- Cales of the Kyran Age ⊙E Character Name SENSE SKILLS Base Rating: AGILITY SKILLS Base Rating: Player Listen (Climb (Scent (Sex Age Dodge (Search () movement: (Flight (Motivations Taste (Jump (Rafting Nature Riding (WIT SKILLS Base Rating: Sprint (Stealth (Administration Homeland Swim (Cooking Family Status gap's Culture Homeland Guild Evaluate Item 1-handed Blades First Aid Guild Rank 2-handed Blades Folklore Current Status 1-handed Blunt Geography Current Guild 2-handed Blunt Herb Lore Bite (Current Rank History Grapple () in flight: (**Identify Insect** Attributes Headbutt (Insect Anatomy Kick (+5) Language: Uroh Senses Wit Lances Language: Will **Empathy** Polearms Language: **Dexterity Agility** Punch (+10) Law Shields (+10) Strength Aim Navigation Whips (-5) Reflexes Poetry Prepare Herbs Build Stature Seamanship Tracking Mutations Weather (Form of Being Write Book Overloaded? SRM (-Effects of Mutation RANGED WPNS Base Rating: COM. SKILLS Base Rating: Archery Acting (Blowpipes (-10) Barter (Firearms Charm (Flameburners Inspire (Slings Intimidate (Throwing Nets Beneficial Physiological Mutation Persuade (Thrown Weapons Sing (Statecraft (Detrimental Physiological Mutation Taunt (Detrimental Cellular or Telempathic Activity ARTISAN SKILLS Base Rating: **MISCELLANEOUS SKILLS:** Ascendant Insect Craft (_ Art (SRM:) (Base Rating: Craft (Insectile Habits Insect Handling Disguise Skiing Forgery Mapmaking)(Ropework Trapping Colouration **DEX. SKILLS** Base Rating: Family Dissection DCA: Maximum Juggling Health: Parents form of being (tick box of Spearside) Lock picking Father Pick Pocket Mother \square Play (Play (Spearsides Guild **Fortune Points:** Sleight of hand Surviving next of kin Now living in

Mour	nt Information	ITEMS ON MOUNT:	LOAD:	Saddlebag One:	LOAD:
		Rider (25/60/80/100/135)			
Name		Rider's carried Load			
ype Vill		Saddle & Tack	15		
gility	Reflexes:				
trength					
KILL RATIN	IGS:				
Listen	HEALTH				
cent	(Maximum_				
earch	Current)				
print/Fly				TOTAL LOAI) (-£20).
Attack Type Skill Rating				TOTALLOAL	(01 20):
Damage:	+ SBtW				
	ESTABLE PRODUCTS			Saddlebag Two:	LOAD
	e Kytin Load:				
	e Meat Load:				
Herd/W	ing RANK:				
Bond Stre	ngth (call 1d20): ARMOUR				
20114 5416	/ VALUE				
	(+) (Kytin):				
Penalty	to be hit: +5	TOTALIOA	D		
201571	,	TOTAL LOA			
Walk	T SPEED:	Mount Load Capaci	ity:	TOTAL LOAI) (of 20):
Run	mph x10hrs mph x(Health /10)hrs				
Sprint	-	Eaten today?	_		
Sprint	Tt per mu	Each day without eating su accumulating (-1) penalty to all S	iffer an kill Ratings.		
Trample	damage:	Initiative, plus -1 Maximum			
AIRBOI	RNE ,	77			
COMBA	T SPEED:	Honours gained			
Fly	mph x(Health /10) hours	Place:	Но	nour: E	Bars:
Dart	ft per rnd x(Health /5) rnds				1 2 3 4 5 6
Vital shot					1 2 3 4 5 6
iiui spoi.					1 2 3 4 5 6
	Skill Test results				1 2 3 4 5 6
Difference	between roll & Skill Rating (+/- SRM's):				1 2 3 4 5 6
Difference:	Equal to or lower than / greater than:				1 2 3 4 5 6
0-10:	Acceptable/unacceptable.				1 2 3 4 5 6
11-15:	Great success: Ability use: -1 DCA (min. 1)				1 2 3 4 5 6
	Emotive Telempathy: +10' range Combat: +4 to damage or Test (+4)/	Tourneys won		Notes	
	Profound failure.	Place Da	te		
16+:	Exemplary:	Event Status		Sundar - Start of week	
	Ability use: -2 DCA (min. 1) Emotive Telempathy: +20' range Combat: +8 to damage or Test (+4)/ Dire failure.			Mundar - Busy evenings	
		Place Da		Windar - Market day	
		Event Status		Erdar - Priest's day	
Т	Default success/failure	Place Da		Fuedar - No open flame	
At ALL times, a roll of 1 is considered an Exemplary or		Event Status		Vandar - Day of rest	
Critical suc	cess, regardless of Skill Rating or modifiers.	Place Da	te	21 1	± 11
	nes, a roll of 20 is considered a Dire failure or regardless of Skill Rating or modifiers.	Event Status		Check mounts for Chugge	
		Place Da		Apply lacquer to kytin -	Weekly
	Opposed rolls	Event Status			
The gr	reatest degree of success wins a contest. Ties favour the defender.	Lycht Status			

