

RuneQuest 6 - Character creation skill distribution worksheet. Instructions on page 2.

A Skills List	B Base level formula	C Base	D Cultural skills addition	E New skill level	F Career skills addition	G New skill level	H Bonus points addition	I Final Skill level
Career skill 1								
Career skill 2								
Career skill 3								
Cultural skill 1								
Cultural skill 2								
Cultural skill 3								
Cultural combat style - optional	STR+DEX							
Hobby prof. or combat skl - optional								
Athletics	STR+DEX							
Boating	STR+CON							
Brawn	STR+SIZ							
Conceal	DEX+POW							
Customs (* +40)	40+INTx2	*						
Dance	DEX+CHA							
Deceit	INT+CHA							
Drive	DEX+POW							
Endurance	CONx2							
Evade	DEXx2							
First Aid	INT+DEX							
Influence	CHAx2							
Insight	INT+POW							
Locale	INTx2							
Native Tongue (* +40)	40+INT+CHA	*						
Perception	INT+POW							
Ride	DEX+POW							
Sing	CHA+POW							
Stealth	DEX+INT							
Swim	STR+CON							
Unarmed	STR+DEX							
Willpower	POWx2							
			Total 100		Total 100		Total (_____)	

The concept is: Every character has a basic set of STANDARD skills, then adds more specialization based on his CULTURE, his CAREER and his HOBBY

You work from left to right on the table.

1: Fill Column C starting with the Athletics row by using the formula in Column B. Customs and Native Tongue get a flat 40 which you add to the formulas.

2: Look at your Culture's description: choose 3 professional skills (and 1 cultural combat style if desired), add these skills to Column A
Find their base calculation method (ex: seamanship is INT+CON), copy that in Column B, and write the calculated base level in Column C

3: Clearly identify which Standard skills are part of your Culture's description (ex: write "C" next to skill name)

4: In Column D, distribute 100 pts amongst the skills associated with your Culture (max 15 points, min 5 points per skill); i.e. the skills you just chose and marked
Use Column D to write how much you are adding to that skill, and Column E for the new total (Column C + Column D). Carry over the numbers you didn't modify.

5: Look at your Career's description: choose 3 professional skills (they can be some you previously chose or improved, clearly identify those (ex: with letter R))
Write the new skills in Column A, write their base calculation method in Column B, and write the calculated base number in Column C.

6: Again, clearly identify which Standard skills are associated with the career (ex: with letter R)

7: In Column F, distribute 100 points amongst the skills thus associated with your Career (max 15 points per skill)
Use Column F to write how much you are adding to that skill, and Column G for the new total (Column E + Column F)

8: You now have the option of adding one final professional skill or combat style as a hobby/personal interest, if you want. Write it in Column A.

9: In Column H, distribute bonus points to ANY skills. The default is 150 points, maximum 15 per skill (based on an Adult character, see p48)

10: Write your final skill levels in Column I (Column G + Column H)