

HP Name: _____ Player Name: _____
 Vocation: _____ SEC: _____
 Race: _____ Religion: _____
 Place of Origin: _____ Nationality: _____
 Unallocated APs: _____ Date Created: _____
 Current Joss: _____ Campaign: _____

MYTHUS

CHARACTERISTICS

MENTAL		PHYSICAL		SPIRITUAL	
EL _____	_____	WL _____	CL _____	EL _____	_____
Mnemonic _____	_____	Muscular _____	_____	Metaphysical _____	_____
MMCap _____	_____	PMCap _____	_____	SMCap _____	_____
MMPow _____	_____	PMPow _____	_____	SMPow _____	_____
MMSpd _____	_____	PMSpd _____	_____	SMSpd _____	_____
Reasoning _____	_____	Neural _____	_____	Psychic _____	_____
MRCap _____	_____	PNCap _____	_____	SPCap _____	_____
MRPow _____	_____	PNPow _____	_____	SPPow _____	_____
MRSpd _____	_____	PNSpd _____	_____	SPSpd _____	_____

HAND WEAPONS	Sub Area	WP	C	S	Type	Damage	Reach	BAC	# Att	Durability

MISSILE WEAPONS	Sub Area	WP	T	S	Type	Damage	Mag	BAC	ROF	PB	S	M	L	E

Weapon Notes: _____

Dodging Factor <input type="checkbox"/>	SF Penalty <input type="checkbox"/>	PR Rating <input type="checkbox"/>	INITIATIVE MODIFIERS	
AVOIDANCE, Base Numbers: M (MMSpd+MRSpd) <input type="checkbox"/> P (PMSpd+PNSpd) <input type="checkbox"/> S (SMSpd+SPSpd) <input type="checkbox"/>			Hand Weapon Attack (PMSpd) <input type="checkbox"/>	<input type="checkbox"/>
			Missile Weapon Attack (PNSpd) <input type="checkbox"/>	<input type="checkbox"/>
			Mental Attack (MRSpd) <input type="checkbox"/>	<input type="checkbox"/>
			Spiritual Attack (SPSpd) <input type="checkbox"/>	<input type="checkbox"/>

ARMOR

Armor Damage

Strike Location *Piercing* *Cutting* *Blunt* *Fire* *Chemical* *Stunning* *Cold/*
Electrical *Magick +/-*

Ultra-Vital (01-10)								
Super-Vital (11-25)								
Vital (26-40)								
Non-Vital (41-00)								
Average								
Ultra-Vital Armor		Super-Vital Armor		Vital Armor			Non-Vital Armor	

EQUIPMENT/POSSESSIONS

Item	Location	Item	Location	Item	Location

MAGICK ITEMS

KNOWLEDGE AND SKILLS

Ettiquette/Social Graces

Native Tongue

Perception (Mental)

Trade Phonecian

Perception (Physical)

Riding

Boating

MOVEMENT

Walking (x1) _____	Cautious (x0.5) _____	Climb, Ascent (x0.1) _____	Climb, Desc. (x0.25) _____
Crawling (x0.1) _____	Evasive (x0.3) _____	Flying _____	Jump, Stand (x0.3) _____
Jump, Running (x0.6) _____	Mtd. Canter (x3) _____	Mtd. Gallop (x4) _____	Mtd. Trot (x2) _____
Mtd. Walk (x1) _____	Running (x3) _____	Trotting (x2) _____	Sneaking (x0.5) _____
Swim, Normal (x0.25) _____	Swim, Fast (x0.5/0.75) _____	Swinging (x3) _____	Tightrope Walk (x0.1) _____
Tumbling (x1) _____	Vaulting (x2) _____	Other _____	

HENCHMEN/ANIMAL COMPANIONS

Name: _____				Vocation: _____				Name: _____				Vocation: _____					
OP Class: _____				End. Factors: _____				OP Class: _____				End. Factors: _____					
Walk	Trot	Run/Canter	Gallop					Walk	Trot	Run/Canter	Gallop						
M: EL: P: WL: CL: S: EL:				M: EL: P: WL: CL: S: EL:				M: EL: P: WL: CL: S: EL:				M: EL: P: WL: CL: S: EL:					
Attack		# Attacks	Type	Damage		BAC		Attack		# Attacks	Type	Damage		BAC			
Armor		Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	Armor		Avg	Pierce	Cut	Blunt	Fire	Chem	Stun
Notes: _____								Notes: _____									
_____								_____									
Name: _____				Vocation: _____				Name: _____				Vocation: _____					
OP Class: _____				End. Factors: _____				OP Class: _____				End. Factors: _____					
Walk	Trot	Run/Canter	Gallop					Walk	Trot	Run/Canter	Gallop						
M: EL: P: WL: CL: S: EL:				M: EL: P: WL: CL: S: EL:				M: EL: P: WL: CL: S: EL:				M: EL: P: WL: CL: S: EL:					
Attack		# Attacks	Type	Damage		BAC		Attack		# Attacks	Type	Damage		BAC			
Armor		Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	Armor		Avg	Pierce	Cut	Blunt	Fire	Chem	Stun
Notes: _____								Notes: _____									
_____								_____									

OTHER POSSESSIONS
