Mythmagica: TM Carnage, Guile & Guts

Pregen Character

Morgan Tomalin Fay Elf Woodsman

Beta 11.0

2/21/2023

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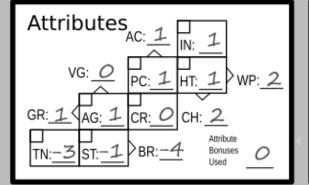
Ancestry Nondescript	Priority Grid								
Beckonings Moderate (Fantasia)	Ancestry Beckoning Race & Lineage Lineage Relationships								
	Ancestry Beckoning Race & Lineage Lineage Relationships								
	A								
Lineage Fay Wanted Outlaw	B								
Social Status (Escaped Slave)	E X								
Languages Arabic, Gaelic, Germanic, Old English, Slavic									
Relationships Morgan was formerly a slave of Senator Nyctimus, and worked as the groundskeeper of his estate. She unexpectedly witnessed a tryst between Nyctimus's wife, Melia, and a depraved Satyr. She kept her mouth shut, but when Nyctumus found out, he blamed her. Now, she's running for her life.									
Opportune Relationships									
Traits I am Loyal to my Party Delights in pranks, Fears iron, Ho Adores flora, Fond of farming, Fo Easily offended, Vain									
Dryas is the bane of my existence	2.								

Main Sheet Name Morgan Tomalin (Fay Elf)

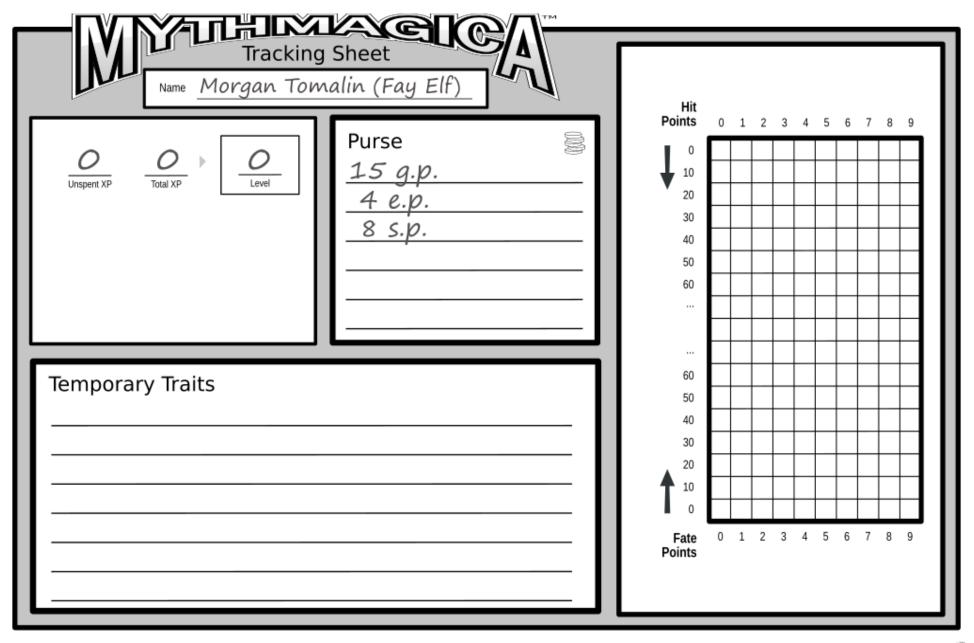
Player ______

Classes Woodsman	Max # 1 (1+Level/2)

Combat Characte	ristics		
Hit Points 38 Falle Points		Raw Stability (TN+PC+10)	14 Stability
Medium Quarte	erstaff		Level
O - O + Shield Armor Encumbrance	6 + Weapon Parry	Raw Defense (TN+AG+10)	14 Defense
None Shield & Armor	P Armo		O Ward
	3 <i>5</i>	Magic Limit (WP+4)	3 Daily Healing Rate (Hit Points / 7)



Gifts, Flavors, & Flaws Ageless, Night Vision	
Immunity to Natural Weather, First Aid, Swimming	
Wilderness Wisdom, Woodland Wisdom, Cold Iron Bane,	
Reading and Writing Oghamic Script	



Guts Used	0 1 2 3		$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$		3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 4 4 4 4 4	4 4 4 4 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6 6
Glory Status	1	2	3	4	5	6



