

General Abilities	Early Childhood	Later Life	Apprenticeship (Magi Only)	Post-Apprenticeship (Magi Only)	Total XP	Score
	45 points	15 points per year	240 points	30 points per year		
(Area) Lore						
Animal Handling						
Athletics						
Awareness						
Bargain						
Brawl						
Carouse						
Charm						
Chirurgy*						
Concentration						
Craft (Type)						
Etiquette						
Folk Ken						
Guile						
Hunt						
Intrigue						
Leadership						
Legerdemain*						
Native Language (Living Language)	75					
Music (Organization) Lore						
Profession (Type)						
Ride						
Stealth						
Survival						
Swim						
Teaching						
<b>Academic Abilities</b>						
Artes Liberales*						
Civil and Canon Law*						
Common Law* (Dead Language)*						
Medicine*						
Philosophiae*						
Theology*						
<b>Arcane Abilities</b>						
Code of Hermes*						
Dominion Lore*						
Faerie Lore*						
Finesse*						
Infernal Lore*						
Magic Lore*						
Magic Theory*						
Parma Magica*						
Penetration*						
<b>Martial Abilities</b>						
Bows						
Great Weapon						
Single Weapon						
Thrown Weapon						
<b>Supernatural Abilities</b>						

Arts	Apprenticeship	Post Gauntlet	Total XP	Score
	Creo			
Intellego				
Muto				
Perdo				
Rego				
Animal				
Aquam				
Auram				
Corpus				
Herbam				
Ignem				
Imaginem				
Mentem				
Terram				
Vim				

**Ability Experience Point Chart**

Score	To Buy	To Raise
1	5	5
2	15	10
3	30	15
4	50	20
5	75	25
6	105	30
7	140	35

**Art Experience Point Chart**

Score	To Buy	To Raise
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6
7	28	7
8	36	8
9	45	9
10	55	10
11	66	11
12	78	12
13	91	13
14	105	14
15	120	15
16	136	16
17	153	17
18	171	18
19	190	19
20	210	20

**To Buy:** The number of experience points required to raise a score from zero to that number.

**To Raise:** The number of experience points required to raise a score by one point to that number.

**Using this worksheet:**

For each stage of your character's life, note how many experience points you would like to apply to any Ability or Art, if applicable. Once all the points are spent, see what your score your character has in that Ability or Art.

Note that you cannot spend points in the shaded Abilities in Early Childhood. Note that the 75 points in Native Language represents the experiences needed for the beginning score of 5 that all characters get. You can spend more experience if you choose.

Remember that Virtues and Flaws can affect various Abilities and Flaws.

See *ArM5* pp. 31-33 for Character generation, pp. 62-67 for Ability descriptions, pp. 163-166 for Advancement rules

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Our thanks to Andy Reimer for developing the original worksheet and to Mark J. Pascual for corrections and updates.

\* These skills may not be used without being trained in it