

MYTHOS

Charisma

Pace

Parry

Toughness

Fate

Attributes

Agility	▲	□	◇	◆	◇
	4	6	8	10	12
Smarts	▲	□	◇	◆	◇
	4	6	8	10	12
Spirit	▲	□	◇	◆	◇
	4	6	8	10	12
Strength	▲	□	◇	◆	◇
	4	6	8	10	12
Vigor	▲	□	◇	◆	◇
	4	6	8	10	12

Injuries

Name _____

Race _____

Home Land _____

Patron Deity - Divine Attitude _____

Mystery Cult - Rank _____

Equipment

Skills

Boating	▲	□	◇	◆	◇	Persuasion	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Climbing	▲	□	◇	◆	◇	Piloting	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Driving	▲	□	◇	◆	◇	Repair	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Fighting	▲	□	◇	◆	◇	Riding	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Gambling	▲	□	◇	◆	◇	Shooting	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Hacking	▲	□	◇	◆	◇	Stealth	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Healing	▲	□	◇	◆	◇	Streetwise	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Intimidation	▲	□	◇	◆	◇	Survival	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Investigation	▲	□	◇	◆	◇	Swimming	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Lockpicking	▲	□	◇	◆	◇	Taunt	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Notice	▲	□	◇	◆	◇	Throwing	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12
Perform	▲	□	◇	◆	◇	Tracking	▲	□	◇	◆	◇
	4	6	8	10	12		4	6	8	10	12

Armor

Head: _____
 Torso: _____
 Arms: _____
 Legs: _____

Special: _____
 Total Weight Carried: _____
 Weight Limit: _____
 Encumbrance Penalty: _____

Weapon	Range	RoF	Damage	AP	WT	Notes

Power	Cost	Range	Damage/Effect	Notes

Fatigue -1 -2 Incapacitated -3 -2 -1 Wounds

Divine Attitudes

Hindrances

Edges

N

5

10

15

S

25

30

35

V

45

50

55

H

65

70

75

L

90

100

110

120

130

140

150

Patron Deity

Favored Rolls

Favor Benefits

Disfavor

Rival

Doomchained

Allies

Campaign Notes

Adventure Notes

