

Mythas Heroic Persona Dossier

Heroic Persona Information

HP Name: _____	
Vocation: _____	SEC: _____

Characteristics:

MENTAL: _____ Effective Level: _____ Current Value: _____	PHYSICAL: _____ Wound Level: _____ Critical Level: _____ Recovery Level: _____ Current Value: _____	SPIRITUAL: _____ Effective Level: _____ Current Value: _____
Mnemonic:	Muscular:	Metaphysical:
MMCap: _____	PMCap: _____	SMCap: _____
MMPow: _____	PMPow: _____	SMPow: _____
MMSpd: _____	PMSpd: _____	SMSpd: _____
Reasoning:	Neural:	Psychic:
MRCap: _____	PNCap: _____	SPCap: _____
MRPow: _____	PNPow: _____	SPPow: _____
MRSpd: _____	PNSpd: _____	SPSpd: _____

Movement:

Walking	Crawling	Cautious	Evasive	Trotting	Running	Swimming	Jumping
						/ /	/

APs and Joss

Unallocated APs:	Current Joss:
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Physical Information:

Age: _____ Attractiveness: _____ Build: _____
Sex: _____ Handedness: _____ Eyes: _____
Race: _____ Height: _____ Hair: _____
Complexion: _____ Weight: _____

Description: _____

Background:

Birth Date: _____ Birth Rank: _____
Birth Place: _____ Citizenship: _____

Brief History: _____

Quirks: _____

Counter-Quirks: _____

Contacts/Connections: _____

Illustrations or Notes:

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Personal Finance and Possessions

Persona's Finances:

<i>Net Worth</i>	<i>Bank Accounts</i>	<i>Cash on Hand</i>	<i>Disposable Monthly Income</i>
BUCs	BUCs	BUCs	BUCs

Possessions:

[illegible]

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Combat Information

Refer to the Battle Sheets for weapon-specific information. Refer to the Armor Worksheets for armor-specific information.

Initiative:

Activity Speed Factor Penalties:

Action	Speed Factor	Action	Speed Factor	Action	Speed Factor
Moving	6	Turning	3	Reloading	9
Diving	5	Changing Target of Action	6	Drawing Weapon	7
Rising	4	Tumbling	12	Moving Weapon to Other Hand	2
Casting Eyebite		Casting Charm		Persona is Dazed	+5

Hand-to-Hand combat:

1D10 + PMSpd – Armor Speed Factor – Weapon Speed Factor – Activity Speed Factor.

Ranged Weapon Combat:

1D10 + PNSpd – Armor Speed Factor – Weapon Speed Factor – Activity Speed Factor.

Heka Castings:

1D10 + MMSpd – Casting Speed Factor.

To Strike an Opponent:

To find the Base Attack Chance (BAC), take the appropriate STEEP, add the weapon's Weapons Points, and add the Perception Bonus. To find the Final Attack Chance (FAC), add the BAC and any bonuses or penalties the JM provides.

Perception Bonus: _____ %

Final Attack Chance:

BAC + FAC modifiers = FAC (to Hit). Roll D%.

Roll is . . .	≤10% FAC	≤ FAC	> FAC	99	00
Result is . . .	Special Hit: Max Damage	Normal Hit	Miss	Automatic Miss	Special Failure

Damage:

Roll the Strike Location (D%). Roll the appropriate dice for damage and add any bonuses for high PMPow or high STEEP, then multiply this number by the damage modifier listed under the strike location. Only personas successfully rolling against *Weapons*, *Special Skill (Specific Target)* may choose the strike location. The armor rating for the location hit is subtracted from the damage *after* the strike location multiplier.

