

Mythras



CHARACTER CREATION WORKBOOK

CHARACTER CREATION AIDS FOR MYTHRAS PLAYERS

CHARACTERISTICS SUMMARY

3d6 for STR, CON, DEX, POW and CHA. 2d6+6 for INT and SIZ.
Allocate results to fit the concept. Results may be allocated in the order listed, or distributed as the Games Master and players agree.

Alternatively distribute 75 points amongst the characteristics. Minimum 3 (8 for INT and SIZ), maximum 18. Use all the points.



CHARACTER CREATION WORKBOOK

ATTRIBUTE SUMMARY

ACTION POINTS

INT + DEX	Action Points
12 or Less	1
13–24	2
25–36	3
For every additional 12 points	+1

OPTIONAL RULE: FIXED ACTION POINTS

At the Games Master's discretion, **all** characters can start the game with either 2 or 3 Action Points, regardless of INT and DEX.

DAMAGE MODIFIER

STR + SIZ	Damage Modifier
5 or Less	-1d8
6–10	-1d6
11–15	-1D4
16–20	-1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6

EXPERIENCE MODIFIER

CHA	Exp. Modifier
6 or Less	-1
7–12	0
13–18	+1
Each 6 points	+1

HEALING RATE

CON	Healing Rate
6 or Less	1
7–12	2
13–18	3
Each 6 points	+1

HIT POINTS PER LOCATION

CON+SIZ

Location	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40
Head	1	2	3	4	5	6	7	8
Chest	3	4	5	6	7	8	9	10
Abdomen	2	3	4	5	6	7	8	9
Each Arm	1	1	2	3	4	5	6	7
Each Leg	1	2	3	4	5	6	7	8

INITIATIVE BONUS =

Average of INT & DEX

MAGIC POINTS =

POW characteristic

MOVEMENT =

6m for Humans

LUCK POINTS

POW	Luck Points
6 or Less	1
7–12	2
13–18	3
Each 6 points	+1

CULTURE SUMMARY

Customs and Native Tongue: +40% to each, irrespective of the culture chosen.

Select **three** Professional Skills from the options offered

If desired, select a single Combat Style

Distribute **100 points** amongst the listed Standard Skills, the chosen Professional Skills, and the Combat Style (if selected), increasing that skill by 1% for every point spent on improving it. Players are free to choose how much each skill is improved by, but each skill must receive a minimum of 5% and cannot receive more than 15%.

Culture	Standard Skills	Professional Skills	Example Combat Styles	Passions
Barbarian	Athletics, Brawn, Endurance, First Aid, Locale, Perception; and either Boating or Ride	Craft (any), Healing, Lore (any), Musicianship, Navigate, Seamanship, Survival, Track	Barbarian Fyrdman, Berserker, Horse Eater, Seaborne Reiver, Weapon Thegn, Wolf Hunter	Loyalty to Clan Chieftain Love (friend, sibling or romantic lover) Hate (creature, rival or clan)
Civilised	Conceal, Deceit, Drive, Influence, Insight, Locale, Willpower.	Art (any), Commerce, Craft (any), Courtesy, Language (any), Lore (any), Musicianship, Streetwise	Citizen Legionary, City-state Phalangite, Levied Archer, Light Skirmisher, Street Thug, Town Militia	Loyalty to Town/City Love (friend, sibling or romantic lover) Hate (rival, gang, district or city)
Nomadic	Endurance, First Aid, Locale, Perception, Stealth; and two of the following: Athletics, Boating, Swim, Drive or Ride depending on the primary mode of travel	Craft (any), Culture (any), Language (any), Lore (any), Musicianship, Navigate, Survival, Track	Camel Cavalry, Feathered Death Flinger, Horse Lord, Whale Hunter, Wheeled Warrior, Wolf Runner	Loyalty to Tribal Chieftain/Khan Love (friend, sibling or romantic lover) Hate (creature, rival or tribe)
Primitive	Brawn, Endurance, Evade, Locale, Perception, Stealth; and one of either Athletics, Boating or Swim	Craft (any), Healing, Lore (any), Musicianship, Navigate, Survival, Track	Flint Death Dealer, Ghost Warrior, Head Hunter, Jaguar Brother, Jungle Savage, Savannah Hunter	Loyalty to Chief/Headman Love (friend, sibling or romantic lover) Hate (something that scares or intimidates you)

CAREER SUMMARY

Select up to **three** skills from the Professional Skills available to that career.

Distribute **100 points** amongst the career's listed Standard Skills and whatever Professional Skills were chosen, increasing each skill by 1% for every point spent on improving it. Not all of the available skills need to be improved, but no individual skill can receive more than 15%.

Newly chosen Combat Styles and Professional Skills start off at their base characteristic value. Choosing a Style or Professional Skill previously gained via cultural background simply allows the character to further apply some of their career skill points at this stage. Some of these skills such as Craft, Language or Lore offer choice of a specialisation. In these cases the speciality selected should be one which suits the character's culture.

