

M·Y·T·H·I·C BRITAIN

CHARACTERISTICS

STR CON SIZ DEX INT POW CHA

Luck
Points

○ ○ ○ ○ ○ ○ ○ ○

ATTRIBUTES

Action Points Damage Mod Exp. Mod Healing Rate Move Rate Strike Rank SR Penalty Magic Points

○ ○ ○ ○ ○ ○ ○ ○

CHARACTER INFORMATION

Player _____

Character _____ Culture _____

Homeland _____ Tribe _____

Religion: Pagan Christian Lord _____

Social Class _____ Career _____

Age _____ Gender _____ Handedness _____

Frame _____ Height _____ Weight _____

Description _____

PASSIONS

ADDITIONAL PASSIONS

Loyalty to Lord (45%+POW) _____% _____%

Loyalty to Community (40%+POW) _____% _____%

Love _____ (30%+POWx2) _____% _____%

Hate _____ (30%+POWx2) _____% _____%

HIT LOCATIONS

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/	_____	_____
04-06	Left Leg	/	_____	_____
07-09	Abdomen	/	_____	_____
10-12	Chest	/	_____	_____
13-15	Right Arm	/	_____	_____
16-18	Left Arm	/	_____	_____
19-20	Head	/	_____	_____

WEAPONS

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

STANDARD SKILLS

Skill	Characteristics	%
Athletics	STR+DEX	_____%
Boating	STR+CON	_____%
Brawn	STR+SIZ	_____%
Conceal	DEX+POW	_____%
Customs	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	_____%
Perception	INT+POW	_____%
Ride	DEX+POW	_____%
Sing	POW+CHA	_____%
Stealth	INT+DEX	_____%
Superstition	(2I-INT)+POW	_____%
Swim	STR+DEX	_____%
Willpower	POWx2	_____%

PROFESSIONAL SKILLS

Skill	Characteristics	%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%

FATIGUE

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-1m	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-2m	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose	No Activity Possible				48 hours
<input type="checkbox"/>	Dead					Never

SKILL GRADES

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

COMBAT STYLES

Style	%	Weapons	Traits
Unarmed	_____%	_____	_____
_____	_____%	_____	_____
_____	_____%	_____	_____
_____	_____%	_____	_____



LANGUAGES

Skill	Characteristics	%
Brythonic	INT+CHA	___%
Goidelic	INT+CHA	___%
Latin	INT+CHA	___%
Saxon	INT+CHA	___%

EQUIPMENT

Item	Enc
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MONEY/WEALTH/PROPERTY

Description

ALLIES, ENEMIES, FRIENDS

Name	A, E or F
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FAMILY

Name	Relationship
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BATTLES, DEEDS, RENOWN

What Happened?

SUPERNATURAL EVENTS

What Happened?

MAGIC, SPIRITS, SPELLS (DRUIDS & SHAMAN ONLY)

Description