Strike Location Table, front/flank					Strike Location Table, Rear			
Die Roll	01-10	11-25	26-40	41-00	01-25	26-60	61-90	91-00
Area	Ultra-Vital	Super-Vital	Vital	Non-Vital	Ultra-Vital	Super Vital	Vital	Non-Vital
Damage Modifier	x4	x3	x2	x1	x4	x3	x2	x1

Damage Bonuses:

High PMPow Bonus: + _____ High Melee HTH STEEP Bonus: + _____ High Missile STEEP Bonus: + _____

Parrying:

If you have actions available when someone else attacks you, you can use an action to parry. See the tables below for the task difficulty applied to the defender's BAC. Weapons & shields used to parry can take damage and can damage the attacker's weapon. On a successful parry, the attacker's weapon and the defender's weapon or shield each roll D%. If the roll is less than or equal to the weapon's durability, roll damage for the attack and subtract that damage from the weapon's Damage Points. If a Metal weapon larger than a dagger parries a Wood or Combination weapon, subtract the Weapon Points of the Metal weapon from the roll to damage the non-metal weapon (it is easier for a metal weapon to damage a non-metal weapon). A weapon or shield breaks when its Damage Points are reduced below zero.

Non-Shield Parries		Shield Parries	
DR	Attack Type	DR	Attack Type
Easy (x3)	Fist or Kick	Easy (x3)	Fist/Kick or large & medium thrown
Moderate (x2)	Large Thrown Weapon (spear, javelin)	Moderate (x2)	Hand weapon
Hard (x1)	Hand Weapon	Hard (x1)	Small Thrown
Difficult (x1/2)	Medium Thrown Weapon (dagger, large throwing star)	Difficult (x1/2)	Arrows, bolts, sling stones, etc.
Very Difficult (x1/4)	Small Thrown Weapon (dart, small star)		

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Knowledge and Skills Quick List:

[illegible]

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Knowledge and Skills Fall List (1 of 4):

MENTAL K/S	STEEP	PHYSICAL K/S	STEEP	SPIRITUAL K/S	STEEP
Agriculture		Acupuncture		Alchemy*	
1. Animal Husbandry		Acrobatics/Gymnastics		Animal Handling	
2. Crop Farming		1. Climbing		1.	
3. Floraculture		2. Jumping		2.	
4. Horticulture		3. Landing		3.	
5. Micoculture (fungi)		4. Swinging		4.	
6. Viticulture		5. Tightrope Walking		Astrology*	
Apotropism*		6. Tumbling		Buffoonery	
Appraisal		7. Vaulting		1. Amuse	
1. Animals		Arms & Armor (making of)		2. Belittle	
2. Artworks		1. Swords, Daggers, etc.		3. Confuse	
3. Buildings		2. Other Edged Weapons		4. Distract	
4. China/Pottery		3. Non-Edged Weapons		5. Enrage	
5. Crystal/Glassware		4. Bowyer/Fletcher		6. Feel Assured	
6. Furs		5. Crossbow/Quarrels		7. Pay Heed	
7. Garments & Fabrics		6. Chain Mail		8. Question	
8. General Goods		7. Lamellar Armor		9. Re-Evaluate	
9. Gold/Precious Metals		8. Leather/Cuir Bouille		10. Suspect	
10. Handicrafts		9. Padded & Quilted		11. Trust	
11. Jewelry & Gemstone		10. Plate (fitted) Armor		12. Value	
12. Land		11. Ring & Scale		Charismaticism	
13. Rugs & Tapestries		12. Shields		Conjuration*	
14. Woodwork/Furniture		Boating		Dance	
Architecture		Clothwork		Divination*	
Astronomy*		Combat, HTH, Lethal		1. Augury	
Biography/Genealogy		1. Hands		2. Dreams	
Biology		2. Feet		3. Lots	
Botany		3. Bagh Nakh		4. Omens	
Business Admin.		4. Billy		5. Water Patterns	
Chemistry		5. Brass Knuckles		Exorcism*	
Criminal Activities, Mental		6. Knife, Small		Fortune Telling*	
1. Blackmail		7. Hook		1. Card Reading	
2. Bribery		8. Nunchaku		2. Crystal Gazing	
3. Confidence Games		9. Sais		3. Numerology	
4. Embezzling		10. Tui-Fa		4. Palmistry & Phrenology	
5. Fencing Goods		Combat, HTH, Non-lethal		5. Rune Casting	
6. Forgery		Combat, Hand Weapons		6. Tea Leaf Reading	
7. Fraud		1. Axe		Herbalism*	
8. Gambling Operations		2. Club/Mace		Impersonation	
9. Misappropriation		3. Dagger/Knife		Judgement	
10. Money Laundering		4. One-Handed Swords		1. Animals	
11. Racketeering		5. Polearms, Cutting		2. Background	
12. Vice		6. Pole Axes		3. Business	
Criminology		7. Shields		4. Occupation	
Cryptography		8. Spear/Thrust Polearms		5. Situation	
Current Events		9. Two-Handed Swords		Jury-Rigging	
Deception		10. Whip/Flail		Leadership	
Demonology*				Magnetism	

