

Skill Category Record Sheet T-6.2

Character:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses					
					Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Armor • Light	Ag/St/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Armor • Medium	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Artistic • Active	Pr/Em/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Artistic • Passive	Em/In/Pr	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Athletic • Brawn	St/Co/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Athletic • Endurance	Co/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Athletic • Gymnastics	Ag/Qu/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Awareness • Perceptions	In/SD/In	_____	na	‡	0	_____	_____	_____	_____	_____
Awareness • Searching	In/Re/SD	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Awareness • Senses	In/SD/In	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Body Development	Co/SD/Co	_____	na	†	0	_____	_____	_____	_____	_____
Combat Maneuvers	Ag/Qu/SD	_____	na	*	0	_____	_____	_____	_____	_____
Communications	Re/Me/Em	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Crafts	Ag/Me/SD	_____	na	*	0	_____	_____	_____	_____	_____
Directed Spells	Ag/SD/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Influence	Pr/Em/In	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Lore • General	Me/Re/Me	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Lore • Magical	Me/Re/Me	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Lore • Obscure	Me/Re/Me	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Lore • Technical	Me/Re/Me	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Martial Arts • Striking	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Martial Arts • Sweeps	Ag/St/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Outdoor • Animal	Em/Ag/Em	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Outdoor • Environmental	SD/In/Me	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Power Awareness	Em/In/Pr	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Power Manipulation	Em/In/Pr	_____	na	*	0	_____	_____	_____	_____	_____
Power Point Development	_____	_____	na	†	0	_____	_____	_____	_____	_____
Science/Analytic • Basic	Re/Me/Re	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Science/Analytic • Specialized	Re/Me/Re	_____	na	*	0	_____	_____	_____	_____	_____
Self Control	SD/Pr/SD	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Special Attacks	St/Ag/SD	_____	na	*	0	_____	_____	_____	_____	_____
Special Defenses	none	_____	na	*	0	_____	_____	_____	_____	_____
Spells • Arcane Open Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Other Realm Base Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Other Realm Closed Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Other Realm Open Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Own Realm Closed Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Own Realm Open Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Own Realm Other Base Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Own Realm Own Base Lists	_____	_____	na	‡	0	_____	_____	_____	_____	_____
Subterfuge • Attack	Ag/SD/In	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Subterfuge • Mechanics	In/Ag/Re	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Subterfuge • Stealth	Ag/SD/In	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Technical/Trade • General	Re/Me/SD	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Technical/Trade • Professional	Re/Me/In	_____	na	*	0	_____	_____	_____	_____	_____
Technical/Trade • Vocational	Me/In/Re	_____	na	*	0	_____	_____	_____	_____	_____
Urban	In/Pr/Re	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • 1-H Concussion	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • 1-H Edged	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • 2-Handed	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • Missile	Ag/St/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • Missile Artillery	In/Ag/Re	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • Pole Arms	St/Ag/St	_____	_____	□□□	_____	_____	_____	_____	_____	_____
Weapon • Thrown	Ag/St/Ag	_____	_____	□□□	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	□□□	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	□□□	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	□□□	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	□□□	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	□□□	_____	_____	_____	_____	_____	_____

Progression — no symbol: Standard — *: Combined — †: See Table T-1.1 — ‡: "0•0•0•0•0" for skill category ranks and "0•1•1•0.5•0" for skill ranks.