

ROLEMASTER • SKILL CATEGORY SHEET

Designed by kelgsaas@mac.com
Published by www.guildcompanion.com

Skill category	Development cost	Rank	Next level	Rank bonus	Applicable stats	Stat bonus	Prof. bonus	Race bonus	Item	Item	Special	Special	Total bonus
Armour • Light (AT 5-12)			□□□		Ag/Ag/St								
Armour • Medium (AT 13-16)			□□□		St/St/Ag								
Armour • Heavy (AT 17-20)			□□□		St/St/Ag								
Artistic • Active			□□□		Pr/Em/Ag								
Artistic • Passive			□□□		Em/In/Pr								
Athletic • Brawn			□□□		St/Co/Ag								
Athletic • Endurance			□□□		Co/Ag/St								
Athletic • Gymnastics			□□□		Ag/Ag/Qu								
Awareness • Perceptions		0	‡	0	In/In/SD								
Awareness • Searching			□□□		In/Re/SD								
Awareness • Senses			□□□		In/In/SD								
Body Development		0	†	0	Co/Co/SD						10		
Combat Maneuvers		0	*	0	Ag/Qu/SD								
Communications			□□□		Re/Me/Em								
Crafts		0	*	0	Ag/Me/SD								
Directed Spells			□□□		Ag/Ag/SD								
Influence			□□□		Pr/Em/In								
Lore • General			□□□		Me/Me/Re								
Lore • Magical			□□□		Me/Me/Re								
Lore • Obscure			□□□		Me/Me/Re								
Lore • Technical			□□□		Me/Me/Re								
Martial Arts • Striking			□□□		St/St/Ag								
Martial Arts • Sweeps			□□□		Ag/Ag/St								
Outdoor • Animal			□□□		Em/Em/Ag								
Outdoor • Environmental			□□□		SD/In/Re								
Power Awareness			□□□		Em/In/Pr								
Power Manipulation		0	*	0	Em/In/Pr								
Power Point Development		0	††	0									
Science/Analytic • Basic			□□□		Re/Re/Me								
Science/Analytic • Specialized		0	*	0	Re/Re/Me								
Self Control			□□□		SD/SD/Pr								
Special Attacks		0	*	0	St/Ag/SD								
Special Defences		0	*	0	None								
Spell Lists	Varies	0	‡	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		0	*	0	Re/Me/In								
Technical/Trade • Vocational		0	*	0	Me/In/Re								
Urban			□□□		In/Pr/Re								
Weapon • One-handed Concussion			□□□		St/St/Ag								
Weapon • One-handed Edged			□□□		St/St/Ag								
Weapon • Two-handed			□□□		St/St/Ag								
Weapon • Missile			□□□		Ag/Ag/St								
Weapon • Missile Artillery			□□□		In/Ag/Re								
Weapon • Pole Arms			□□□		St/St/Ag								
Weapon • Thrown			□□□		Ag/Ag/St								

SKILL RANK PROGRESSION

Rank	Standard (□□□)	Combined (*)	Limited (‡)	Body dev. (†)	PP dev. (††)
0	Category: -15 Skill: -15	Skill: -30	Skill: +0	Skill: +0	Skill: +0
1-10	Category: +2 Skill: +3	Skill: +5	Skill: +1	Skill: ___	Skill: ___
11-20	Category: +1 Skill: +2	Skill: +3	Skill: +1	Skill: ___	Skill: ___
21-30	Category: +0.5 Skill: +1	Skill: +1.5	Skill: +0.5	Skill: ___	Skill: ___
31+	Category: +0 Skill: +0.5	Skill: +0.5	Skill: +0	Skill: ___	Skill: ___

Remember MMP on MMs.