Mythmagica:™
Carnage, Guile & Guts

Pregen Character

Slate Dockins
Goblin Rogue

Beta 12.0

11/21/2024

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Background Sheet

Name _Slate Dockins (Goblin)_

Ancestry _Nondescript_

Beckonings _Low (Unassigned)_

Race _Goblin_   **Sex** _M_

Lineage _Mixed_

Social Status _Free_

Priority Grid

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

Languages
Old English, Slavic

Relationships

Opportune Relationships

Traits
I am Loyal to my Party
Delights in malicious tricks
Aspires to become a famed Bounty Hunter.
"I can smell a bounty a mile away."

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Main Sheet

Name __Slate Dockins (Goblin)__

Player _____

Game Master _____

Classes

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

Rogue

_____

_____

_____

_____

Combat Characteristics

17	32	2	+	9	▸	11
Hit Points	Fate Points	Weapon Parry		Raw Stability (TN+PC+10)		Stability

__Small Whip__

Weapon in Hand

0
Level

0	-	0	+	2	+	12	▸	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	4	2
Raw Speed		Speed Penalty		Speed	Magic Limit (WS+4)	Daily Healing Rate (Hit Points / 7)

Attributes

AC: 5
IN: −1
VG: 1
PC: 2
HT: −2
WS: 0
GR: 8
AG: 5
CR: 3
CH: −3
TN: −3
ST: −4
BR: −7

Attribute Bonuses Used __0__

Gifts, Flavors, & Flaws

Ageless, Night Vision, Uncanny Scrambling

_____

_____

_____

_____

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Tracking Sheet

Name *Slate Dockins (Goblin)*

O
Unspent XP

O ▶ O
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: *Slate Dockins (Goblin)*

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
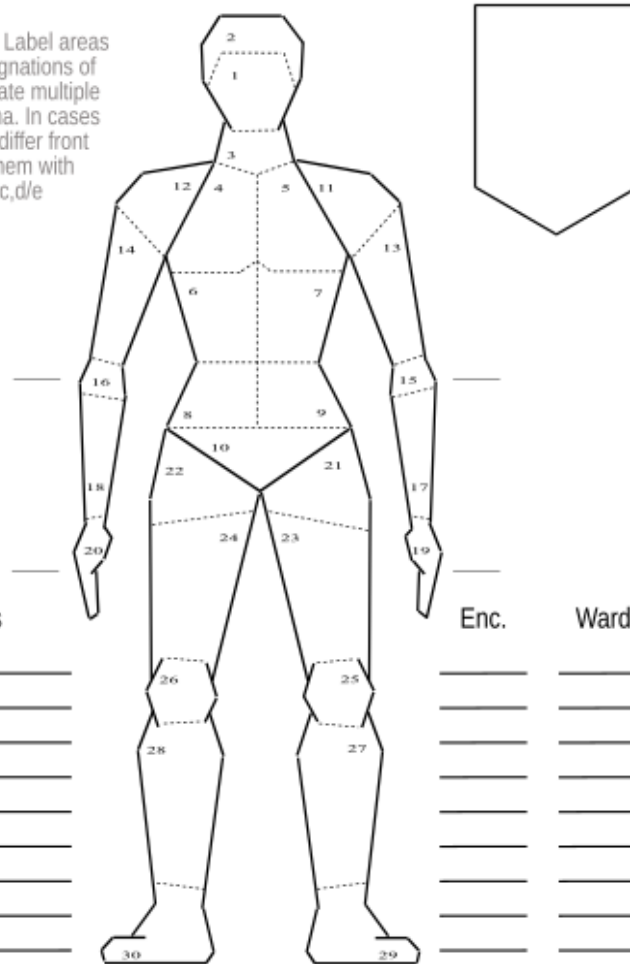
Articles	Enc.	Ward
a		
b		
c		
d		
e		
f		
g		
h		
i		
j		

Totals

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Weapons Sheet

Name: **Slate Dockins (Goblin)**

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
Small Dagger	2	2	12	0	0 +	1 =	1 +	6 +	1 =	+8
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	

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
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	

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
Small Whip	1(dam)+ 4(setback)	2	12	0	0 +	3 =	3 +	5 +	1 =	+9
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	
					+	=	+	+	=	

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Skills Sheet

Name: *Slate Dockins (Goblin)*

Skills

Skill Name	Notes	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Attr. Adj.	Roll Bonus
Ballistics	AC	96	0	0	+ 0	= 0	+ 5	= +5
Jack-of-all-Trades	AC	96	0	0	+ 0	= 0	+ 5	= +5
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	+ 2	= +3
Sneaking	GR	48	0	0	+ 0	= 0	+ 6	= +6
Strong-Arming	VG	32	0	0	+ 0	= 0	+ 1	= +1
Trickery	AC	64	0	0	+ 0	= 0	+ 5	= +5
					+	=	=	
Disguising		24	0	0	+ 1	= 1	+	=
Opening Locks	CR	8	0	0	+ 1	= 1	+ 3	= +4
Urban Stealth	GR	8	0	0	+ 1	= 1	+ 8	= +9