			1							
Faerie Lore	Me/Re	6			1							
Fauna Lore	Me/Re	3			1							
Flora Lore												
Flora Lore	Me/Re	3			1							
Heraldry	Re/Me	1/4			1							
Herb Lore	Me/Re	2/6			1							
Lock Lore	Me/Re	2/6			1							
Mapping	Re/Me	2/4			1							
Mechanition	Ag/Re	3/6			1							
Metal Lore	Me/Re	2/6			1							
Military Org.	Pr/Re	1/2/2			1							
Mining	Re/In	2/5			1							
Navigation	Re/In	2/5			1							
Planetology	Em/Re	6			1							
Phil./Relig. Doct.	Me/In/Re	1/5			1							
Physics	Me/Re	4/8			1							
Poison Lore	Me/Re	1/4			1							
Racial History	Me/Re	1/5			1							
Sanity Heal. Lore	Me/Em	8			1							
Siege Engineer	Re/In	1/2/2			1							
Stone Lore	Me/Re	2/6			1							

Skill	Stats	Cost	Skill Rank	BONUSES			Stat	Special	Total
				Skill	Level				
Tactics	In/Re	1/2/2	—	—	1	—	—	—	000
Trading Lore	Me/Re	2/7	—	—	1	—	—	—	00
Xeno-Lores	varies	6	—	—	1	—	—	—	00
Animal									
Animal Handling	Em/Pr/Ap	1/4	—	—	—	—	—	—	00
Animal Training	Em/Pr/Ap	3/7	—	—	—	—	—	—	00
Beast Master	Em/Pr	4	—	—	—	—	—	—	0
Driving	Ag/Qu	1/4	—	—	—	—	—	—	00
Loading	Em/Re	1/4	—	—	—	—	—	—	00
Athletic									
Athletic Games	St/Ag/Qu	1/4	—	—	2	—	—	—	00
Distance Running	Co	2/4	—	—	2	—	—	—	00
Flying/Gliding	Ag	3/6	—	—	2	—	—	—	00
Rappelling	Ag	3/7	—	—	2	—	—	—	00
Skating	Ag/SD	2/7	—	—	2	—	—	—	00
Sprinting	Qu	2/4	—	—	2	—	—	—	00
Surfing	Ag/SD	2/7	—	—	2	—	—	—	00
Combat									
Brawling	Re/In	2/6	—	—	2	—	—	—	00
Disarm, Armed	Ag	2/5	—	—	2	—	—	—	00
Disarm, Unarmed	Ag	3/6	—	—	2	—	—	—	00
Grappling Hook	Ag	2/6	—	—	2	—	—	—	00
Iai	Qu/Ag	2/7	—	—	2	—	—	—	00
Lancing	St/Ag	2/6	—	—	2	—	—	—	00
Missile Artillery	In/Ag	1/3	—	—	2	—	—	—	00
Reverse Stroke	Ag/Re	2/7	—	—	2	—	—	—	00
Stunned Maneuv.	SD	2/6	—	—	2	—	—	—	00
Tumbling Attack	Ag/St	2/6	—	—	2	—	—	—	00
Tumbling Evasion	Ag/Qu	1/5	—	—	2	—	—	—	00
2 Weapon Combo	St	v	—	—	2	—	—	—	00
Yado	Qu/Ag	2/6	—	—	2	—	—	—	00
Concentration									
Ad. Mv. Quick Draw	Pr/SD	2/4	—	—	—	—	—	—	00
Body Damage St.	SD/Em	3/8	—	—	—	—	—	—	00
Control Lycan.	SD	2/6	—	—	—	—	—	—	00
Dowsing	Em	3/7	—	—	—	—	—	—	00
Meditation									
Cleansing	SD/Em	3/8	—	—	—	—	—	—	00
Death	SD/Pr	4	—	—	—	—	—	—	0
Healing	SD/Em	3/7	—	—	—	—	—	—	00
Ki	SD/Pr	3/8	—	—	—	—	—	—	00
Sleep	SD/In	3/7	—	—	—	—	—	—	00
Trance	Pr/SD	3/7	—	—	—	—	—	—	00
Mnemonics	Me/SD	3/7	—	—	—	—	—	—	00
Spacial Loc. Aw.	In	6	—	—	—	—	—	—	0
Deadly									
Silent Kill	Ag	2/6	—	—	—	—	—	—	00
Use/Rem. Poison	Ag/In	2/5	—	—	—	—	—	—	00
Evaluation									
Appraisal	Re/Me	2/5	—	—	—	—	—	—	00
Armor Evaluation	In/Re	1/2	—	—	—	—	—	—	00
Metal Evaluation	In/Re	3/6	—	—	—	—	—	—	00
Stone Evaluation	In/Re	3/6	—	—	—	—	—	—	00
Weap. Evaluation	In/Re	1/2	—	—	—	—	—	—	00
General									
