

Mythus Character Creation – DWN House rules

It's a lot, I know, but by the time you complete these steps, you will have a complete character with a background.

- Start by determining your Socio-Economic Class (SEC p.59) & (Wealth p.113)

Socio-Economic Class Table:

<u>d% Score</u>	<u>Class Level</u>	<u>SEC Description</u>	<u>Net</u>	<u>Bank</u>	<u>Cash</u>	<u>DMI</u>
01 - 05	1	Lower Lower Class	100	-	35	-
06 - 10	2	Middle Lower Class	300	-	200	-
11 - 20	3	Upper Lower Class	500	-	500	-
21 - 30	4	Lower Middle Class	5,000	-	300	-
31 - 45	5 *	Middle Middle Class	10,000	2,000	750	60
46 - 70	6 *	Upper Middle Class	60,000	12,000	3,000	600
71 - 85	7 *	Lower Upper Class	100K	15,000	5,000	1,000
86 - 95	8 *	Middle Upper Class	300K	30,000	15,000	2,000
96 - 00	9 *	Upper Upper Class	1M	50,000	25,000	5,000

(*) Character has a mount, see page 114

- Next, select your vocation from the list on p.63

SEC VOCATION TABLE

<u>Vocation Category</u>	<u>Class Level Range</u>	<u>HP SEC Level At Start</u>	<u>TRAIT</u>
ALCHEMY			
Alchemist	5 - 9	6	Mental
Apothecary	3 - 6	5	Mental
ARMS			
Cavalier	6 - 9	7	Physical
Engineer	4 - 8	5	Physical
Mercenary/Soldier	1 - 7	1/2	Physical
DWEOMERCRÆFT			
Black School	1-9	5	Mental
Elemental School	4-9	6	Mental
Gray School	4-9	6	Mental
Green School	1-6	4	Mental
White School	5-9	7	Mental
MYSTICISM			
Astrologer	5-9	6	Spiritual
Diviner	2-9	5	Spiritual
Fortune Teller	1-5	2	Spiritual
Soothsayer	1-9	4	Spiritual
OUTLAWRY			
Assassin	1-9	2	Physical
Bandit	1-8	1	Physical
Mountebank	1-7	3	Mental
Pirate	1-8	1	Physical
Thief	1-9	2	Mental or Physical

PRIESTCRÆFT			
Healer	1-6	3	Spiritual
Priest	1-9	4	Spiritual
Theurgist	5-8	5	Spiritual
Wisewoman/ Wiseman	1-7	2	Spiritual
PRIMITIVE VOCATION			
Hunter	1-9	7	Physical
Medicine Man	4-7	6	Mental
Seer	1-9	7	Spiritual
Shaman	5-9	8	Spiritual
Warrior	1-9	7	Physical
Witch Doctor	1-7	6	Mental
SCHOLAR			
Philosopher	5-9	6	Mental
Poet/Musician	3-9	5	Mental
Sage	6-9	7	Mental
VOYAGER			
Explorer	4-9	4	Physical
Merchant	4-6	5	Mental
Seafarer	2-9	3	Physical
NON-HUMAN (OPTIONAL)			
Alfar	5-8	4*	Spiritual
Alfen	3-6	3*	Mental
Dwarf	2-7	3*	Physical
Elf	6-9	5*	Spiritual
Gnome	4-6	4*	Mental

*Add 2 CL when amongst non-humans of the same race. Deduct one when dealing with humans outside the area of the HP's customary activity, unless that place is accustomed to non-humans of this kind, and they are well regarded/respected.

- Assign your Attribute, Category and Trait scores, per the instructions on p. 67
- Start with six sets of three attributes: These are your Capacity, Power, and Speed for each of your Categories. In this case, we are going to divide 50 three ways, always making sure the Capacity is the highest of the three. For example, Cap:20, Pow:15, Spd:15. The total is the value of your Category, i.e., 50.
- Pick your age, or generate it per p. 104 (Note, there is no need to modify Attributes)
 - Calculate your STEEP for each K/S Area in your profession, based on the tables starting on p.70 . Using the applicable table, *there is a Base score and an additional number to add*, based on whether the K/S Area is Mental, Physical, or Spiritual.
 - Determine the values for the Universal K/S Areas, on p. 96
 - Add 4 Bonus K/S areas for EACH Trait by rolling 2d10 and adding the applicable K/S adjustment from the tables starting on p.99

- As a starting bonus, I am giving you 50 points to spread across your K/S areas, and 50 more if you provide me with a character background.
- Pick sub-areas per the table on p.98 (note that not all K/S Areas have subareas.)
- Roll for Attractiveness p.102
- Joss, p.102
- Quirks, p.106 (optional, but if you take a quirk, you must take a counter-quirk)
- Resources, p.112
- For spellcasters, you must also refer to the Mythus Magick book to:
 - Calculate Heka
 - Pick Castings (determine known and recallable) p.29
 - Either calculate by the book, or for simplicity, you may use the following house rules:
 - For Partial Practitioners
Known/Recallable: 20@ in principal area, 15@ from all others
 - For Full Practitioners
Known/Recallable: 40@ in principal area, 20@ from all others
 - As far as Studyable Castings, assume a starting HP will have 50% of the castings available for their profession and STEEP, and while this number can vary greatly, a good house rule is 4 times the total of Known and Recallable castings. i.e., 140 for Partial Practitioners, and 240 for Full Practitioners. Just writing all of those down is going to a chore...

With over 1600 castings available, this may seem like a small number, but it will avoid having to wait while players flip through the book in search of the perfect casting.

- Finally, you may pick two magickal items, such as weapon, armor, or misc. item or something that would make sense for your character. Weapons and armor may have a bonus of no more than +2 for each item. In addition, those with spellcasting ability may have (25% chance for partial, 50% chance for full) have a small focus (pyramid, amulet, or some other item) which provides renewable Heka storage. In other words, a Heka battery.