Mythmagica:™
Carnage, Guile & Guts

Pregen Character

Cyrene
Half-Nymph Devotee

Beta 12.0

11/21/2024

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Background Sheet

Name: **Cyrene (Half-Nymph)**

Ancestry _Infamous_

Beckonings _Great (Pagan)_

Race _Half-Nymph_   Sex _F_

Lineage _N/A_

Social Status _Free_

Priority Grid

	Ancestry	Beckoning	Race & Lineage	Relationships	Social Status
A					
B		X			
C			X	X	X
D	X				
E					

Languages

Greek, Old English

Relationships

Ephialtes, the Greek Traitor of Thermopylae, was the uncle of her great grandmother. Since that time, her family has sought atonement for his treachery. Cyrene has a tattoo of Medusa's head on her neck advertising her disgrace.
Cyrene trained as a Devotee in Athena's temple.

Opportune Relationships

Traits

I am Loyal to my Party
I must regain my family's honor.

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Main Sheet

Name **Cyrene (Half-Nymph)**

Player _____

Game Master _____

Classes

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

Devotee
_____
_____
_____
_____
_____

Combat Characteristics

29	42	4	+	10	▸	14
Hit Points	Fate Points	Weapon Parry		Raw Stability (TN+PC+10)		Stability

Medium Spear
_____
Weapon in Hand

0	Level

0	-	0	+	4	+	10	▸	14
Shield Bonus		Armor Encumbrance		Weapon Parry		Raw Defense (TN+AG+10)		Defense

Shield & Armor _____

0	+	0	▸	0
Armor Ward		Natural Ward		Ward

30	-	0	▸	30	7	4
Raw Speed		Speed Penalty		Speed	Magic Limit (WS+4)	Daily Healing Rate (Hit Points / 7)

Attributes

AC: **0**
IN: **-1**
VG: **0**
PC: **1** HT: **2** WS: **3**
GR: **-1** AG: **0** CR: **-1** CH: **1**
TN: **-1** ST: **0** BR: **-1**

Attribute Bonuses Used **0**

Gifts, Flavors, & Flaws

Day Vision, Mortal, First Aid, Reading and Writing Greek Script
_____
_____
_____
_____

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Tracking Sheet

Name _Cyrene (Half-Nymph)_

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 *Cyrene (Half-Nymph)*

Belt-Pouch

Backpack
One week of dry rations

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: **Cyrene (Half-Nymph)**

Close Combat Weapons

Weapon Name	Damage	Parry	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Medium Spear	3(1H) 5(2H)	4	16 ▸	0 ▸	0 +	1 =	1 +	4 +	0 =	+5
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	

Natural Weapons

Level

___ + ___ + ___ = ___

Range Weapons

Weapon Name	Damage	Range	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Small Sling	5(2H)	S	12 ▸	0 ▸	0 +	0 =	1 +	3 +	0 =	+4
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	

Entrapment Weapons

Weapon Name	Damage / Setback	Parry / Range	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	
				▸	▸ +	=	+	+	=	

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Skills Sheet

Name: *Cyrene (Half-Nymph)*

Skills

Skill Name	Notes	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Attr. Adj.	Roll Bonus
Ballistics	AC	96 ▸	0 ▸	0	+ 0	= 0	+ 0	= +0
Jack-of-all-Trades	AC	96 ▸	0 ▸	0	+ 0	= 0	+ 0	= +0
Knowledge	IN	96 ▸	0 ▸	0	+ 0	= 0	+ −1	= −1
Melee	VG	96 ▸	0 ▸	0	+ 0	= 0	+ 0	= +0
Searching	PC	48 ▸	0 ▸	0	+ 0	= 0	+ 1	= +1
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	+ 0	= +0
			▸	▸	+	=	+	=
History	IN	4 ▸	0 ▸	0	+ 1	= 1	+ −1	= +0
Theology	IN	4 ▸	0 ▸	0	+ 1	= 1	+ −1	= +0