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Knowledge and Skills Fall List (2 of 4):

MENTAL K/S	STEEP	PHYSICAL K/S	STEEP	SPIRITUAL K/S	STEEP
Domestic Arts & Sciences		Combat, HW, Missile		Medicine, Oriental	
1. <i>Cooking & Nutrition</i>		1. <i>Axe/Club/Hammer</i>		Mediumship*	
2. <i>Interior Design/Décor</i>		2. <i>Blowguns</i>		Metaphysics*	
3. <i>Managing a Household</i>		3. <i>Boomerangs</i>		Multiversal Spheres & Planes	
4. <i>Sewing & Tailoring</i>		4. <i>Bows</i>		1. <i>Abyssal Plane</i>	
Dweomercraeft		5. <i>Crossbows</i>		2. <i>Aethereal Plane</i>	
1. <i>Black School</i>		6. <i>Darts</i>		3. <i>Alternate Material</i>	
2. <i>Elemental School</i>		7. <i>Knives/Daggers</i>		4. <i>Astral Plane</i>	
3. <i>Gray School</i>		8. <i>Net</i>		5. <i>Dimension Relationships</i>	
4. <i>Green School</i>		9. <i>Slings</i>		6. <i>Elemental Planes</i>	
5. <i>White School</i>		10. <i>Spears & Javelins</i>		7. <i>Empyrean & Concord.</i>	
Ecology/Nature Science		11. <i>Throwing Stars</i>		8. <i>Negative & Positive</i>	
Econ./Finance/Investing		Construction		9. <i>Nether & Pandemonic</i>	
1. <i>Economics</i>		Construction, Naval		10. <i>Shadow Plane</i>	
2. <i>Finance</i>		Construction, Transport		11. <i>Temporal&Panprobable</i>	
3. <i>Investing</i>		Criminal Activities, Physical		Musical Composition*	
4. <i>Mercantilism</i>		1. <i>Ambushing</i>		Mysticism*	
a.		2. <i>Cheating</i>		Nature Attunement	
b.		3. <i>Forced Entry</i>		1. <i>Animal Relationship</i>	
c.		4. <i>Grab & Run</i>		2. <i>Exotic Places</i>	
d.		5. <i>Hiding</i>		3. <i>Growing Things</i>	
e.		6. <i>Hijacking</i>		4. <i>Natural Cycles</i>	
Education		7. <i>Lock-Picking</i>		5. <i>Personal Relationship</i>	
Engineering		8. <i>Mugging</i>		Necromancy*	
1. <i>Civil, Bridges</i>		9. <i>Pick-Pocketing</i>		Occultism*	
2. <i>Civil, Municipal</i>		10. <i>Purse Cutting</i>		Painting (Artistic)	
3. <i>Civil, Roads/Highways</i>		11. <i>Robbery</i>		Pantheology*	
4. <i>Hydraulic, Dams</i>		12. <i>Rustling</i>		Phaeree Folk & Culture	
5. <i>Hydraulic, Other</i>		13. <i>Shoplifting & Pilfering</i>		1. <i>Seelie Races</i>	
6. <i>Mechanical</i>		14. <i>Smuggling</i>		2. <i>Seelie Culture</i>	
7. <i>Mining</i>		15. <i>Sneaking</i>		3. <i>Borderer Races</i>	
Engineering, Military		16. <i>Strongbox Breaking</i>		4. <i>Borderer Culture</i>	
Espionage		Cultured Palate		5. <i>Unseelie Races</i>	
1. <i>Border Crossing</i>		1. <i>Foods</i>		6. <i>Unseelie Culture</i>	
2. <i>Clandestine Meetings</i>		2. <i>Beverages</i>		Philosophy	
3. <i>Gathering Information</i>		3. <i>Herbs/Spices</i>		Poetry/Lyrics*	
4. <i>Object Concealment</i>		4. <i>Wines/Winemaking</i>		Priestcraft*	
5. <i>Recruiting Informants</i>		5. <i>Beers/Brewing</i>		1. <i>Ethos of Balance</i>	
6. <i>Smuggling</i>		6. <i>Spirits</i>		2. <i>Ethos of Gloomy Dark</i>	
Etiquette & Social Graces		7. <i>Perfumes</i>		3. <i>Ethos of Moonlight</i>	
Foreign Lang.		8. <i>Gourmet Meal Prep.</i>		4. <i>Ethos of Shadowy Dark</i>	
Foreign Lang.		Disguise		5. <i>Ethos of Sunlight</i>	
Foreign Lang.		Drawing		Religion*	
Foreign Lang.		Endurance*		Sculpture	
		Escape		Sorcery*	
		First Aid			