Advertising	In/Re	2/5	—	—	—	—	—	—	00
Crafting	Ag/SD	2/5	—	—	—	—	—	—	00
Gimmickry	Re	3/7	—	—	—	—	—	—	00
Horticulture	In/Em	8	—	—	—	—	—	—	0
Painting	In/Ag	2/6	—	—	—	—	—	—	00
Play Instrument, #1	Ag/Me	2/6	—	—	—	—	—	—	00
Play Instrument, #2	Ag/Me	3/7	—	—	—	—	—	—	00
Play Instrument, #3	Ag/Me	3	—	—	—	—	—	—	0
Sculpting	In/Ag	2/7	—	—	—	—	—	—	00
Skinning	Ag/In	2/6	—	—	—	—	—	—	00
Tactical Games	Re/Me	1/2	—	—	—	—	—	—	00
Gymnastic									
Juggling	Ag/In	1/5	—	—	2	—	—	—	00
Jumping	St/Ag	1/3	—	—	2	—	—	—	00
Pole Vaulting	St/Ag	2/5	—	—	2	—	—	—	00
Stilt Walking	St/Ag	2/5	—	—	2	—	—	—	00
Tightrope Walk.	Ag/SD	3/6	—	—	2	—	—	—	00
Linguistic									
Lip Reading	In/Re	2/6	—	—	—	—	—	—	00
Mimicry	In/SD	2/5	—	—	—	—	—	—	00
Poetic Improv.	In/Re	2/6	—	—	—	—	—	—	00
Propaganda	In/Em	1/3	—	—	—	—	—	—	00
Tale Telling	Pr	2/6	—	—	—	—	—	—	00
Ventriloquism	SD/In	3/5	—	—	—	—	—	—	00
Magical									
Circle Lore	Me/Re	6	—	—	—	—	—	—	0
Divination	In/Em	2/7	—	—	—	—	—	—	00
Magical Language	none	9	—	—	—	—	—	—	0
Magical Rituals	Re/Me	8	—	—	—	—	—	—	0
Power Perception	Em	6	—	—	—	—	—	—	0
Power Pt. Dev.	varies	10	—	—	—	—	—	—	0
Power Projection	varies	12	—	—	—	—	—	—	0
Symbol Lore	Me/Re	5	—	—	—	—	—	—	0
Targeting Skill	In	8	—	—	—	—	—	—	0
Transcend Armor	varies	15	—	—	—	—	—	—	0
Warding Lore	Me/Re	5	—	—	—	—	—	—	0
Medical									
Diagnostics	In/Re	3	—	—	—	—	—	—	0
Drug Tolerance	Co/SD	3/5	—	—	—	—	—	—	00
Hypnosis	Pr/SD	4	—	—	—	—	—	—	0
Midwifery	Em/Me/In	4	—	—	—	—	—	—	0
Second Aid	SD/Em/In	3/7	—	—	—	—	—	—	00
Surgery	SD/Em/In	7	—	—	—	—	—	—	0
Perception									
Detect Traps	In	1/4	—	—	1	—	—	—	00
Direction Sense	In/Re	1/4	—	—	1	—	—	—	00
Lie Perception	In/Re	3/5	—	—	1	—	—	—	00
Loc. Secret Open.	In/Re	2/5	—	—	1	—	—	—	00
Poison Percep.	In/Re	2/5	—	—	1	—	—	—	00
Read Tracks	In/Re	1/4	—	—	1	—	—	—	00
Sense Amb./Ass.	In/Re	1/4	—	—	1	—	—	—	00
Sense Reality Wp.	In/Em	6	—	—	1	—	—	—	0
Surveillance	In/SD	2/5	—	—	1	—	—	—	00
Time Sense	In/Me	1/4	—	—	1	—	—	—	00
Social									
Diplomacy	Pr/In	1/5	—	—	2	—	—	—	00
Duping	Pr	2/6	—	—	2	—	—	—	00
Interrogation	Ag/Re	2/6	—	—	2	—	—	—	00
Leadership	Pr/Re	1/2	—	—	2	—	—	—	00
Subterfuge									
Begging	Pr/Em/Ap	2/6	—	—	—	—	—	—	00
Bribery	Pr/Re/Ap	2/6	—	—	—	—	—	—	00
Camouflage	Re/In	2/5	—	—	—	—	—	—	00
Disguise	Pr/SD	2/6	—	—	—	—	—	—	00
Hide Item	Re/In	2/5	—	—	—	—	—	—	00
Mimery	Ag/SD	2/6	—	—	—	—	—	—	00
Pick Pockets	Ag/In	3/6	—	—	—	—	—	—	00
Set Traps	Re/Ag	3/8	—	—	—	—	—	—	00
Survival									
Hostile Environ.	Ag/SD	1/4	—	—	—	—	—	—	00
Region Lore	Re/Me	2/6	—	—	—	—	—	—	00
Scrounge	In/Re	2/6	—	—	—	—	—	—	00
Streetwise	Pr/In	1/4	—	—	—	—	—	—	00

Campaign Notes



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