Career	Standard Skills	Professional Skills
Agent	Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Concealable Weapons Style)	Culture (any), Disguise, Language (any), Sleight, Streetwise, Survival, Track
Alchemist	Customs, Endurance, First Aid, Insight, Locale, Perception, Willpower	Commerce, Craft (Alchemy), Healing, Language (any), Literacy, Lore (Specific Alchemical Speciality), Streetwise
Beast Handler	Drive, Endurance, First Aid, Influence, Locale, Ride, Willpower	Commerce, Craft (Animal Husbandry), Healing (Specific Species), Lore (Specific Species), Survival, Teach (Specific Species), Track
Courtesan	Customs, Dance, Deceit, Influence, Insight, Perception, Sing	Art (any), Courtesy, Culture (any), Gambling, Language (any), Musicianship, Seduction
Courtier	Customs, Dance, Deceit, Influence, Insight, Locale, Perception	Art (any), Bureaucracy, Courtesy, Culture (any), Language (any), Lore (any), Oratory
Crafter	Brawn, Drive, Influence, Insight, Locale, Perception, Willpower	Art (any), Commerce, Craft (Primary), Craft (Secondary), Engineering, Mechanisms, Streetwise
Entertainer	Athletics, Brawn, Dance, Deceit, Influence, Insight, Sing	Acrobatics, Acting, Oratory, Musicianship, Seduction, Sleight, Streetwise
Farmer	Athletics, Brawn, Drive, Endurance, Locale, Perception, Ride	Commerce, Craft (any), Lore (Agriculture), Lore (Animal Husbandry), Navigation, Survival, Track
Fisher	Athletics, Boating, Endurance, Locale, Perception, Stealth, Swim	Commerce, Craft (Any), Lore (Primary Catch), Lore (Secondary Catch2), Navigation, Seamanship, Survival
Herder	Endurance, First Aid, Insight, Locale, Perception, Ride; Combat Style (Specific Herding or Cultural Style)	Commerce, Craft (Animal Husbandry), Healing (Specific Species), Navigation, Musicianship, Survival, Track
Hunter	Athletics, Endurance, Locale, Perception, Ride, Stealth; Combat Style (Specific Hunting or Cultural Style)	Commerce, Craft (Hunting Related), Lore (Regional or Specific Species), Mechanisms, Navigation, Survival, Track
Merchant	Boating, Drive, Deceit, Insight, Influence, Locale, Ride	Commerce, Courtesy, Culture (any), Language (any), Navigation, Seamanship, Streetwise
Miner	Athletics, Brawn, Endurance, Locale, Perception, Sing, Willpower	Commerce, Craft (Mining), Engineering, Lore (Minerals), Mechanisms, Navigation (Underground), Survival
Mystic	Athletics, Endurance, Evade, Insight, Perception, Willpower; Combat Style (Cultural Style)	Art (any), Folk Magic, Literacy, Lore (any), Meditation, Musicianship, Mysticism
Official	Customs, Deceit, Influence, Insight, Locale, Perception, Willpower	Bureaucracy, Commerce, Courtesy, Language (any), Literacy, Lore (any), Oratory
Physician	Dance, First Aid, Influence, Insight, Locale, Sing, Willpower	Commerce, Craft (Specific Physiological Speciality), Healing, Language (any), Literacy, Lore (Specific Alchemical Speciality), Streetwise
Priest	Customs, Dance, Deceit, Influence, Insight, Locale, Willpower	Bureaucracy, Devotion (Pantheon, Cult or God), Exhort, Folk Magic, Literacy, Lore (any), Oratory
Sailor	Athletics, Boating, Brawn, Endurance, Locale, Swim; Combat Style (Specific Shipboard or Cultural Style)	Craft (Specific Shipboard Speciality), Culture (any), Language (any), Lore (any), Navigate, Seamanship, Survival
Scholar	Customs, Influence, Insight, Locale, Native Tongue, Perception, Willpower	Culture (any), Language (any), Literacy, Lore (Primary), Lore (Secondary), Oratory, Teach
Scout	Athletics, Endurance, First Aid, Perception, Stealth, Swim; Combat Style (Specific Hunting or Cultural Style)	Culture (any), Healing, Language (any), Lore (any), Navigation, Survival, Track
Shaman	Customs, Dance, Deceit, Influence, Insight, Locale, Willpower	Binding (Cult, Totem or Tradition), Folk Magic, Healing, Lore (any), Oratory, Sleight, Trance
Sorcerer	Customs, Deceit, Influence, Insight, Locale, Perception, Willpower	Folk Magic, Invocation (Cult, School or Grimoire), Language (any), Literacy, Lore (any), Shaping, Sleight
Thief	Athletics, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Concealable Weapons Style)	Acting, Commerce, Disguise, Lockpicking, Mechanisms, Sleight, Streetwise
Warrior	Athletics, Brawn, Endurance, Evade, Unarmed; Combat Style (Cultural Style), Combat Style (Speciality Style)	Craft (any), Engineering, Gambling, Lore (Military History), Lore (Strategy and Tactics), Oratory, Survival

SKILL ALLOCATION WORKSHEET

Use this worksheet to track how skill points are allocated during the three phases of character creation: Cultural Skills, Career Skills, and Bonus Skills. The check boxes can be used to note which skills are used by each Culture or Career. Transfer finished values to your Character Sheet.

