

HârnMaster: Roleplaying in the world of Kèthîra

Birth

- d100: _____ **Folk** (p.20) Human
- d100: _____ **Age Group** (p.21) Young Mature Old
- d12 & d30 for **Birthdate**: Day _____ Month _____ month name
 Year: _____ + 1d ____ [_____] = _____ year _____ age

Sunsign (p.22): _____

Sunsign modifiers (p.22)

Social Water Odívshè	Lore Aura Sávôrya	Physical Air Lyáhvi	Nature Earth Fývria	Craft Metal Jmôrvi	Combat Fire Pèleáhn
----------------------------	-------------------------	---------------------------	---------------------------	--------------------------	---------------------------

4. d6: _____ **Sunsign Trait** (p.23): _____

Sunsign DP (p.23) (for use in step 21)

Social	Lore	Physical	Nature	Craft	Combat
--------	------	----------	--------	-------	--------

5. d1000: _____ **Birthplace Region** (p.415): _____

d100: _____ **Realm** (p.416+ / Hârn: p.418): _____

Society: _____

Pantheon: _____

Languages: _____

Special: _____

Family

6. d20: _____ **Social Class**: _____

Feudal p.27	Imperial p.28	Tribal p.29
Kúzhan p.31	Sináin p.32	Tributary p.30

7. d100: _____ **Parents occupation**: _____

Urban % _____

8. d100: _____ **Background** (p.33) Rural Urban City Wild.

9. d100: _____ **Estrangement** (p.34) Value _____

Desc. _____

Persona

10. **Attributes** (p.38)

10.1 **Physical**: 5d6 (young) 4d6 (mature) 3d6 (old) 10.2 **Mental**: 4d6

STR	END	DEX	AGL	PER	CML
AUR	WIL	REA	CRE	EMP	ELO

Roll 4d6 (Sinái roll 5d6) keep 3 : **VOI**

Adjust **physical** for sum by age group: (p.57) **80 / 73 / 63**

STR END DEX AGL PER CML

Adjust **mental** for sum: (p.57) **73** (all age groups)

AUR WIL REA CRE EMP ELO

Adjust physical and mental attributes according to **Folk** (p.38)

STR END DEX AGL PER CML

AUR WIL REA CRE EMP ELO

10.3 Roll 4d6 pick 3 _____ = _____ Folk: _____

(p.39) **Morality** Value _____ Desc. _____

10.4 Roll 1d20: _____ **Arcane Talent** (p.40)

DP: _____ # _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

1d100: _____ : _____ DP: _____

10.5 Roll 1d20 _____ **Grace** (p.40) _____ Aspect (p.310): _____ Marked

10.6 Roll 1-3 d20 _____ + _____ + _____ = _____ **Psyche Traits** (p.40)

1: _____

2: _____

11. Choose **Occupation** (p.42-44) _____

Also record wealth Die: WD = _____

12. Choose **Skills DP** (p.45)

1: **Folk skills** (p.45)

2: **Arcane Talents** (p.47) depending on roll in step 10.4

3: **Family skills**: Record parents wealth Die: WD = _____
 (p.47) 5DP maximum = half parent's skill

Native Language: Unfree / Free / Guilded / Military 4 DP
 Free+ / Guilded+ / Priestly / Noble / Kúzhai / Sinái 5 DP

Native Religion: (p.47)

Human (choose Ritual) 1 DP

Sináí (Siém Ritual) 3 DP

Kúzhai (Seréniel Ritual) 2 DP

Émhlè (choose Ritual) 2 DP

- 4: **Background skills** (p.48) 5DP maximum 2 on same skill
Urban(city) : each DP spent on languages grants pool of 3 DP
- 4b: **Bonus Language points** (p.48) Y: 2, M: 3, Old/Kúzhai/Sinái: 4
- 5: **Occupation skills** (p.48)
Shek-Pvar: choose Primary convocation
- 6: **Optional skills** (p.48) 5DP maximum 2 or 1 (except languages)
No new esoterica skill
- 7: **Veteran skills** (p.49) if age group is **mature** or Elder Folk
No new esoterica skill 5DP maximum 2 or 1
- 7b: **Old skills** (p.49) if age group is **old** or Elder Folk
No new esoterica skill 5DP maximum 2 or 1
- 8: **Sunsign skills** (p.49) 5DP maximum 2 or 1
As noted in step 5
13. **Determine Standing** (p.51)
Family WD (estrangement) # ____ D ____ = ____
Occupation WD (Age group) # ____ D ____ = ____

*lifestyle**wealth*

14. **The Mysteries** (p.53)

Fate Roll (AUR): ____ Fate Points = 5

Piety Max (p.55) : Circle + 1 = ____

Adjust piety according to Morality vs religion range (p.55)

Blessing Bonus (p.55): Ritual Index + 1 = ____

Ceremony (p.323+): _____

Doctrines (# = max piety): _____

 Character Details (p.427)

Latitude for region: _____

Roll d100: ____ **Complexion**: _____Roll d100: ____ **Hair Colour**: _____Roll d100: ____ **Eye Colour**: _____Roll d100: ____ **Handedness**: _____Roll d100: ____ STR= ____ **Build****Height** (inches): _____**Weight** (lbs): ____ + Roll 3d6: ____ = _____**Additional steps**

- Alchemy (p.265)
- Arcane Talent (p.259 & 261-264)
- Divination (p.275) & Priests (p.55)
- Astrology (p.277)
- Runecraft (p.281)
- Tarotry (p.285)
- Shek-Pvar (p.54)
- Astral Mysteries
- Reveries (Ælrrhin) (p.308)
- Trance (Tribal Shamans) (p.290 & p.300)

 Possessions (p.51)

Possessions = wealth x 100d = _____d

Coins = wealth x 10d = _____d