ITEMS ON PERSON:	LOAD:	Combat				
		Weapon/Defence:	Total Rating:	Damage +SBtW:	Notes/Ran	ge:
		Bite		1d6 + +	Only held targets	, ignores armour values
		Grapple		None	(+5) to knocka	lown opponent
		Headbutt (+5) if grappling		2 + +	Stun UNHELM	ED target for 1 round
		Kick		1d8 -2 + +		
		Punch		1d6 -2 +	Ignore armour if	target UNHELMED
MLC: TOTAL LOAD	1:	DODGE Skill Rating		All-out' attacks, 2-handed arge object missiles and g		
(Strength x10) Load Capacity:				Strength		
(Strength x1.5 rounde	ed down)	Armour		Bonus to	+ kn	Vs. ockdown +
OVERLOADED? Each FULL Lo		Туре:	Value:	Wound:		
.oad Capacity = SRM: <i>ALL</i> AGILITY-BASI May not RUN or FLY longer than 1 hour /		Type:	Value:	+ CURRENT	HEALTH:	Reflexes:
Overload Penalty: SRM: (-		Type:		+		(+1d10 = Initiative)
Overload I charty. Skivi. (-		Type:		+		
Backpack 1 (1/5):	LOAD:			+ Remember to eat a	t least once per day!	
1 , ,		Type:				4 11 1/1
		Туре:	Value:	= 1/2 Health: All Skill	1/2	4 Health: 1/
		Total	Armour	Ratings &	1	atings &
			Value:	Initiative (-5		iative (-10)
		Telempathic ABILITY Base Rating:	SCAN	N	Paralyse (2	20/3m)
		SUGGESTION		scan (4/inst)	Shock (20/	
		Action (16/5m)	Minds	search (6/1m)	Sleep (16/3	
TOTAL LOAD (of 10)):	Scent (4/5m) Sight (6/5m)	CLOA	AKING	Stun (5/10	secs)
	=	Sound (4/5m)	Block		COMMU	NICATION
Backpack 2 (1/5):	LOAD:		Mass 1	Block (16/5m)	Mindcall (2/inst)
		EMOTION	Cloak	(4/5m)	Mindconv	erse (6/5m)
		Anger T: (4/5m) I:(2/15m)	Mass (Cloak (8/5m)	SPECIAI	SKILLS
		Calm T: (4/5m) <i>I:(2/15m)</i> Fear T: (4/5m) <i>I:(2/15m)</i>	OFFE	ENCE	Trance (2/	
		Love T: (4/5m) I:(2/15m)		Mem. (20/3m)	1141100 (2/	
		Resolve (4/5m)		olast (8/inst)		
		TT 1 11 0 11 12 12 12 12 12 12 12 12 12 12 12 12				
		T: Telempathic Cost I: Insectile Empat.	by Cost			
		Metamorph		ities CUR	RENT	
				ities CUR		+3/hour res +8/hour sle
TOTAL LOAD (of 10)):	Metamorph	ic Abil	dour (2/15m)		+8/hour slo
TOTAL LOAD (of 10)):	Metamorph ABILITY Base Rating:	ic Abil Ch. O	Ittles DCA	Sustain O	+8/hour slo
)):	Metamorph ABILITY Base Rating: Cell Disrupt. (8/-2D10) Cell Drain (8/inst) Cell Harden (4/5m)	ic Abil Ch. O Elong: Radian	dour (2/15m) ate (8/5m) nce (2/10)	Sustain O	+8/hour slo
Arrows in quiver (max 24):)):	Metamorph ABILITY Base Rating: Cell Disrupt. (8/-2D10) Cell Drain (8/inst) Cell Harden (4/5m) Cell Fusion (8/+2D10) Cell Share (var./inst)	Ch. O Elongs Radian Shapes S. Sens	dour (2/15m) ate (8/5m) shift (15/60m) ses (4/60m)	Sustain O	+8/hour slo
TOTAL LOAD (of 10 Arrows in quiver (max 24): Bolts in pouch (max 24): Shells on belt (max 12):)):	Metamorph ABILITY Base Rating: Cell Disrupt. (8/-2D10) Cell Drain (8/inst) Cell Harden (4/5m) Cell Fusion (8/+2D10)	Ch. O Elongs Radian Shapes S. Sens	dour (2/15m) ate (8/5m) nce (2/10) shift (15/60m)	Sustain O	+8/hour slo
Arrows in quiver (max 24): Bolts in pouch (max 24):)):	Metamorph ABILITY Base Rating: Cell Disrupt. (8/-2D10) Cell Drain (8/inst) Cell Harden (4/5m) Cell Fusion (8/+2D10) Cell Share (var./inst) Chameleon (4/15m) Movement	Ch. O Elongs Radian Shapes S. Sens	dour (2/15m) ate (8/5m) shift (15/60m) ses (4/60m) h Skin (4/30m)	Sustain O. T. Change	+8/hour slo
Arrows in quiver (max 24): Bolts in pouch (max 24): Shells on belt (max 12):)):	Metamorph ABILITY Base Rating: Cell Disrupt. (8/-2D10) Cell Drain (8/inst) Cell Harden (4/5m) Cell Fusion (8/+2D10) Cell Share (var./inst) Chameleon (4/15m) Movement COMBAT SPEED	Ch. O Elong: Radiar Shape: S. Sen:	dour (2/15m) ate (8/5m) shift (15/60m) ses (4/60m) h Skin (4/30m)	Sustain O	+8/hour slo
Arrows in quiver (max 24): Bolts in pouch (max 24): Shells on belt (max 12):)):	Metamorph ABILITY Base Rating: Cell Disrupt. (8/-2D10) Cell Drain (8/inst) Cell Harden (4/5m) Cell Fusion (8/+2D10) Cell Share (var./inst) Chameleon (4/15m) Movement COMBAT SPEED Walk mph x10	Ch. O Elong: Radiar Shape: S. Sen:	dour (2/15m)	Sustain O. T. Change	+8/hour slo

