

HP Name: _____

Player Name: _____

Vocation: _____

SEC: _____

Race: _____

Religion: _____

Place of Origin: _____

Nationality: _____

Unallocated APs: _____ Date Created: _____

Current Joss: _____ Campaign: _____



CHARACTERISTICS

MENTAL

EL _____

Mnemonic _____

MMCap _____

MMPow _____

MMSpd _____

Reasoning _____

MRCap _____

MRPow _____

MRSpd _____

PHYSICAL

WL _____ CL _____ RL _____

Muscular _____

PMCap _____

PMPow _____

PMSpd _____

Neural _____

PNCap _____

PNPow _____

PNSpd _____

SPIRITUAL

EL _____

Metaphysical _____

SMCap _____

SMPow _____

SMSpd _____

Psychic _____

SPCap _____

SPPow _____

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

Cold/

Strike Location *Piercing* *Cutting* *Blunt* *Fire* *Chemical* *Stunning* *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

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KNOWLEDGE AND SKILLS

Ettiquette/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: _____

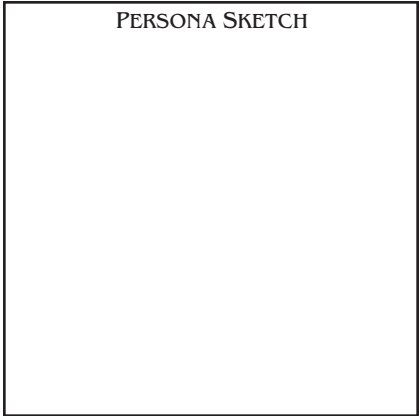
Personality: _____

Background/History: _____

Quirks: _____

Connections: _____

Quote(s): _____



MOVEMENT

Walking (×1) _____	Cautious (×0.5) _____	Climb, Ascent (×0.1) _____	Climb, Descent (×0.25) _____
Crawling (×0.1) _____	Evasive (×0.3) _____	Flying _____	Jump, Standing (×0.3) _____
Jump, Running (×0.6) _____	Mtd. Canter (×3) _____	Mtd. Gallop (×4) _____	Mtd. Trot (×2) _____
Mtd. Walk (×1) _____	Running (×3) _____	Trotting (×2) _____	Sneaking (×0.5) _____
Swim, Normal (×0.25) _____	Swim, Fast (×0.5/0.75) _____	Swinging (×3) _____	Tightrope Walk (×0.1) _____
Tumbling (×1) _____	Vaulting (×2) _____	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:	
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:	
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: _____ Practictioning 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: _____
