

	Early Childhood	Later Life	Apprenticeship (Magi Only)	After Apprenticeship (Magi Only)	Total Experience Score	Remaining Experience
General Abilities	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						

Academic Abilities						
Artes Liberales*						
Civil and Canon Law*						
Common Law* (Dead Language)						
Medicine*						
Philosophiae*						
Theology*						

Arcane Abilities						
Code of Hermes*						
Dominion Lore*						
Faerie Lore*						
Finesse						
Infernal Lore*						
Magic Lore*						
Parma Magica*						
Penetration						

Martial Abilities						
Bows						
Great Weapon						
Single Weapon						
Thrown Weapon						

Supernatural Abilities						
Animal Ken*						
Dowsing*						
Enchanting Music*						
Entrancement*						
Magic Sensitivity*						
Premonitions*						
Second Sight*						
Sense Holiness & Unholiness*						
Shapeshifter*						
Wilderness Sense*						

	Apprenticeship	After Apprenticeship	Total Experience Score	Remaining Experience
Creo				
Inetleigo				
Muto				
Perdo				
Rego				
Animal				
Auram				
Corpus				
Herbam				
Ignem				
Imaginem				
Mentem				
Terram				
Vis				
Aquam				

How to use this worksheet:

For each stage of your character's life, simply jot down how many experience points you would like to apply to any given Ability (or Art if applicable). Once all the points are spent, then see what score your character has in that Ability or Art. Any remaining experience is not lost, but simply means the character is that much closer to the next score when you begin play.

Note that you cannot develop the shaded Abilities in Early Childhood. Also note that the 75 points next to Native Language represent the experience needed for the beginning score of 5 all characters get. This does not prevent you from spending more experience in this Ability if you choose.

Remember that Virtues & Flaws can affect several Abilities.