

HP Name: _____

Vocation: _____

Race: _____

Place of Origin: _____

Unallocated APs: _____

Current Joss: _____

Player Name: _____

SEC: _____

Religion: _____

Nationality: _____

MYTHUS

CHARACTERISTICS											
MENTAL				PHYSICAL				SPIRITUAL			
EL				WL	CL	RL		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

SF Penalty

PR Rating

AVOIDANCE, Base Numbers:

M (MMSpd+MRSpd)

P (PMSpd+PNSpd)

S (SMSpd+SPSpd)

INITIATIVE MODIFIERS

Hand Weapon Attack (PMSpd)

Missile Weapon Attack (PNSpd)

Mental Attack (MRSpd)

Spiritual Attack (SPSpd)

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	

KNOWLEDGE AND SKILLS

Etiquette/Social Graces

Native Tongue

Perception (Mental)

Trade Phonecian

Perception (Physical)

Riding

Boating

GENERAL INFORMATION

HP Name: _____

Player Name: _____

Vocation: _____

SEC: _____

Race: _____

Religion: _____

Place of Origin: _____

Nationality: _____

Sex: _____ Age: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____

Attractiveness: _____ Handedness: _____

Birth Date: _____ Birth Rank: _____

Complexion: _____ Build: _____

Physical Description: _____

PERSONA SKETCH

Personality: _____

Background/History: _____

Quirks: _____

Connections:

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: _____											
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:					
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: _____											
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:					
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

HEKA AND CASTINGS

TRAIT Heka: _____ Practitioning Level: _____ Total Heka: _____

Heka Reservoirs: _____

Heka-Producing K/S Area	STEEP	Heka	Max CG	# Castings Known	# Castings Recallable

NOTES

Net Worth: _____ Bank Accounts: _____ Cash on Hand: _____ DMI: _____
