Characteristics

STR ___  CON ___  SIZ ___  DEX ___
INT ___  POW ___  CHA ___

Damage Bonus _____  SIZ SR ___  DEX SR ___  Healing Rate ___/week

Passions

Honor ___ □

Weapons

Melee  %    DMG    ENC    HP    SR

Missile  %    DMG    ENC    HP    Range    Rate

Combat Notes

Elemental Rune Affinities

Fire  □
Air  □
Moon  □
Earth  □
Water  □
Darkness  □

Power Rune Affinities

Cults
Cult ___  Rank ___

Rune Points 0 1 2 3 4 5 6 7 8 9 10 11 12

Sub- or Associated Cults ___  Rank ___

Rune Points 0 1 2 3 4 5 6 7 8 9 10 11 12

Spirit Combat

Spirit Combat ___ □  Spirit Combat Damage _____________

Notes

Spirit Magic

CHA Limit _______

Rune Magic

Sorcerous Runes and Techniques

Free INT _______

Magic Notes

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**AGILITY**
- Boat (05)
- Climb (40)
- Dodge (DEX x2)
- Drive (05)
- Jump (DEX x3)
- 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 (10)
- Sing (10)
- Speak Other Language (-__________) (00)
- Speak Other Language (-__________) (00)
- Speak Own Language (-__________) (50)

**KNOWLEDGE**
- Alchemy (00)
- Animal Lore (05)
- Battle (10)
- Bureaucracy (00)
- Celestial Lore (05)
- Cult Lore (-__________) (05)
- Customs (local) (25)
- Customs (-__________) (00)
- Elder Race Lore (05)
- Evaluate (10)
- Farm (10)
- First Aid (10)
- Game (15)
- Herd (05)
- Homeland Lore (own) (30)
- Homeland Lore (-__________) (00)
- 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)
- Worship (-__________) (05)
- Worship (-__________) (05)

**MANIPULATION**
- Conceal (05)
- Craft (-__________) (10)
- Deceive (05)
- Play Instrument (-__________) (05)
- Sleight (05)

**PERCEPTION**
- Insight (own species) (20)
- Insight (-__________) (00)
- Listen (25)
- Scan (25)
- Search (25)
- Track (05)

**STEALTH**
- Hide (10)
- Move Quietly (10)

**MELEE WEAPONS**
- 1H Axe (10)
- 2H Axe (05)
- Broadsword (10)
- Dagger (15)
- Kopis (10)
- Pike (15)
- Rapier (10)
- Shortsword (10)
- 1H Spear (includes Lance) (05)
- 2H Spear (15)

**MISSILE WEAPONS**
- Composite Bow (05)
- Crossbow (25)
- Javelin (10)
- Pole Lasso (05)
- Self Bow (05)
- Sling (05)
- Throwing Dagger (05)
- Thrown Axe (10)

**SHEILDs**
- Small Shield (15)
- Medium Shield (15)
- Large Shield (15)

**NATURAL WEAPONS**
- Fist (25)
- Grapple (25)
- Kick (15)

**ADDITIONAL MAGIC**

**NOTES**

**GEAR, TREASURE, AND MAGIC ITEMS**

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### FAMILY

#### GRANDPARENTS
- Grandfather: [Dead? □]
- Grandmother: [Dead? □]

#### AUNTS & UNCLEs
- [G] □ Dead? □

#### SIBLINGS
- [G] □ Dead? □

### FAMILY EVENTS

#### MARRIAGE
- Spouse: [G] □ Dead? □
- Spouse: [G] □ Dead? □

#### STATUS
- [G] □ Dead? □

#### CHILDREN
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □
- [G] □ Dead? □

### HOLDINGS

#### HARVEST
- Last Year's Omen
- Raiding
- Herogquest
- Previous Year's Harvest
- Next Year's Omen

#### MODIFIER
- Description

#### HOUSEHOLD
- Tenant(s)
- Hides

### MOUNT | ELEMENTAL | ALLY

<table>
<thead>
<tr>
<th>NAME</th>
<th>TYPE</th>
<th>ATTACK %</th>
<th>DAMAGE</th>
<th>RANGE</th>
<th>SR</th>
<th>PTS</th>
<th>LOCATION</th>
<th>D20</th>
<th>ARMOR/HP</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
<th><strong>POW</strong></th>
<th><strong>CHA</strong></th>
<th><strong>MOV</strong></th>
<th><strong>HP</strong></th>
<th><strong>MP</strong></th>
<th><strong>DAMAGE BONUS</strong></th>
<th><strong>DEX SR</strong></th>
<th><strong>SIZ SR</strong></th>
<th><strong>PASSIONS</strong></th>
<th><strong>RUNES</strong></th>
<th><strong>PTS</strong></th>
<th><strong>MAGIC</strong></th>
<th><strong>RANSOM</strong></th>
</tr>
</thead>
</table>

| HIT POINTS | DEAD | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|------------|------|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|

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# Adventurer Background Worksheet

## Family History

### Favored Grandparent’s History
If killed, stop and move to Favored Parent’s History, or continue using your other grandparent.

<table>
<thead>
<tr>
<th>Year</th>
<th>Event</th>
<th>Results</th>
<th>Fate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1561</td>
<td>Your favored grandparent was born by this year.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1562</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1597</td>
<td>Your parents were born by this year.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1602</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1603–4</td>
<td>Your parents are married by now, if at all. Your adventurer was born sometime in 1604.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1605</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring.

### Favored Parent’s History
If killed, stop and move to Your History, or continue using your other parent. Determine your siblings, if desired.

<table>
<thead>
<tr>
<th>Year</th>
<th>Event</th>
<th>Results</th>
<th>Fate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1608</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1610</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1613</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>1615</td>
<td></td>
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<td></td>
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<tr>
<td>1616</td>
<td></td>
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<tr>
<td>1618</td>
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<td></td>
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<tr>
<td>1619</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1620</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1621</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If your favored parent survives this long, they retire from adventuring. Congratulations! It’s time for your own history.

### Your History
You come of age and your adventures begin.

| Year | Event | Results | 
|------|-------|---------|---
| 1622 | | | 
| 1623 | | | 
| 1624 | | | 
| 1625 | | | 

Now it’s time for new adventures!

## Treasure and Boons

### Famous Ancestors and Reputation

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