

Mythmagica:TM
Carnage, Guile & Guts

Pregen Character

Lance Huxley
Human Fighter

Beta 12.0

11/21/2024

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MYTHMAGICA™

Background Sheet

Name Lance Huxley (Human)

Ancestry Nondescript

Beckonings Moderate (Mystic)

Race Human Sex M

Lineage N/A

Social Status Nobility

Priority Grid

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

Languages

Latin, Old English

Relationships

Mortal Nemesis: Lance's uncle, Thorne Huxley, wants Lance dead, so he can inherit the title of Baron of Ravensrodd for himself when Lance's father, Eldred, dies. Lance owes 10,000 sp to Baron Langobard, in return for a temporary room at the castle and protection within the town of Chestnut.

Opportune Relationships

Byron Drake lives nearby. He is a Mystic Knight who adventured with Lance's father and uncle years ago.

Traits

I am Loyal to my Party

Arthur's Code is inviolate.

The rule of law is all that staves off chaos.

Loves horses.

MYTHMAGICA™

Main Sheet

Name Lance Huxley (Human)

Player _____

Game Master _____

Classes

Squire

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

Attributes

| | | |
|--------------|---------------|-----------------------------|
| AC: <u>0</u> | IN: <u>-1</u> | |
| VG: <u>1</u> | PC: <u>0</u> | HT: <u>-1</u> WS: <u>-1</u> |
| GR: <u>0</u> | AG: <u>0</u> | CR: <u>0</u> CH: <u>-2</u> |
| TN: <u>1</u> | ST: <u>1</u> | BR: <u>2</u> |

Attribute Bonuses Used 0

Combat Characteristics

| | | | | | | |
|--------------------------|--------------------------|-------------------------------|---|--|---|--|
| <u>38</u> Hit Points | <u>29</u> Fate Points | <u>4</u> Weapon Parry | + | <u>11</u> Raw Stability (TN+PC+10) | → | <u>15</u> Stability |
| <u>Bastard Sword</u> | | | | | | <u>0</u> Level |
| Weapon in Hand | | | | | | |
| <u>0</u> Shield Bonus | - | <u>1</u> Armor Encumbrance | + | <u>4</u> Weapon Parry | + | <u>11</u> Raw Defense (TN+AG+10) |
| | | | | | | <u>14</u> Defense |
| <u>Leather Armor</u> | | | | | | <u>2</u> Ward |
| Shield & Armor | | | | | | <u>0</u> Natural Ward |
| <u>30</u> Raw Speed | - | <u>0</u> Speed Penalty | → | <u>30</u> Speed | | <u>3</u> Magic Limit (VS+4) |
| | | | | | | <u>5</u> Daily Healing Rate (Hit Points / 7) |

Gifts, Flavors, & Flaws

Day Vision, Mortal, Blind Combat
