

HERO WORKSHEET



STEP 1: NAME (P15-17)

NAME _____ Nickname _____ Name Meaning _____

STEP 2: PASSIONS (P17)

Honor _____ %

Love (family) _____ %

Loyalty (goði) _____ %

_____ (_____) _____ %

_____ (_____) _____ %

_____ (_____) _____ %

_____ (_____) _____ %

STEP 4: CHARACTERISTICS (P30)

STR _____ 3D6

CON _____ 3D6

SIZ _____ 2D6+6

DEX _____ 3d6

INT _____ 2D6+6

POW _____ 3d6

CHA _____ 3d6

STEP 5: ATTRIBUTES (P31-33)

HIT POINTS _____

MAGIC POINTS _____

REPUTATION _____ %

HEALING RATE _____

DAMAGE MODIFIER _____

MOVEMENT RATE _____

MAX ENC _____

STEP 3: FAMILY HISTORY (P20-28)

Your Grandparents' History 900-941

YEAR	EVENT	EFFECT
900	_____	_____
917-922	_____	_____
930	_____	_____
932	_____	_____
937	_____	_____
941	_____	_____

Your Parents' History 954-969

YEAR	EVENT	EFFECT
954	_____	_____
955	_____	_____
956-957	_____	_____
959	_____	_____
964	_____	_____
965	_____	_____

Your History 970-977

YEAR	EVENT	EFFECT
971	_____	_____
973	_____	_____
974	_____	_____
975	_____	_____
976	_____	_____
977	_____	_____

STEP 6: SKILLS & SPIRIT ANIMAL (P33-37)

SPIRIT ANIMAL _____		BONUS: + _____		TO _____		PERSONALITY TYPE _____	
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SKILL	BASE	SPIRIT	HOMELAND	PERSONAL	SKILL	SKILL	BASE	SPIRIT	HOMELAND	PERSONAL	SKILL
Agility	%					Manipulation	%				
Boat	05				%	Conceal (05)	05				%
Climb	40				%	Craft (10)					
Dodge	DEX×2				%	()	10				%
Jump	DEX×3				%	()	00				%
Ride	05				%	()	00				%
Ski	10				%	Devise (05)	05				%
Swim	15				%	Play Instrument (05)	05				%
						Sleight (05)	05				%
Communication	%					Mythic	%				
Act	05				%	Prophecy (05)	05				%
Art	05				%	Rune Magic (00)	00				%
Bargain	05				%	Second Sight (05)	05				%
Charm	15				%	Seiður Magic (00)	00				%
Dance (10)	10				%	Worship					
Disguise (05)	05				%	()	00				%
Fast Talk (05)	05				%	()	00				%
Intimidate (15)	15				%	()	00				%
Intrigue (05)	05				%	()	00				%
Orate (10)	10				%	()	00				%
Sing (10)	10				%						
Skaldic Poetry (10)	10				%	Perception	%				
Speak Language						Insight (20)	20				%
Own ()	50				%	Listen (25)	25				%
()	00				%	Search (25)	25				%
()	00				%	Spot Hidden (25)	25				%
()	00				%	Track (05)	05				%
()	00				%	Stealth	%				
Knowledge	%					Hide (10)	10				%
Animal Lore (05)	05				%	Move Quietly (10)	10				%
Area Lore						Melee Weapons	%				
Iceland	20				%	1H Axe (10)	10				%
()	00				%	2H Axe (05)	05				%
Battle (10)	10				%	Broadsword (10)	10				%
Customs						Quarterstaff (15)	15				%
Norse	25				%	Knife (15)	15				%
()	00				%	Polearm (15)	15				%
Evaluate (10)	10				%	Spear (15)	15				%
Farm (30)	30				%	Shield (15)	15				%
First Aid (10)	10				%	()	00				%
Game (15)	15				%	()	00				%
Herd (05)	05				%	Missile Weapons	%				
Law (10)	10				%	Bow (10)	10				%
Mineral Lore (05)	05				%	Sling (05)	05				%
Myth Lore (10)	10				%	Thrown Axe (10)	10				%
Navigate (20)	20				%	()	00				%
Plant Lore (05)	05				%	Natural Weapon	%				
Read/Write						Fist (25)	25				%
()	00				%	Grapple (25)	25				%
()	00				%	Kick (15)	15				%
Shiphandling (00)	00				%	()	00				%
Survival (15)	15				%						
Treat Disease (05)	05				%						
Treat Poison (05)	05				%						

STEP 7: DEVOTIONS (P38)

STEP 8: FAMILY (P39)

STEP 9: WEALTH (P39)

ENTER ON CHARACTER SHEET

STEP 10: DISTINCTIVE FEATURES (P41)

_____	DP: 0 1 2 3	_____
_____	DP: 0 1 2 3	_____
_____	DP: 0 1 2 3	_____
_____	DP: 0 1 2 3	_____
_____	DP: 0 1 2 3	_____