

Character's Name: _____ Player's Name: _____

Character's Province: _____ Character's Discipline: _____

XP Unspent: _____ + XP Spent: _____ = Total XP Earned: _____

Skills and Abilities: PTS

- Aid (x2) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Animal Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Appraising (x3/x1/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Armorsmithing (x1/x2/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Artisan (x3/x2/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
○¹¹ ○¹² ○¹³ ○¹⁴ ○¹⁵ ○¹⁶ ○¹⁷ ○¹⁸ ○¹⁹ ○²⁰
- Astrology (x3/x3/x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Climbing (x2/x1/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Concealing (x3/x1/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Constitution (x5/x10/x10) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Contact (x3) _____
NAME: _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
NAME: _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
NAME: _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Courtier (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Disguise (x5/x3/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Feat of Luck (x30/x20/x30) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Feat of Magic (x20/x15/x10) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰

Skills and Abilities: PTS

- Feat of Speed (x5/x5/x10) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Feat of Strength (x5/x10/x10) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Feat of Will (x10/x5/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Feign Death (x5/x3/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Find/Rem. Traps (x3/x1/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Forgery (x5/x1/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- History (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Immunity to Disease (x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Immunity to Fear (x3/x5/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Immunity to Paralysis (x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Immunity to Poison (x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Increased Damage (varies) _____
WEAPON: _____
○_{L to C} ○_{C to M} ○_{M to D} ○_{D to DD}
WEAPON: _____
○_{L to C} ○_{C to M} ○_{M to D} ○_{D to DD}
WEAPON: _____
○_{L to C} ○_{C to M} ○_{M to D} ○_{D to DD}
- Killing Strike (x5/x5/x10) _____
WEAPON: _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
WEAPON: _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
WEAPON: _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰

Skills and Abilities: PTS

- Language (x3/x2/x1) _____
○¹ _____
○² _____
○³ _____
○⁴ _____
○⁵ _____
- Leadership (x3/x5/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Legend Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Lock Picking (x3/x1/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Looting (x3/x1/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Magic Ability (x10/x5/--) _____
○¹ ARCHE: _____
○² ARCHE: _____
○³ ARCHE: _____
- Magic Lore (x3/x2/x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Magic Research (x5/x3/x2) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
○¹¹ ○¹² ○¹³ ○¹⁴ ○¹⁵ ○¹⁶ ○¹⁷ ○¹⁸ ○¹⁹ ○²⁰
- Mineral Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Mystic Ability (x10/x10/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Mystic Lore (x5/x5/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Music Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Nautical Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- New Armor Prof. (--/x5/x10) _____
○¹ _____
○² _____
○³ _____
- New Shield Prof. (--/x5/x10) _____
○¹ _____
○² _____

Skills and Abilities: PTS

- New Weapon Prof. (--/x5/x10) _____
○¹ _____
○² _____
○³ _____
○⁴ _____
- Organization (x10) _____
1ST ORG: _____
○¹ ○² ○³
2ND ORG: _____
○¹ ○² ○³
- Personal Item (x10) _____
○¹ _____
○² _____
○³ _____
- Physical Defense (x50) _____
○¹ ○² ○³
- Pick Pocket (x5/x1/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Plant Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Poison Lore (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Poison Research (x5/x2/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
○¹¹ ○¹² ○¹³ ○¹⁴ ○¹⁵ ○¹⁶ ○¹⁷ ○¹⁸ ○¹⁹ ○²⁰
- Read Magic (x10/x5/--) _____
- Status (x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Streetwise (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Survival (x1) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Tracking (x2/x1/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Waylay (x3/x3/x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Wealth (x5) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰
- Weaponsmithing (x1/x2/x3) _____
○¹ ○² ○³ ○⁴ ○⁵ ○⁶ ○⁷ ○⁸ ○⁹ ○¹⁰

