

SUMMARY OF CULT SKILLS & TRAITS

PANDARIA

Ammon-Ra: Cult Weapon/Shield*, Oratory, Ride, Insight, Command/First Aid; Brave [G], Just [L], Honest [LG].

(* *Blunt weapons only for Clerics, Paladins also Sword, Lance, Spear, but may use any*).

St.Ukko sub-cult: Spot instead of Oratory; Merciful [G] instead of Just [L]. Longsword & Dagger permitted to priests.

Healers: First Aid, Treat Disease (*aka Diagnosis*), Herb Lore, Oratory, Insight; Merciful [G], Generous [G], Chaste [L].

Druidic: Animal Lore, Plant Lore, Tracking, Survival, Oratory/Cult Weapon*; Loyalty:Nature [L], Lustful [C], Spiritual [N].

(* *Club, Staff, Dagger, Dart, Hammer, Sling, Spear, Scimitar, Sickle, Scythe*)

Law - Judges: Any Blunt Weapon (*inc. Lucerne 'Hammer'*), Strategy, Track, Spot, Insight; Just [L], Honest [LG], Vengeful [LE].

Law - Sages: Any Lore (up to 3), Any Ancient Language, Insight; Prudent [L], Honest [LG], Suspicious [N].

Law - Jesters: Oratory, Fast Talk, Any Lore, Any Entertainment*, Insight; Just [L], Honest [LG], Energetic [N].

(* *Sing, Dance, Play(instrument), Tumbling, Acting, etc*)

Chaos (Unordered): Sword, Other Weapon, Oratory, Fast Talk, Any Sub-cult skill; Proud [N], Reckless [C], any Chaotic trait [C].

Chaos - Mamaka: Sword, Any Odd Weapon, Oratory, First Aid, Command; Proud [N], Reckless [C], Vengeful [LE].

Chaos - Octagonal Pit: Sword, Net, Oratory, Animal Lore, Tracking; Reckless [C], Cruel [E], Arbitrary [C].

Chaos - Herpa: Mace/Shield, Oratory, Etiquette, Insight, Strategy; Arbitrary [C], Suspicious [N], Deceitful [CE].

Chaos - Eight Demons: Sword/Whip, Fast Talk, Torturing, Courtesan, Command; Cruel [E], Lustful [C], Arbitrary [C].

Chaos - Fuming Gate: Sword/Polearm, Fast Talk, Demonology, Ceremony, Bargaining; Deceitful [E], Pious [N], Arbitrary [C].

The Valar: Herb Lore, Bow, Sing & Dance, Spot & Listen, Hide & Sneak; : No Traits (or any?) [-].

Mahal: Dwarf Weapon*, Dwarf Craft**, Appraise, First Aid, Bargaining; Prudent [L], Energetic [N], Suspicious [N].

(* *Hammer, Pick, Axe, Mattock, Adze, etc.* ** *Smithing, Stonemasonry, Jewelling, Mining, Armouring, Weaponcrafting*)

Melkor: Cult Weapon*, Oratory, Black Speech, Command/Strategy, Any Craft/Lore; Cruel [E], Proud [N], Vengeful [LE].

(* *Flail, Whip, Hammer, Crossbow*)

Halea: Dance, Courtesan, Fast Talk, Bargaining, Any Other Entertainment skill; Lustful [C], Energetic [N], Forgiving [CG].

Hecate: Astrology, Ancient Language, Arcane Lore, Insight, Cult Weapon*; Prudent [L], Deceitful [CE], Vengeful [LE]. (* *Dagger, Dart, Staff, Scimitar*)

Loviatar: Hide, Sneak, Sleight, Poison Lore, Dagger; Cowardly [E], Chaste [L], Deceitful [CE].

Gruumsh/Maglubiyet: Scimitar/Axe, Any Other Weapon, Oratory, Sense, Command; Proud [N], Vengeful [LE], Cruel [E].

Diabolist: Oratory, Fast Talk, Bargaining, Etiquette, Insight; Loyalty:Evil [LE], Just [L], Deceitful [CE].

Demonic: Any Weapon, Sense, Insight, Bargaining, Fast Talk; Reckless [C], Cruel [E], Hate:Good [E].

CULTS OF GREYHAWK

Heironeous: Longsword, Shield, Oratory (Diplomacy), Command, Strategy; Valorous [G], Just [L], Merciful [G].

Hextor: Two Cult Weapons*, Oratory, Command, Strategy; Loyalty:Hextor [LE], Cruel [E], Vengeful [LE].

(* *Longsword, Mace, Battleaxe, Falchion, Battle Pick, Spiked Flail*)

Olidammara: Perform, Hide/Sneak, Fast Talk, Disguise, Rapier; Deceitful [CE], Forgiving [CG], Any Chaotic trait [C]. :-)

Ehlonna (Ehlenestra): Animal Lore, Plant Lore, Track, Oratory, Cult Weapon; Love:Nature [G], Lusty [C], Honest [LG].

Corellon Larethian: Sword/Bow, Sing/Dance/etc, Lore/Magic, Oratory, Command/Strategy; Pious [N], Any Good [G], Any Chaotic [C].

Moradin: Smithing, Jewelling, Masonry, Appraise, Cult Weapon (*Hammer/Axe/Pick*); Energetic [N], Just [L], Honest [LG].

Clangedin: Axe, Axe2h, Strategy, Command, Oratory/First Aid; Brave/Reckless [G/C], Proud [N], Hate:Goblins/Giants [G/E].

