



MAZES & MINOTAURS Character record sheet

Player's name _____ Maze Master _____

Character's name _____

Class _____ Level _____

Personal Background _____



Character sketch, symbol or physical description

ATTRIBUTES



MIGHT _____
Adjustment

SKILL _____
Adjustment

WITS _____
Adjustment

LUCK _____
Adjustment

WILL _____
Adjustment

GRACE _____
Adjustment

SAVING ROLLS

Athletic Prowess _____

Danger Evasion _____

Mystic Fortitude _____

Physical Vigor _____

Other scores _____

Personal Charisma _____

SPECIAL ABILITIES : _____

COMBAT MODIFIERS

Melee _____

Missile _____

Initiative _____

Hits total _____

recovery _____

EFFECTIVE DEFENSE CLASS

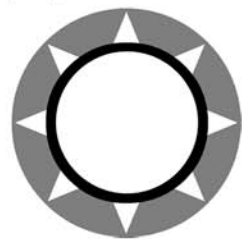
Basic Defense Class ()

+ 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 44 45 46 47



MAGIC

Magical Talent () _____

Mystic Strength = 12 + Talent _____

Power total = (level x 4) + Talent _____

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

Power recovery = 1d6 / _____

MAGICAL POWERS

EQUIPMENT

Write down **Damage** of weapons and **Range** of missile weapons, **EDC bonus** of armor pieces, and **Encumbrance** value of all items

COMMON ITEMS

MYTHIC ITEMS

Current Encumbrance Total = _____

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

Glory, Wisdom or Experience points

Needed for next level _____