Mythmagica:™
Carnage, Guile & Guts

Pregen Character

Morgan Tomalin
Fay Elf Woodsman

Beta 11.0

2/21/2023

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Background Sheet

Name __Morgan Tomalin (Fay Elf)__

Ancestry __Nondescript__

Beckonings __Moderate (Fantasia)__

Race __Elf__   Sex __F__

Lineage __Fay__

Social Status __Wanted Outlaw (Escaped Slave)__

Priority Grid

	Ancestry	Beckoning	Race & Lineage	Relationships	Social Status
A			X		
B					
C	X	X		X	
D					
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, Hoards wealth, Adores flora, Fond of farming, Favors the color blue, Easily offended, Vain

Dryas is the bane of my existence.

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Main Sheet

Name **Morgan Tomalin (Fay Elf)**

Player _____

Game Master _____

Classes

Max # Classes: **1**
(1+Level/2)

Woodsman

_____

_____

_____

_____

Combat Characteristics

23	**38**	**6** + **8**	**14**
Hit Points	Fate Points	Weapon Parry / Raw Stability (TN+PC+10)	Stability

Medium Quarterstaff
Weapon in Hand

0
Level

0 - **0** + **6** + **8**	**14**
Shield Bonus / Armor Encumbrance / Weapon Parry / Raw Defense (TN+AG+10)	Defense

None
Shield & Armor

0 + **0**	**0**
Armor Ward / Natural Ward	Ward

35 . **0**	**35**	**6**	**3**
Raw Speed / Speed Penalty	Speed	Magic Limit (WP+4)	Daily Healing Rate (Hit Points / 7)

Attributes

AC: **1** IN: **1**

VG: **0** PC: **1** HT: **1** WP: **2**

GR: **1** AG: **1** CR: **0** CH: **2**

TN: **-3** ST: **-1** BR: **-4**

Attribute Bonuses Used **0**

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

_____

_____

_____

_____

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Tracking Sheet

Name _Morgan Tomalin (Fay Elf)_

_O_   _O_ ▶ _O_

Unspent XP   Total XP   Level

Purse

15 g.p.

4 e.p.

8 s.p.

_____

_____

_____

Temporary Traits

_____

_____

_____

_____

_____

Hit Points

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

↓ 0
10
20
30
40
50
60
...

...
60
50
40
30
20
10
0
↑

Fate Points   0 1 2 3 4 5 6 7 8 9

| Guts Used | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 |
| Glory Status | 1 | | | 2 | | | 3 | | | | 4 | | | | | 5 | | | | | | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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Equipment Sheet

Name **Morgan Tomalin (Fay Elf)**

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

a
b
c
d
e
f
g
h
i
j

Enc.

Ward

Totals

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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

VG for all Close Combat Weapons

Weapon Name	Damage	Parry	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Medium Quarterstaff	4	6	20 ▸	0 ▸	0 +	1 =	1 +	4 +	0 =	+5
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	

Natural Weapons

Level

| | | | | | | | + | + | = |

Range Weapons

AC for all Thrown, Shot, & Fired Weapons

Weapon Name	Damage	Range	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Medium Bow	5	M	24 ▸	0 ▸	0 +	1 =	1 +	3 +	1 =	+5
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	

Entrapment Weapons

Use best rank bonus from all sources.
Expert=+4, Specialized = +3, Versed=+2
Reviewed=+1 ,Schooled=+0

VG for Melee
AC for Range

Weapon Name	Damage / Setback	Parry / Range	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Medium Lasso	10(setback)	– –	8 ▸	0 ▸	0 +	0 =	0 +	2 +	1 =	+3
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	
			▸	▸	+	=	+	+	=	

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Skills Sheet

Name **Morgan Tomalin (Fay Elf)**

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 ▸	0 +	0 =	0 +	1 =	1
Melee	VG	96 ▸	0 ▸	0 +	0 =	0 +	1 =	1
Searching	PC	48 ▸	0 ▸	0 +	0 =	0 +	0 =	+0
Sneaking	GR	48 ▸	0 ▸	0 +	0 =	0 +	1 =	1
Strong-Arming	VG	32 ▸	0 ▸	0 +	0 =	0 +	0 =	0
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 ▸	0 +	1 =	1 +	=	
Stone Working		4 ▸	0 ▸	0 +	1 =	1 +	=	
Tracking	PC	2 ▸	0 ▸	0 +	2 =	2 +	1 =	+3
Training Animals		12 ▸	0 ▸	0 +	1 =	1 +	=	
Wood Lore	IN	4 ▸	0 ▸	0 +	1 =	1 +	1 =	+2
Wood Working		2 ▸	0 ▸	0 +	1 =	1 +	=	
			▸	▸ +	=	+	=	
			▸	▸ +	=	+	=	
			▸	▸ +	=	+	=	
			▸	▸ +	=	+	=	
			▸	▸ +	=	+	=	
			▸	▸ +	=	+	=	