CULTS OF CANTABRIA

Ukko (Air god): Cult Weapon*, Spot, Ride, Command, Insight/First Aid; Proud [N], Merciful [G], Generous [G].

(* *Clerics: Blunt weapons, Longsword & Dagger; Paladins: also Sword, Lance, Spear*)

Sif (Sword goddess): 2 of Sword/2hSword/Dagger, First Aid, Command, Oratory; Brave [G], Honest [LG], Loyalty:Sif [LG].

Forseti/Tyr (Justice god): Longsword, Ride, Oratory, First Aid, Insight; Just [L], Honest [LG], Vengeful [LE].

Hel (Death goddess): Cult Weapon (*spear, 2h-sword*), ?, ?, ?, ?; Pious [N], Just [L], Cruel [E].

Heimdall (Magic god?): ?, ?, ?, ?, ?; ? [], ? [], ? [].

Hermes (Thief god): ?, ?, ?, ?, ?; ? [], ? [], ? [].

Ilmatar (Healing goddess): ?, ?, ?, ?, ?; ? [], ? [], ? [].

Demeter (Earth goddess): ?, ?, ?, ?, ?; ? [], ? [], ? [].

Mielikki (Forest goddess): ?, ?, ?, ?, ?; ? [], ? [], ? [].

CULTS OF OTHER LANDS

Mercania/Wyrd (Norse): Any Weapon, Brawl, Any Craft, Any Entertainment, Survival; (as Wotanic???)

Kymeria (Celtic): ?
Serenia (Egyptian): ?
Emphidor (Greek): ?

CULTS OF THE HILL BARBARIANS (cf. Pendragon Pass)

Orlanth (Chieftain-God): Sword, Oratory, Climb/Jump, Spot, Another Weapon; Brave, Energetic, Proud? (Generous, Just or 'Wise', Pious [CoTerror] ??)

Eernalda (Earth-Mother): ?, ?, ?, ?, ?; Generous [G], Forgiving [CG], Temperate [L].

Issaries (Trader): Bargain, Staff, Speak?, Fast Talk, Appraise; Energetic [N], Suspicious [N]?, Worldly [N]. ???

Chalana Arroy (Healer): First Aid, Treat Disease, Herb Lore, Treat Poison, Insight; Forgiving [G], Merciful [G], Trusting [N].

Lhankor Mhy (Sage): Read, Appraise, Oratory, 2 Lores/Alchemy; Suspicious [N], Honest [LG], Selfish [E].

Eurmial (Trickster): Hide, Sneak, ?, ?, ?; Deceitful, Lustful, Selfish, (Indulgent, Lazy).

Uleria (Love): Courtesan, Insight, ?, ?, ?; Generous [G], Forgiving [CG], Lustful [C].

Humakt (Champion): Sword, 2h-Sword/Dagger/Shield, Oratory, Command, First Aid; Brave [G], Honest [LG], Energetic [N].

Yelmalio (Sun-Son): Spear/Javelin, Bow/Pike/Shield, Spot/Listen, Command/Strategy, Ride; Honest [LG], Pious [N], Chaste [L].

Erlin (Harper): Sing, Play:Instr., Compose, Oratory/Make Peace, Any Entertainment; Honest [LG], Love:Music [G], Merciful [G].

CULTS OF THE PLAINS NOMADS

Waha (Man-God): Ride, Weapon, Butchering, Oratory/Strategy, Track/Command; Just [L], Deceitful [CE], Proud [N].

Eiritha (Woman-God): Beast Speech, Spot, 1st Aid, Treat Disease, Find Fodder; ?, ?, ?.

Daka Fal (Spirit-God): Spirit Speech, Any 4 skills; ?, ?, ?.

Urox (Berserker-God): Weapon, 1st Aid, Track, Spot, Sense Chaos; Brave [G], Proud [N], Indulgent [C].

PENDRAGON RELIGION TRAITS (Reference):

Christian: Chaste, Forgiving, Merciful, Modest, Temperate. [L CG G - -]

Pagan: Lustful, Energetic, Generous, Honest, Proud. [C - G LG -]

Wotanic: Generous, Proud, Worldly, Indulgent, Reckless. [G - - C C]

Judaic: Chaste, Energetic, Just, Prudent, Temperate. [L - L L L]

ALIGNMENT VALUES OF TRAITS:

1. Brave(Valorous)/Cowardly (G/E)

2. Prudent/Reckless (L/C)

3. Chaste/Lustful (L/C)

4. Energetic/Lazy (N)

5. Forgiving/Vengeful (CG/LE)

6. Generous/Selfish (G/E)

7. Honest/Deceitful (LG/CE)

8. Just/Arbitrary (L/C)

9. Merciful/Cruel (G/E)

10. Modest/Proud (N)

11. Pious(Spiritual)/Worldly (N)

12. Temperate/Indulgent (L/C)

13. Trusting/Suspicious (N)

Passions

14. Love/Hate of X (G/E, or E/G if X is evil)

15. Loyalty to X (L, and G/E if X is good/evil).

LAWFUL : Prudent, Chaste, Just, Temperate, Honest, Vengeful + Loyalty(x*)

CHAOTIC = Reckless, Lustful, Arbitrary, Indulgent, Deceitful, Forgiving

(* Loyalty to something Good/Evil also counts as Good/Evil)

GOOD = Brave, Forgiving, Generous, Merciful, Honest + Love(x*)

EVIL = Cowardly, Vengeful, Selfish, Cruel, Deceitful + Hate(x*)

(* Love/Hate of something Evil counts as Evil/Good instead)