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Knowledge and Skills Fall List (3 of 4):

MENTAL K/S	STEEP	PHYSICAL K/S	STEEP	SPIRITUAL K/S	STEEP
Fortification & Siegecraft		Games, Physical		Street-Wise	
1. <i>Besieging</i>		1. <i>Arm Wrestling</i>		1.	
2. <i>Escalade Attack</i>		2. <i>Boxing</i>		2.	
3. <i>Sapping</i>		3. <i>Climbing</i>		3.	
4. <i>Siege Engines, Proximity</i>		4. <i>Jumping</i>		4.	
5. <i>Siege Engines, Missile</i>		5. <i>Leg Wrestling</i>		5.	
6. <i>Siting & Construction</i>		6. <i>Running</i>		6.	
Gambling		7. <i>Swimming</i>		7.	
1. <i>Animal Fighting</i>		8. <i>Wrestling</i>		8.	
2. <i>Cards</i>		Gemsmith/Lapidary*		9.	
3. <i>Dice</i>		1. <i>Engraving/Enameling</i>		Thespianism	
4. <i>Dog/Horse Racing</i>		2. <i>Gemcutting</i>		Witchcraft*	
5. <i>Sporting Events</i>		3. <i>Jewelry Making</i>		Writing, Creative	
6. <i>Table Games</i>		4. <i>Metalsmithing</i>		Yoga*	
Games, Mental		Handicrafts/Handiwork			
1. <i>Croquette/Yard Game</i>		Heka-Forging*			
2. <i>Darts</i>		Hunting/Tracking		ADDITIONAL K/S	STEEP
3. <i>Guessing/Riddle Game</i>		1. <i>Spear</i>			
4. <i>Parlor Games</i>		2.			
5. <i>Pool (Billiards, etc.)</i>		Jack-of-All-Trades			
6. <i>Strategic/Table Games</i>		1. <i>Carpentry</i>			
7. <i>War Games</i>		2. <i>Clothwork</i>			
8. <i>Word/Rhyming Games</i>		3. <i>Construction (general)</i>			
Gemology		4. <i>Improvement</i>			
Geography/Foreign Lands		5. <i>Leatherwork</i>			
Geology/Mineralogy		6. <i>Masonry</i>			
History		7. <i>Mechanics</i>			
Hypnotism		8. <i>Plumbing</i>			
Influence		9. <i>Printing</i>			
1. <i>Debating</i>		10. <i>Repairs</i>			
2. <i>Demagoguery</i>		11. <i>Roofing & Thatching</i>			
3. <i>Mis/Disinformation</i>		12. <i>Smithing & Welding</i>			
4. <i>Oration</i>		Juggling			
5. <i>Persuasion</i>		1. <i>Balancing Self & Items</i>			
6. <i>Propaganda</i>		2. <i>Fire "Breathing"</i>			
7. <i>Salesmanship</i>		3. <i>Knife (et al.) Throwing</i>			
Journalism		4. <i>Sword Swallowing</i>			
Law		5. <i>Tossing & Catching</i>			
1. <i>Civil</i>		Leatherwork			
2. <i>Criminal</i>		Legerdemain			
3. <i>Government</i>		Masonry			
4. <i>Matrimonial</i>		Mechanics			
5. <i>Probate</i>		Mines & Mining			
6. <i>Tax</i>		Mountaineering			
Linguistics					
Lip Reading & Sign Lang.					
1.					
2.					
3.					

