## Mythmagica: TM Carnage, Guile & Guts

#### Pregen Character

## Lance Huxley Human Fighter

Beta 12.0

11/21/2024

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Ancestry Nondescript  Beckonings Moderate (Mystic)  Race Human Sex M  Lineage N/A  Social Status Nobility	m O O B A Ancestry  X Ancestry X Beckoning X Race & Lineage X Ralationships X Social Status
Languages Latin, Old English	
Relationships Mortal Nemesis: Lan Thorne Huxley, wants Lance dead, the title of Baron of Ravensrodd for Lance's father, Eldred, dies. Lance Baron Langobard, in return for a the castle and protection within the	so he can inherit or himself when owes 10,000 sp to
Opportune Relationships Byron Drake lives nearby. He is a Madventured with Lance's father and	9
Traits I am Loyal to my Party Arthur's Code is inviolate. The rule of law is all that staves off Loves horses.	chaos.

### Main Sheet Name Lance Huxley (Human)

Player Game Master

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

#### Combat Characteristics

Weapon Parry

#### Bastard Sword

Weapon in Hand

Encumbrance

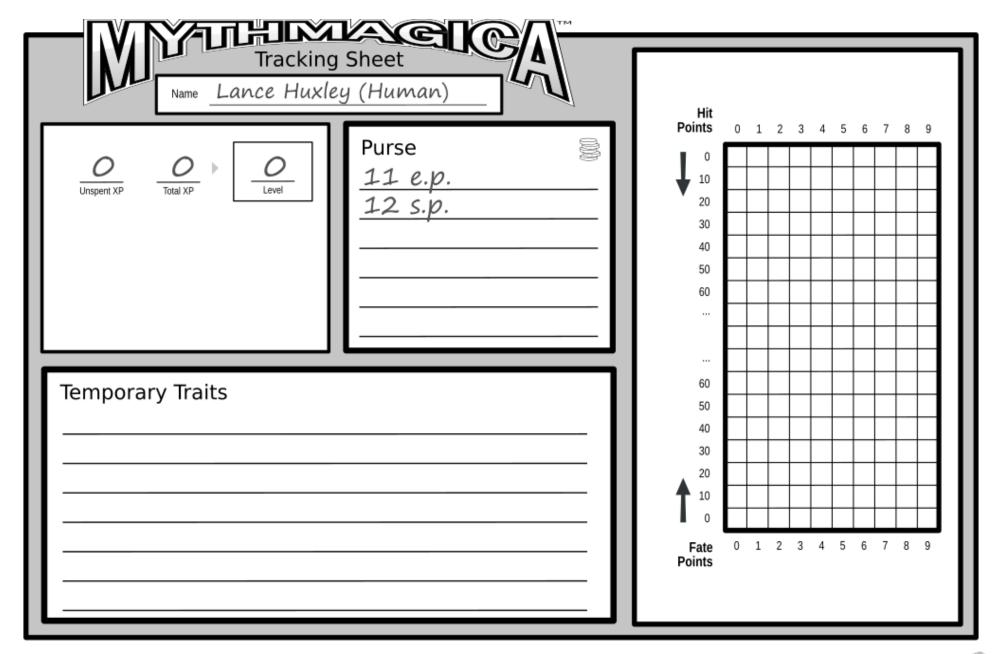
Weapon

Leather Armor 2 + O Natural Ward

Bonus

Attributes
VG: 1 PC: 0 HT: -1 WS: -1
GR: O AG: O CR: O CH: -2
TN: 1 ST: 1 BR: 2 Attribute Bonuses O

Gifts, Flavors, & Flaws	Day Vision, Mortal, Blind Combat



Guts Used	0 1 2 3		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 2 2 2 2 2 2 2 2 2 2 3 4 5 6 7 8 9 0	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 Enc. Ward Totals

# Weapons Sheet

Name Lance Huxley (Human)

Close Combat V	Veapo	ns	E		e best ra ert=+4, S Review	Бре	cialize =+1,	ed =	= +3, Vi iooled=	ersed:		Close		t Weapons
Weapon Name	Damage	Parry	Base	)	KP Spent		Raw Rank		Rank Bonus	Rank	k	Tempo	Attr. Adj.	Attack Bonus
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Entrapment Wea			se best ra ert=+4, S Review	per	cialize	ed =	= +3,	Versed		2		G for C for I				
Weapon Name	Damage / Parry / Setback Range	Base		XP Spent		Raw Rank		Rank Bonus	Rank	(	Tempo		Attr. Adj.		Attack Bonus	•
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Skills								;,
Skill Name	Notes	Base X	(P 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	1:	= 1	+ 1 =	+2
Searching	PC	48	0	0	+ 0	= 0	+ 0 =	+0
Sneaking	GR	48	0	0	0	0	+ 0 =	+0
Strong-Arming	VG	32 >	0	0	1 :	= 1	+ 1 =	+2
Trickery	AC	64	0	0	0	0	+ 0 =	+0
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