

Birth

1. d100: **Folk** (p.20) ☐ Human ☐:

2. d100: **Age Group** (p.21) ☐ Young ☐ Mature ☐ Old

3. d12 & d30 for **Birthdate**: Day Month

Year: + 1d [] =

Sunsign (p.22):

Sunsign modifiers (p.22)

Social	Lore	Physical	Nature	Craft	Combat
Water	Aura	Air	Earth	Metal	Fire
Odivshè	Sāvōrya	Lyáhvī	Fývria	Jmōrvī	Pèleáhn

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

Sunsign DP (p.23) (for use in step 12)

Social	Lore	Physical	Nature	Craft	Combat
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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

Kúzhān ☐

p.31

Sináin ☐

p.32

Tributary ☐

p.30

7. d100: **Parents occupation**:

Urban %

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

R[0, 5] ≤ Urban% → City; If urban% ≤ 10 and R[0, 5] > urban% → Wilderness

9. **Estrangement** (p.34)

d100 = Estr. Value

Desc.

Persona

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

10.1 **Physical**: *Young: 5d6* *Mature: 4d6* *Old: 3d6*

1 swap allowed in physical attributes (excluding CML but including VOI)

10.2 **Mental**: 4d6

1 swap allowed in mental attributes

STR

END

DEX

AGL

PER

CML

AUR

WIL

REA

CRE

EMP

ELO

VOI Roll 4d6 (Sinái roll 5d6) keep 3:

Adjust **physical** for sum by age group: (p.57) Y: **80** / M: **73** / O: **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 **Morality** (p.39)

Roll 4d6 pick 3 = Folk mod.:

Value Desc.

Arcane Talent (p.40)

10.4 Roll 1d20:

Spirit DP: #

d100: : DP:

d100: : DP:

d100: : DP:

d100: : DP:

d100: : DP:

d100: : DP:

d100: : DP:

d100: : DP:

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

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

1:

2:

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

Also record wealth Die: WD = _____

► **TRAVEL** (p.429)

d10 _____ TRAVEL EXTENT _____

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

Sinái (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: 45: ☐ **Occupation skills** (p.48)

Shèk-Pvâr: 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☐ **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) _____ *trait***Weight:** _____ + Roll 3d6: _____ = _____ (lb) _____ *trait*► **Siblings** (p.429)

of Siblings: _____ Sibling Rank: _____

_: ☐ Living ☐ Deceased ☐ Male ☐ Female ______: ☐ Living ☐ Deceased ☐ Male ☐ Female ______: ☐ Living ☐ Deceased ☐ Male ☐ Female ______: ☐ Living ☐ Deceased ☐ Male ☐ Female ______: ☐ Living ☐ Deceased ☐ Male ☐ Female ______: ☐ Living ☐ Deceased ☐ Male ☐ Female _____**Relationship** (p.429)

d10 _____ RELATIONSHIP _____

► **Ally or Rival** (p.429)

d10 _____ ALLY/RIVAL _____

d10 _____ Nature _____

► **Occupation Status** (p.429)

SV _____ Status _____ ML _____

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)☐ Shèk-Pvâr (p.54)☐ Astral Mysteries☐ Reveries (Æl rhin) (p.308)☐ Trance (Tribal Shamans) (p.290 & p.300)☐ **Possessions** (p.51)

Possessions = wealth x 100d = _____d

Coins = wealth x 10d = _____d