Mythmagica:™

Carnage, Guile & Guts

Pregen Character

Zamir Akkad

Adolescent Human
Magician's Apprentice / Scholar

Beta 11.0

2/21/2023

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Role-Playing materials from
legendaryquest.com

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Background Sheet

Name **Zamir Akkad (Human)**

Ancestry _Nondescript_

Beckonings _Great (Occult)_

Race _Adolescent Human_   Sex _M_

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

Arabic, Egyptian, Persian

Relationships

Opportune Relationships

Traits

I am Loyal to my Party

"I am surrounded by morons."

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Main Sheet

Name __Zamir Akkad (Human)__

Player _____

Game Master _____

Classes
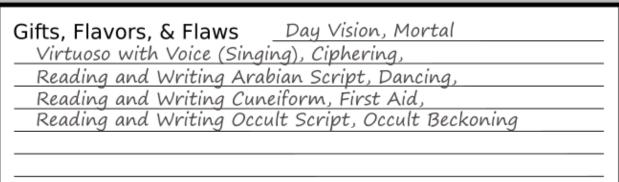
Max # Classes: __1__ (1+Level/2)

Magician's Apprentice

Scholar

Combat Characteristics

25	35	5	+	9	▶	14
Hit Points	Fate Points	Weapon Parry		Raw Stability (TN+PC+10)		Stability

__Medium Scimitar__
Weapon in Hand

	0
	Level

0	-	0	+	5	+	11	▶	16
Shield Bonus		Armor Encumbrance		Weapon Parry		Raw Defense (TN+AG+10)		Defense

__None__
Shield & Armor

0	+	0	▶	0
Armor Ward		Natural Ward		Ward

30	-	0	▶	30		4	5
Raw Speed		Speed Penalty		Speed		Magic Limit (WP+4)	Daily Healing Rate (Hit Points / 7)

Attributes

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

Attribute Bonuses Used __0__

Gifts, Flavors, & Flaws

__Day Vision, Mortal__

Virtuoso with Voice (Singing), Ciphering,
Reading and Writing Arabian Script, Dancing,
Reading and Writing Cuneiform, First Aid,
Reading and Writing Occult Script, Occult Beckoning

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Tracking Sheet

Name _Zamir Akkad (Human)_

0 Unspent XP **0** Total XP ▸ **0** 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: **Zamir Akkad (Human)**

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 **Zamir Akkad (Human)**

Close Combat Weapons

Weapon Name	Damage	Parry	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	Attack Bonus
Medium Scimitar	6	5	16	0	0 +	1 =	1 +	3 +	0 =	+4
Small Dagger	2	2	12	0	0 +	1 =	1 +	6 +	0 =	+7
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	

Natural Weapons

Level

_____ ___ + ___ + ___ =

Range Weapons

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

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: Zamir Akkad (Human)

Skills

Skill Name	Notes	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Attr. Adj.	Roll Bonus
Ballistics	AC	96 ▸	O ▸	O +	O =	O +	O =	+O
Jack-of-all-Trades	AC	96 ▸	O ▸	O +	O =	O +	O =	+O
Knowledge	IN	96 ▸	O ▸	O +	2 =	2 +	O =	+2
Melee	VG	96 ▸	O ▸	O +	O =	O +	O =	+O
Searching	PC	48 ▸	O ▸	O +	O =	O +	O =	+O
Sneaking	GR	48 ▸	O ▸	O +	O =	O +	2 =	+2
Strong-Arming	VG	32 ▸	O ▸	O +	O =	O +	O =	+O
Trickery	AC	64 ▸	O ▸	O +	O =	O +	O =	+O
		▸	▸	+	=	+	=	
Appraising	PC	12 ▸	O ▸	O +	1 =	1 +	O =	+1
Artistry		32 ▸	O ▸	O +	1 =	1 +	=	
History	IN	4 ▸	O ▸	O +	1 =	1 +	O =	+1
Library Research	IN	4 ▸	O ▸	O +	2 =	2 +	O =	+2
Music		64 ▸	O ▸	O +	1 =	1 +	=	
Philosophy	IN	4 ▸	O ▸	O +	1 =	1 +	O =	+1
Sleight of Hand	CR	8 ▸	O ▸	O +	1 =	1 +	O =	+1

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Occultist Sheet

Name *Zamir Akkad (Human)*

Occult Lores

Lore Name	Notes	Base		XP Spent		Raw Rank		Rank Bonus		Rank
Dry Lore		4	▸	0	▸	0	+	1	=	1
Mars Lore		4	▸	0	▸	0	+	1	=	1
Motion Lore		4	▸	0	▸	0	+	1	=	1
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	
			▸		▸		+		=	

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Occultist Spellbook

Name _____

Occult Domain of Spellbook

Magician

Occult Lores

Use a separate sheet for every major occult domain
(e.g. Wizardry, Sorcery, Witchcraft, Alchemy, etc.)

Dry Lore
Mars Lore
Motion Lore

1	1	1							

Occult Lore Ranks

Spell Name	Setback Cost	Cast Reqs.
Force Dehydration	2/R	VG
Invoke Medium Cone of Grim Sand	6	VG
Make a Scimitar Dance	6	GM