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Knowledge and Skills Fall List (4 of 4):

MENTAL K/S	STEEP	PHYSICAL K/S	STEEP	PHYSICAL K/S (cont)	STEEP
Logic		Music		Subterranean Orientation	
Magick*		1. <i>A Capella</i>		Surveillance/Security	
Mathematics		2. <i>Horns</i>		Survival	
Medicine, Veterinary		3. <i>Keyboards</i>		Swimming/Diving	
Military Science		4. <i>Percussion</i>		Tolerance	
Native Tongue		5. <i>Stringed, Bowed</i>		Travel	
Navigation		6. <i>Stringed, Plucked</i>		Weapons, Special Skills	
Perception (Mental)		7. <i>Woodwinds & Reeds</i>		A. <i>Blind Fighting</i>	
1. <i>Anticipating</i>		Perception (Physical)		B. <i>Fast Draw</i>	
2. <i>Detecting</i>		1. <i>Hearing</i>		C. <i>Florentine</i>	
3. <i>Noticing</i>		2. <i>Noticing</i>		D. <i>Specific Target</i>	
4. <i>Understanding</i>		3. <i>Searching</i>		1.	
Phaeree Flora & Fauna		4. <i>Tracking</i>		2.	
Political Science		Plumbing		3.	
Public Administration		Police Work		4.	
Rarities		1. <i>Evidence Analysis</i>		5.	
Sociology/Culture		2. <i>Evidence Gathering</i>		6.	
Spellsongs*		3. <i>Interrogation</i>		7.	
Subterranean Aerth		4. <i>Shadowing</i>		8.	
1. <i>Upper Levels</i>		5. <i>Stakeout</i>		9.	
2. <i>Middle Levels</i>		Printing		10.	
3. <i>Lower Levels</i>		Riding			
4. <i>Flora & Fauna, Upper</i>		1. <i>Camels</i>		ADDITIONAL K/S	STEEP
5. <i>Flora & Fauna, Middle</i>		2. <i>Difficult/Unbroken</i>			
6. <i>Flora & Fauna, Lower</i>		3. <i>Elephants</i>			
7. <i>Sapient Dwellers</i>		4. <i>Horses, Mules, Asses</i>			
Surveying/Topography		5. <i>Mounted Combat</i>			
Trade Language		6. <i>Racing</i>			
Toxicology		7. <i>Teamstering</i>			
Weapons, Military, All Other		Seamanship			
1. <i>Common Assault</i>		1. <i>Combat & Boarding</i>			
2. <i>Common Defensive</i>		2. <i>Command</i>			
3. <i>Exotic Weapons</i>		3. <i>Hull</i>			
4. <i>Missile, Counterpoise</i>		4. <i>Masts, Spars, & Rigging</i>			
5. <i>Missile Eng. Tension</i>		5. <i>Oared Vessels</i>			
6. <i>Missile Eng. Torsion</i>		6. <i>Sailing</i>			
7. <i>Siege Eng. Proximate</i>		7. <i>Signalling & Multi-Ship</i>			
Zoology		8. <i>Supply & Cargo</i>			
		9. <i>Vessel Identification</i>			
ADDITIONAL K/S	STEEP	10. <i>Weather</i>			
		Smithing/Welding*			
		Speleology			
		Sports			
		1. <i>Individual Non-violent</i>			
		2. <i>Individual Violent</i>			
		3. <i>Mounted Individual</i>			
		4. <i>Mounted Team</i>			
		5. <i>Team Sports</i>			