Mythmagica:™
Carnage, Guile & Guts

Pregen Character

Slate Dockins
Goblin Bounty Hunter

Beta 11.0

2/21/2023

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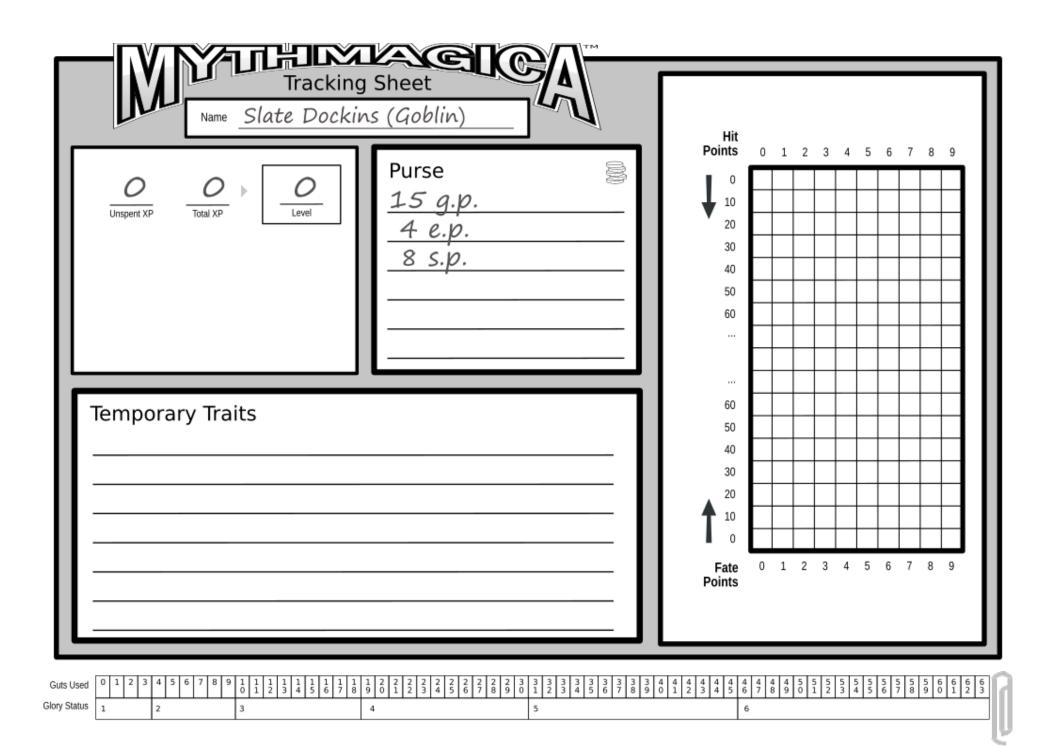Role-Playing materials from
legendaryquest.com

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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

"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)

Bounty Hunter

Combat Characteristics

19	35	2	+	10		12
Hit Points	Fate Points	Weapon Parry		Raw Stability (TN+PC+10)		Stability

__Small Whip__

	0
Weapon in Hand	Level

2	-	0	+	2	+	12		16
Shield Bonus		Armor Encumbrance		Weapon Parry		Raw Defense (TN+AG+10)		Defense

__Tiny Shield__

	0	+	0		0
Shield & Armor	Armor Ward		Natural Ward		Ward

35	-	0		35		5	3
Raw Speed		Speed Penalty		Speed		Magic Limit (WP+4)	Daily Healing Rate (Hit Points / 7)

Attributes

AC: 4
IN: −1
VG: 0
PC: 2
HT: −1
WP: 1
GR: 6
AG: 4
CR: 2
CH: −2
TN: −2
ST: −4
BR: −6

Attribute Bonuses Used __0__

Gifts, Flavors, & Flaws

Ageless, Night Vision, Bullying, Reading and Writing Cyrillic Script, Reconnoitering, Defending with Undersize Shield

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Tracking Sheet

Name _Slate Dockins (Goblin)_

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 *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

4(1H)
6(2H)

VG for all Close Combat Weapons

Weapon Name	Damage	Parry	Base	XP Spent	Raw Rank		Rank Bonus		Rank		Tempo		Attr. Adj.		Attack Bonus
Small Mace		4	16	0	0	+	1	=	1	+	4	+	0	=	+5
Tiny Shield	2	2	6	0	0	+	1	=	1	+	4	+	0	=	+5
						+		=		+		+		=	
						+		=		+		+		=	
						+		=		+		+		=	
						+		=		+		+		=	
						+		=		+		+		=	

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

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	+	0	=	+8
						+		=		+		+		=	
						+		=		+		+		=	
						+		=		+		+		=	
						+		=		+		+		=	

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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 +	4 =	+4
Jack-of-all-Trades	AC	96	0	0 +	0 =	0 +	4 =	+4
Knowledge	IN	96	0	0 +	0 =	0	−1 =	−1
Melee	VG	96	0	0 +	0 =	0 +	0 =	+0
Searching	PC	48	0	0 +	1 =	1 +	2 =	+3
Sneaking	GR	48	0	0 +	0 =	0 +	6 =	+6
Strong-Arming	VG	32	0	0 +	1 =	1 +	0 =	+1
Trickery	AC	64	0	0 +	1 =	1 +	4 =	+5
				+	=	+	=	
Guild Lore	IN	4	0	0 +	1 =	1 +	−1 =	+0
Grappling	AC then BR	12	0	0 +	2 =	1 +	4 =	+5
History	IN	4	0	0 +	2 =	2 +	−1 =	+1
Maneuvering	VG	16	0	0 +	2 =	1 +	0 =	+1
Rural Stealth	GR	8	0	0 +	2 =	1 +	6 =	+7
Setting Rural Traps		8	0	0 +	3 =	1 +	=	
Stunning	VG	16	0	0 +	2 =	2 +	2 =	+4
Tracking	PC	2	0	0 +	2 =	2 +	2 =	+4