

Swords & Magic

Roleplaying Game

LN

Alignment

Player M

30

Physical Description

Ability Name	Ability Score	Ability Mod	Temp Mod	XP Used
STR	15	2		
DEX	16	3		
CON	12	1		
INT	10			
WIS	11			
CHA	10			

HP

Total HP

Resistance

Wounds

Non-lethal Damage

Total

XP Used

HD

$$\text{AC} = 8 + \text{Dodge Bonus} + 4 + \text{Shield Bonus} + 3 + \text{Size Mod} + \text{Natural Armor} + \text{Deflection Mod} + 1$$

TOUCH	4	Notes
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SAVING THROWS	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	XR Used	
FORTITUDE	3	2	1			4	+2 vs enchant, immune sleep
CON REFLEX	3		3				
DEX WILL	0						
WIS							

ATTACK			Attack Bonus	Critical
Longsword			+8/+3	
Type	Range	Ammunition	Damage	
Slashing			1d8+2 / 1d10+2	

ATTACK			Attack Bonus	Critical
Dagger			+6	
Type	Range	Ammunition	Damage	
Slashing			1d4+3 (+1d6 sneak)	

ATTACK			Attack Bonus	Critical
Longbow			+10/+5	
Type	Range	Ammunition	Damage	
Piercing	150/600	40	1d8+3 (+1d6 sneak)	

ATTACK			Attack Bonus	Critical
Type	Range	Ammunition	Damage	

ATTACK			Attack Bonus	Critical
Type	Range	Ammunition	Damage	

Conditional Modifiers:

Languages:

Common

Elvish

Speed	30 ft.			
	Base Speed	With Armor		
Fly Maneuverability	Swim	Climb	Burrow	Temp Mod

Skills

Mundane and Weapons

[illegible]

Feats, Extraordinary and Supernatural

[illegible]

WIS

Spells

[illegible]

WT.

[illegible]