Belt-Pouch Tinderbox, Knife		

Backpack Bedroll, Cloak, Change of Traveling Clothes, Wineskin Two weeks of dry rations, 50 feet of rope, Torch 2 pints of oil, Tin cooking pot, Wooden Utensils

Armor Pieces, Clothing, & Jewelry List articles below. Label areas with the letter designations of the articles. Separate multiple articles by a comma. In cases where the articles differ front to back, partition them with a '/'. For example: c,d/e Articles Ward Totals

Weapons Sheet

Name Morgan Tomalin (Fay Elf)

Close Combat Weapons					Use best rank bonus from all sources. Expert=+4, Specialized = +3, Versed=+2 Reviewed=+1, Schooled=+0 Close Combat Weapon										
Weapon Name	Damage	Parry	Base		XP Spent		Raw Rank		Rank Bonus	Ran	k	Tempo)	Attr. Adj.	Attack Bonus
Medium Quarterstaff	4	6	20	Þ	0	Þ	0	+	1:	1	+	4	+	0 =	+5
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Natural Weapons				-					Leve	el -	-		+ _		:
	'			_						_	_		_		

Range Weapons		,			Raw	Rank		Thro	AC for all own, Shot, & Fired Weapons
Weapon Name	Damage	Range	Base	XP Spent			Rank	Tempo	Adj. Bonus
Medium Bow	_5_	M	24	0	· 0	+ 1	= 1	+ 3 +	1 = +5
			-		>	+	= -	+ +	=
					>	+		++	
					þ	+		++	=;;
					þ	+		++	=;:
					>	+	=	++	=
					þ.	+	=	++	

Entrapment Weapons			Use best i Expert=+4, Revie		ed = +3,	Versed=-		VG for AC for	
Weapon Name	Damage / Parry / Setback Range	Base	XP Speni	Raw t Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Medium Lasso	10(setback)	8	· 0	10	+ 0	= 0	2	1	=, +3 ;
			þ.	þ.	+	= -		-	=,
			þ.	þ.	+	= -		-	=
			þ.	Þ	+	= -			= [
			þ.	>	+	=			=,



Skills								,
Skill Name	Notes	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Attr. Adj.	Roll Bonus
Ballistics	AC	96	0	· 0	+ 0	0 -	1	- +1
Jack-of-all-Trades	AC	96	0	· 0	+ 0	0	1	- 1 :
Knowledge	IN	96	0	D	+ 0	0	1	= 1
Melee	VG	96	0	D	+ 0	0	1	= 1
Searching	PC	48	0	D	+ 0	= 0 +	0	=, +0 ;
Sneaking	GR	48	0	0	+ 0	0	1	= 1
Strong-Arming	VG	32	0	0	+ 0	0	0	= O :
Trickery	AC	64	0	0	+ 0	0	1	= 1:
)		>	+	=	-	=::
Assembling		2	0	0	+ 1	1	-	=' :
Concocting Herbal	Balms	4	0	0	+ 1	1	-	=:;
Covering Tracks		8	0	0	+ 2	2		= :
Curing		2	0	0	+ 1	1	-	= :
Deflate Self		8	0	0	+ 1	1	-	=::
Dream Speak		12	0	0	+ 1	1	-	=::
Foraging	IN	2	0	0	+ 1	1	1	+2
Forest Lore	IN	4	0	0	+ 1	1	1	+2 :
Harvesting		2	0	0	+ 1	1		=::
Herbal Remedy	IN	16	_0_	0	+_1	1	1	+2
Moon Glow		8	_0_	0	+_1	1	:	=::
Quartering		2	_0_	0	+_1_	1		=::
Rural Stealth	GR	8	_0_	0	+_1_	1	1	+2
Sculpting Wood		2	_0_	0	+_1_	1		= :
Shift to Woodland	Animals Form	32		0	+_1_	1		
Stone Working		4	0	0	+ 1	1		=::
Tracking	PC	2	_0_	0	+_2	2	1	+3
Training Animals		12		0	+_1_	1		≕:
Wood Lore	IN	4	_ 0_	0	+_1_	_1	1	+2
Wood Working		_2	_0_	D	+_1	_1		
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				<u> </u>	+			
				<u> </u>	+		:	
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