

Mythos Rising

Sample character sheet

1	1	1
Melee	Ranged	Magic
Natural Ability Dice		
Add to weapon when attacking or casting magic		

Fist	-	1	Joe
Melee Weapon	Attack Dice		Investigator's Name
Melee Weapon	Attack Dice		Melee Weapon
Melee Weapon	Attack Dice		Attack Dice
Police Special	3	4	Loud
Ranged Weapon	Attack Dice		
Single target weapon	Spread weapon		
Ranged Weapon	Attack Dice		Loud
Single target weapon	Spread weapon		

Ammunition

X	X	X	X	X	X

Items

Clues

Name	Title	Dominion
Lighter	Witch Ball	
Cheap bourbon		
Sanctified salt		
12 bullets		
3 x Baby Ruth candy (Food)		

Health

E is exhaustion level

E2	E2	E2	E2	E3	E3	E3	E3	E3	E3
1	2	3	4	5	6	7	8	9	10
E4	E4	E4	E4	E4	E5	E5	E5	E5	E5
11	12	13	14	15	16	17	18	19	20

Cultists Defeated

Sanity

2♠ ☐ ☐ Discard

4♠ ☐ ☐ Discard

6♠ ☐ ☐ ☐ Discard

8♠ ☐ ☐ Discard

Minor 1 → 2 3 Minor 4 5 Minor 6 7 8 9 10

Conditions:

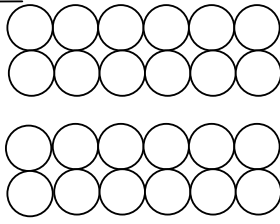
This is a sample of a character sheet from before the game has begun. To make them a balanced character, the player chose to put the character's ability dice into ranged and then selected equipment. They rolled a 3 for sanity points and 1 for health, making a total of 10 and 15 as you can see above. They are now ready to begin the game.

Mythos Rising

Character sheet

Melee	Ranged	Magic
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Natural Ability Dice
Add to weapon when attacking or casting magic

Melee Weapon	Attack Dice	Investigator's Name	
Melee Weapon	Attack Dice	Melee Weapon	Attack Dice
Ranged Weapon Single target weapon	Attack Dice Spread weapon	Loud	Ammunition 
Ranged Weapon Single target weapon	Attack Dice Spread weapon	Loud	

Items

Clues

Name	Title	Dominion

Health

E is exhaustion level

E2 1	E2 2	E2 3	E2 4	E3 5	E3 6	E3 7	E3 8	E3 9	E3 10
E4 11	E4 12	E4 13	E4 14	E4 15	E5 16	E5 17	E5 18	E5 19	E5 20

Cultists Defeated

Sanity

Minor 1	Minor 2	3	Major 4	Minor 5	6	Minor 7	8	9	10
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Conditions

Minor	Major
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2♣ ☐ ☐ → Discard

4♣ ☐ ☐ → Discard

6♣ ☐ ☐ ☐ → Discard

8♣ ☐ ☐ → Discard

9♣ ☐ ☐ → Discard

Creatures drawn due to the loud rule do not count towards these appearances

Sample character sheet

Name

Joe



1

0

1

Melee

Ranged

Magic

Starting Stats



Items

Lighter

Cheap Bourbon

Holy Water

Incense

Sky necklace

Sanity



Clue Points



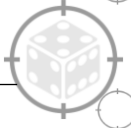
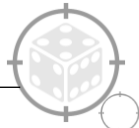
Conditions



Condition

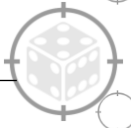


Baton 2AD



Holds Spare

| Loaded



Holds Spare

| Loaded



Police Special 3AD



Holds Spare

6 | Loaded 6



Name _____

Mythos Rising

The Broken Circle

Melee

Ranged

Magic

Starting Stats



Items

Health

R = Resolve Level

1

2

3

4

5

← R2

6

7

8

9

10

← R3

11

12

13

14

15

← R4

16

17

18

19

20

← R5



Sanity

Clue Points



1



2



3



4



5



6



7



8



9



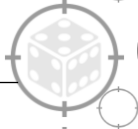
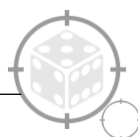
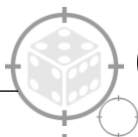
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Conditions

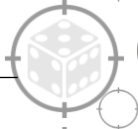


Condition



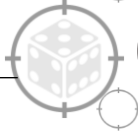
Holds Spare

| Loaded



Holds Spare

| Loaded



Holds Spare

| Loaded

