

Name _____

Race _____ Gender _____

Age _____ Birth Date _____

Cult _____

Clan/Tribe _____

Homeland _____

Occupation _____

Ransom _____ Base income _____

Standard of living _____

Reputation _____ % Coins _____

Healing rate _____

Weapon

DODGE_____○

ENC mod_____

DEX

SIZ

MV

DB

[illegible]

Common Rune Magic	
Command Cult Spirit	2
Dismiss Magic	1
Divination	1
Extension	1
Find Enemy	1
Heal Wounds	1
Multispell	1
Sanctify	1
Soul Sight	1
Spirit Block	1
Summon Cult Spirit	1-3
Warding	1

AGILITY

Boat (05)

Climb (40)

Dodge (DEX x 2)

Drive Chariot (05)

Jump (DEX x 3)

Ride (05)

Swim (15)

COMMUNICATION

Act (05)

Art (05)

Bargain (05)

Charm (15)

Dance (10)

Disguise (05)

Fast Talk (05)

Intimidate (15)

Intrigue (05)

Orate (05)

Sing (10)

Speak (50)

Speak (00)

KNOWLEDGE

Alchemy (00)

Animal Lore (05)

Battle (10)

Bureaucracy (00)

Celestial Lore (05)

Cult Lore (05)

Customs (25)

Elder R. Lore (05)

Evaluate (10)

Farm (10)

First Aid (10)

Game (15)

Herd (05)

Homeland Lore (30)

Homeland Lore (00)

Library Use (00)

Manage Household (10)

Mineral Lore (05)

Peaceful Cut (10)

Plant Lore (05)

Read/Write (00)

Shiphandling (00)

Survival (15)

Treat Disease (05)

Treat Poison (05)

MAGIC

Meditate (00)

Prepare Corpse (10)

Sense Assassin (00)

Sense Chaos (00)

Spirit Combat (20)

Spirit Dance (00)

Spirit Lore (00)

Spirit Travel (10)

Understand Herd Beast (00)

Worship (05)

MANIPULATION

Conceal (05)

Craft (10)

Devise (05)

Play Instrument (05)

Sleight (05)

PERCEPTION

Insight (20)

Listen (25)

Scan (25)

Search (25)

Track (05)

STEALTH

Hide (10)

Move Quietly (10)

ENC

Wheels (W)

Lunars (L)

Clacks (C)

Bolgs (B)

Goods (L)

MAX ENC

Skill Category

Modifiers

Major

Minor

Agility

DEX

STR (SIZ) POW

Communication

CHA

INT POW

Knowledge

INT

POW

Magic

POW

CHA

Manipulation

DEX INT

STR POW

Perception

INT

POW

Stealth

(SIZ) DEX INT

(POW)

1W=20L

10C=1L

10B=1C

(SIZ) or (POW) means inverse bonus, so positive for low characteristic and negative for high characteristic

1-4

5-8

9-12

13-16

17-20

+4

Major

-10%

-5%

-

+5%

+10%

+5%

Minor

-5%

-

-

-

+5%

+5%

TREASURE / SPECIAL ITEMS

GEAR

NOTES ON SKILLS

indicates a speciality must be chosen

v.02 by Denis Ricard

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