

# MAZES & MINOTAURS Character Record Sheet

Character's name \_\_\_\_\_ Class \_\_\_\_\_

Gender \_\_\_\_\_ Age \_\_\_\_\_ Description \_\_\_\_\_

Personal Background \_\_\_\_\_

Level \_\_\_\_\_ Glory, Wisdom or Experience points \_\_\_\_\_

## ATTRIBUTE SCORE MOD

MIGHT \_\_\_\_\_  
 SKILL \_\_\_\_\_  
 WITS \_\_\_\_\_  
 LUCK \_\_\_\_\_  
 WILL \_\_\_\_\_  
 GRACE \_\_\_\_\_

## COMBAT MODIFIERS

Melee \_\_\_\_\_  
 Missile \_\_\_\_\_  
 Initiative \_\_\_\_\_  
 Hits & Wounds \_\_\_\_\_  
 Hits Total \_\_\_\_\_  
 Recovery \_\_\_\_\_

## SAVING ROLLS

Athletic Prowess \_\_\_\_\_  
 Danger Evasion \_\_\_\_\_  
 Mystic Fortitude \_\_\_\_\_  
 Physical Vigor \_\_\_\_\_  
 Other scores \_\_\_\_\_  
 Personal Charisma \_\_\_\_\_

EDC = Basic Defense Class ( ) + Shield ( ) + Helmet ( ) + Breastplate ( ) + Special ( ) = \_\_\_\_\_

Hits = 00 01 02 03 04 05 06 07 08 09 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

Special Abilities :



## MELEE WEAPON

DAMAGE <N<

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## MAGIC

Magical Talent ( ) \_\_\_\_\_  
 Mystic Strength = 12 + Talent \_\_\_\_\_  
 Power Total = (Level x 4) + Talent \_\_\_\_\_

## MISSILE WEAPON RANGE DAMAGE <N<

\_\_\_\_\_  
 \_\_\_\_\_

01 02 03 04 05 06 07 08 09 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

## ARMOR BONUS <N<

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Power Recovery = 1d6/ \_\_\_\_\_

## ITEM <N<

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## MAGICAL POWERS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## MYTHIC ITEMS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Current Encumbrance Total =

Enc.	Status	Movement
_____	Unencumb.	_____ feet/round
_____	Encumbered	_____ feet/round
_____	Heavily Enc.	_____ feet/round