Skill Marks

Whenever you earn a Skill Mark, tick the corresponding box. Once all a skills' boxes are filled, **sleep**. Then roll **1d20**; a roll that is greater than your *current* Skill Rating (without modifiers) grants +1 to that Skill Rating. Upon increase, erase the ticks, and repeat until that skill has a rating of 20.

SENSE SKILLS	DEXTERITY SKILLS		MISCELLANEOU	US SKILLS
Listen	Dissection		Art	
Scent	Juggling		Insect Handling	
Search	Lock picking		Skiing	
Taste	Pick Pocket			
	Play ()			
	Play ()			
WIT SKILLS	Sleight of hand		TELEMPATHIC	ABILITIES
Administration			Action	
Cooking	AGILITY SKILLS		Scent	
Culture		A Comment of the Comm	Sight	
Evaluate Item	Climb		Sound	
First Aid	Dodge		Anger	
Folklore	Flight		Fear	
Geography	Jump 🗌		Calm	
Herb Lore	Riding		Love	
History	Rafting		Resolve	
Identify Insect	Sprint		Mindscan	
Insect Anatomy	Stealth		Mindsearch	
Language: Uroh	Swim		Block	
ang:			Mass Block	
ang:			Cloak	
Law	1-handed Blades		Mass Cloak	
Navigation Navigation	2-handed Blades		Cell Drain	
	1-handed Blunt		Erase Memory	
Poetry Date Date Date Date Date Date Date Date	2-handed Blunt		Paralyse	
Prepare Herbs	Bite		Shock	
Seamanship	Grapple		Sleep	
Tracking	Headbutt		Stun	
Weather	Kick		Mindcall	
Write Book	Lances		Mindconverse	
	Polearms		lviindconverse	
COMMUNICATION SKILLS	Punch			
	Shields			
Acting	Whips			
Barter	vvinps		METAMORPHIC	CABILITIES
Charm			Cell Disruption	
Inspire			Cell Harden	
Intimidate			Cell Fusion	
Persuade			Cell Share	
Sing	RANGED WEAPON	SKILLS	Chameleon	
Statecraft	Archery		Change Odour	
Taunt	Blowpipes		Elongate	
	Firearms		Radiance	
ARTISAN SKILLS	Flameburners		Sharpen Senses	
	Slings		*	
Craft ()	Throwing Nets		Stretch Skin	
Craft ()	Thrown Weapons		Sustain Oxygen	
Disguise U U U	IIII THE TOTAL POINT		Temp. Change	
Forgery				
Mapmaking				