

# Mythic Heroes & Legends

<hr/> <b>Name</b>	<hr/> <b>Class</b>	<hr/> <b>Move</b>	<hr/> <b>Level</b>
<hr/> <b>Race</b>	<hr/> <b>Alignment</b>	<hr/> <b>XP</b>	<hr/> <b>XP Bonus</b>
<hr/> <b>Languages Known</b>	<hr/> <b>Notes</b>		

<b>Prime:</b>	<b>Attributes:</b>	<b>Bonus:</b>	<b>Weapons:</b>																								
[ ]	STR		Attack Bonus for Level _____ STR Mod for Melee _____ DEX for Shooting _____																								
[ ]	DEX		<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">Name</th> <th style="width: 25%;">Attack Bonus</th> <th style="width: 25%;">Damage</th> <th style="width: 25%;">Range/ Special</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>	Name	Attack Bonus	Damage	Range/ Special																				
Name	Attack Bonus	Damage		Range/ Special																							
[ ]	CON																										
[ ]	INT																										
[ ]	WIS																										
[ ]	CHA																										
<b>Saving Throw:</b>		<b>Modifiers:</b> <small>(Class &amp; Wisdom)</small>																									

**Hit Points:**  
Max \_\_\_\_\_ Current \_\_\_\_\_

**Armor Class:**  
Armor Type: \_\_\_\_\_ Modifier: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Add to a Base 10

Total AC: \_\_\_\_\_

<b>Equipment:</b>	<b>Spells/Special Abilities:</b>

**Encumbrance:**  
Heft Points:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total Heft: \_\_\_\_\_

**Treasure:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_