

Mythic Realms Quick-Start Character Planning Sheet

Player Name: _____ Phone: _____

Email: _____

Character Name: _____ Race: _____

Available Skill Points: **20**

Talent & Starting Proficiencies (Circle One Talent)

Arcanist *Begin with the ability to cast the 'Detect Magic' and 'Illuminate Us' Universal Spells at will*

Mystic *Begin with the ability to cast the 'Detect Magic' and 'Detect Affliction' Universal Spells at will.*

Fighter *Begin trained in the use of Shields, as well as Medium and Heavy Armor.*

Rogue *Gain +1 damage to all attacks made with Daggers, and trained in the use of Medium Armor.*

Skill Level SP Spent Skill Notes

Racial Utility Skill: _____

Talent Utility Skill: _____

Note: A Maximum of 8 Skill points (40%) can be spent on Utility Skills

Talent Combat Skill: _____

Additional Combat Skill: _____

Note: All remaining skill points (0-20) may be spent on Combat Skills

Important Statistics

Starting Health: 6

Bleed Count: 1 Minute

Death Count: 5 Minutes

Additional Health from Armor: _____

Weapon Damage: _____

Character Notes

This is not an official character sheet.