STANDARD SKILLS

Skill	Base Characteristics	Base %	Cultural (100 pts)	Career (100 pts)	Bonus (150 pts)
Athletics	STR+DEX		<input type="checkbox"/>	<input type="checkbox"/>	
Boating	STR+CON		<input type="checkbox"/>	<input type="checkbox"/>	
Brawn	STR+SIZ		<input type="checkbox"/>	<input type="checkbox"/>	
Conceal	DEX+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Customs	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Dance	DEX+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Deceit	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Drive	DEX+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Endurance	CON x2		<input type="checkbox"/>	<input type="checkbox"/>	
Evade	DEX x2		<input type="checkbox"/>	<input type="checkbox"/>	
First Aid	INT+DEX		<input type="checkbox"/>	<input type="checkbox"/>	
Influence	CHA x2		<input type="checkbox"/>	<input type="checkbox"/>	
Insight	INT+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Locale	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Perception	INT+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Ride	DEX+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Sing	CHA+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Stealth	DEX+INT		<input type="checkbox"/>	<input type="checkbox"/>	
Swim	STR+CON		<input type="checkbox"/>	<input type="checkbox"/>	
Unarmed	STR+DEX		<input type="checkbox"/>	<input type="checkbox"/>	
Willpower	POW x2		<input type="checkbox"/>	<input type="checkbox"/>	

COMBAT STYLES

Style	Base Characteristics	Base %	Cultural (100 pts)	Career (100 pts)	Bonus (150 pts)
_____	STR+DEX		<input type="checkbox"/>	<input type="checkbox"/>	
_____	STR+DEX		<input type="checkbox"/>	<input type="checkbox"/>	
_____	STR+DEX		<input type="checkbox"/>	<input type="checkbox"/>	

PASSIONS

Passion	Base Characteristics	Base %	Cultural (100 pts)	Career (100 pts)	Bonus (150 pts)
Loyalty			<input type="checkbox"/>	<input type="checkbox"/>	
Love			<input type="checkbox"/>	<input type="checkbox"/>	
Hate			<input type="checkbox"/>	<input type="checkbox"/>	
_____			<input type="checkbox"/>	<input type="checkbox"/>	

PASSIONS EXAMPLES

Object of Passion	Starting Percentage
A romantic or familial context	30% plus Loved one's POW+CHA
A person in a platonic context	30% plus Character's POW and subject's CHA
A person in an aversive context	30% plus Character's POW and subject's CHA
An organisation or group of people	30% plus Character's POW+INT
A race or species	30% plus Character's POW x 2
A place, concept or ideal	30% plus Character's POW+INT
An object or substance	30% plus Character's POW x 2

PROFESSIONAL SKILLS

Skill	Base Characteristics	Base %	Cultural (100 pts)	Career (100 pts)	Bonus (150 pts)
Acting	CHA x2		<input type="checkbox"/>	<input type="checkbox"/>	
Acrobatics	STR+DEX		<input type="checkbox"/>	<input type="checkbox"/>	
Art	CHA+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Art	CHA+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Bureaucracy	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Commerce	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Courtesy	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Craft	DEX+INT		<input type="checkbox"/>	<input type="checkbox"/>	
Craft	DEX+INT		<input type="checkbox"/>	<input type="checkbox"/>	
Culture	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Disguise	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Engineering	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Gambling	INT+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Healing	INT+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Language	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Literacy	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Lockpicking	DEX x2		<input type="checkbox"/>	<input type="checkbox"/>	
Lore _____	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Lore _____	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Mechanisms	DEX+INT		<input type="checkbox"/>	<input type="checkbox"/>	
Musicianship	DEX+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Navigation	INT+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Oratory	POW+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Seamanship	INT+CON		<input type="checkbox"/>	<input type="checkbox"/>	
Seduction	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Sleight	DEX+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Streetwise	POW+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Survival	CON+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Teach	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Track	INT+CON		<input type="checkbox"/>	<input type="checkbox"/>	

MAGIC SKILLS

Skill	Base Characteristics	Base %	Cultural (100 pts)	Career (100 pts)	Bonus (150 pts)
Binding	CHA+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Devotion	CHA+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Exhort	INT+CHA		<input type="checkbox"/>	<input type="checkbox"/>	
Folk Magic	CHA+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Invocation	INT x2		<input type="checkbox"/>	<input type="checkbox"/>	
Meditation	INT+CON		<input type="checkbox"/>	<input type="checkbox"/>	
Mysticism	POW+CON		<input type="checkbox"/>	<input type="checkbox"/>	
Shaping	INT+POW		<input type="checkbox"/>	<input type="checkbox"/>	
Trance	POW+CON		<input type="checkbox"/>	<input type="checkbox"/>	

