



Karma Cost for Skills Increases

Active Skills

Attr	General Skills												Specializations											
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12
1	1	4	7	10	12	15	17	20	22	25	27	30	1	2	4	6	7	9	10	12	13	15	16	18
2	1	3	6	8	12	15	17	20	22	25	27	30	1	1	3	4	7	9	10	12	13	15	16	18
3	1	3	4	8	10	12	17	20	22	25	27	30	1	1	1	4	5	6	10	12	13	15	16	18
4	1	3	4	6	10	12	14	16	22	25	27	30	1	1	1	2	5	6	7	8	13	15	16	18
5	1	3	4	6	7	12	14	16	18	20	27	30	1	1	1	2	2	6	7	8	9	10	16	18
6	1	3	4	6	7	9	14	16	18	20	22	24	1	1	1	2	2	3	7	8	9	10	11	12
7	1	3	4	6	7	9	10	16	18	20	22	24	1	1	1	2	2	3	3	8	9	10	11	12
8	1	3	4	6	7	9	10	12	18	20	22	24	1	1	1	2	2	3	3	4	9	10	11	12
9	1	3	4	6	7	9	10	12	13	20	22	24	1	1	1	2	2	3	3	4	4	10	11	12

Knowledge Skills

Attr	General Skills												Specializations											
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12
1	1	3	6	8	10	12	14	16	18	20	22	24	1	3	7	10	12	15	17	20	22	25	27	30
2	1	2	4	6	10	12	14	16	18	20	22	24	1	1	4	6	12	15	17	20	22	25	27	30
3	1	2	3	6	7	9	14	16	18	20	22	24	1	1	1	6	7	9	17	20	22	25	27	30
4	1	2	3	4	7	9	10	12	18	20	22	24	1	1	1	2	7	9	10	12	22	25	27	30
5	1	2	3	4	5	9	10	12	13	15	22	24	1	1	1	2	2	9	10	12	13	15	27	30
6	1	2	3	4	5	6	10	12	13	15	16	18	1	1	1	2	2	3	10	12	13	15	16	18
7	1	2	3	4	5	6	7	12	13	15	16	18	1	1	1	2	2	3	3	12	13	15	16	18
8	1	2	3	4	5	6	7	8	13	15	16	18	1	1	1	2	2	3	3	4	13	15	16	18
9	1	2	3	4	5	6	7	8	9	15	16	18	1	1	1	2	2	3	3	4	4	15	16	18

This is intended for use as a quick reference chart when you're calculating karma costs to increase active and knowledge skills. It is particularly useful for projecting your character's future development and calculating how much karma it will cost to get a skill to a given level.

To use the chart, first check whether it's an active skill or a knowledge skill, and then a general skill or a specialization. Find the appropriate area of the charts. Then, check your character's rating in the Linked Attribute (which is always Intelligence for Knowledge Skills). Look at that line of the table, and look across the columns until you find the level of skill you're increasing to. (If it's an increase of more than one skill level, you need to add all the increase costs together; the table's not cumulative.)

For example, Rick's character Sly Dawg has a Strength of 5, and Rick wants to increase Sly's Edged Weapons skill from 3 to 4. Rick looks at the "General Skills" area of the Active Skills table, and finds the line for an Attribute value of 5. He reads across the table and finds that it will cost 6 karma to get the skill at 4. If his GM would let him put it up two levels in one go, to Edged Weapons 5, Rick sees it would cost a total of 13 karma (6 to get it to 4 and then another 7 to get it to 5).

Really, these tables are just a representation of the rules presented on pages 244-245 of SR3. There's nothing fancy here. However, it can be very useful to have these tables to hand when you're doing a lot of karma-spending calculations, and with a bit of familiarity it's quicker using these than calculating it in one's head.