Player: _____ **Character:** _____

Species: _____ **Gender:** _____ **Age:** _____

Frame: _____ **Culture:** _____

Height: _____ **Social Class:** _____

Weight: _____ **Career:** _____

MythraS

Notes about Background, Community & Family

Contacts, Allies & Enemies

Characteristics

	Original	Max.	Current
Strength			
Constitution			
Size			
Dexterity			
Intelligence			
Power			
Charisma			

Attributes

	Original	Current
Action Points		
Damage Modifier		
Experience Modifier		
Healing Rate		
Initiative Bonus		
Luck Points		
Movement Rate		

Money & Wealth

Income	Day	Week	Season	Year
Silver C.				

Magic Points

0 1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30

Used MP (active effects): _____

Standard Skills

Skill	basic %	☑	☑	%
Athletics 🔒	STR + DEX	☐	☐	
Boating 🔒	STR + CON	☐	☐	
Brawn 🔒	STR + SIZ	☐	☐	
Conceal 🔒	DEX + POW	☐	☐	
Customs	INT x2	☐	☐	
Dance 🔒	DEX + CHA	☐	☐	
Deceit	INT + CHA	☐	☐	
Drive 🔒	DEX + POW	☐	☐	
Endurance	CON x2	☐	☐	
Evade 🔒	DEX x2	☐	☐	
First Aid 🔒	INT + DEX	☐	☐	
Influence	CHA x2	☐	☐	
Insight	INT + POW	☐	☐	
Locale	INT x2	☐	☐	
Perception	INT + POW	☐	☐	
Ride 🔒	DEX + POW	☐	☐	
Sing	CHA + POW	☐	☐	
Stealth 🔒	DEX + INT	☐	☐	
Swim 🔒	STR + CON	☐	☐	
Unarmed 🔒	STR + DEX	☐	☐	
Willpower	POW x2	☐	☐	

Professional Skills

Skill	basic %	☑	☑	%
		☐	☐	

Languages (INT + CHA)

Skill	☑	☑	%
Native T. (_____)	☐	☐	
	☐	☐	
	☐	☐	
	☐	☐	

Experience Rolls

Magic Skills

Skill	basic %	☑	☑	%
Folk Magic	POW + CHA	☐	☐	
Binding	POW + CHA	☐	☐	
Trance	CON + POW	☐	☐	
Meditation	CON + INT	☐	☐	
Mysticism	CON + POW	☐	☐	
Invocation	INT x2	☐	☐	
Shaping	INT + POW	☐	☐	
Devotion	POW + CHA	☐	☐	
Exhort	INT + CHA	☐	☐	

Passions

Passion	%

☑: Fumbled skill | ☑: Trained skill | 🔒: Affected by Encumbrance (ENC) | 🛡: Armour Penalty

Design and layout: Pelayo MDC

Equipment & Armour

Equipment ENC _____

Armour ENC (Equipped = ENC/2) _____

TOTAL ENC _____

Armour Penalty (🛡) = armour ENC/5 _____

Hit Locations

d20	Location	AP	Hit Points										
19 - 20	Head	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
16 - 18	Left Arm	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
13 - 15	Right Arm	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
10 - 12	Chest	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
7 - 9	Abdomen	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
4 - 6	Left Leg	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
1 - 3	Right Leg	🛡	0	1	2	3	4	5	6	7	8	9	10
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

Resistances

Skill	basic %	🎲	☑	%
Brawn 🔒	STR + SIZ	☐	☐	_____
Endurance	CON x2	☐	☐	_____
Evade 🔒	DEX x2	☐	☐	_____
Willpower	POW x2	☐	☐	_____

Fatigue

Level	Fresh	Winded	Tired	Wearied	Exhausted	Debilitated	Incapacitated	Semi-Conscious	Comatose	Dead
	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Combat Styles

Style name	Weapons	Trait	🎲	☑	%
_____	_____	_____	☐	☐	_____
_____	_____	_____	☐	☐	_____
_____	_____	_____	☐	☐	_____
_____	_____	_____	☐	☐	_____

Movement

Movement types	Move	🛡
Walk	_____	-
Run[1] (Move + Ath. %/25* x 0,5 m) x3	_____	- 🛡 m
Sprint[1] (Move + Ath. %/25* m) x5	_____	- 🛡 m
Jump[2] Horizontal[1] (h_{PC} x2 + Ath. %/20* m)	_____	- 🛡 /2 m
Jump[2] Vertical[1] {h_{PC} + (Ath. %/20)* x 0,2 m}	_____	- 🛡 /2 m
Climb Rough or rugged surface	_____	- 🛡 /2 m
Climb Steep surface	_____	- 🛡 m
Climb Sheer surface	_____	- 🛡 x2 m
Swim[3] (Move + Swim %/20* m)	_____	[4]

[1]: Athletics critical success: +1 m to base/jump Movement.
[2]: h_{PC}: PC's height (meters). Minimal run-up = 5 m.
Without run-up: halved distance and - 🛡 /4 m.
[3]: Swimming critical success = +1 m.
[4]: Swimming Move /2 - 🛡 = { > 0: PC floats and can move. = 0: PC floats but can't move. < 0: PC sinks.
(*): rounded down.

Cult Information

Ranks « Benefits « Restrictions « Gifts « Geas

Max. Current

_____ ○ ○

Abilities

Spells « Spirits « Talents « Miracles

Weapons & Shields

Melee weapons & shields	Damage	Size	Reach	Traits	Combat Effects	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____/_____

Ranged weapons	Damage	DM	Force	Load	Range	Combat Effects	Size	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/_____

🎲: Fumbled skill | ☑: Trained skill | 🔒: Affected by Encumbrance (ENC) | 🛡: Armour Penalty

Design and layout: Pelayo MDC