

# Swords & Magic

## Roleplaying Game

Swords & Magic Roleplaying Game							
LAREL Character Name				LN Alignment			
ELF Race		M Size		30 Cumulative XP		Player	
Physical Description							
Ability Name		Ability Score	Ability Mod	Temp Mod	XP Used	HP	
STR	15	2				10	
DEX	16	3				Total HP	Resistance
CON	12	1					
INT	10					Speed	30 ft.
WIS	11					Base Speed	With Armor
CHA	10					Fly Maneuverability	Swim
AC	8	=	4	+ 1	+ 3	Size Mod	Climb
Total	Dodge Bonus	Armor Bonus	Shield Bonus	DEX Mod	Natural Armor	Deflection Mod	Burrow
TOUCH	4				Misc Mod		Temp Mod
Notes							
SAVING THROWS							
FORTITUDE CON		Total	Base Save	Ability Mod	Magic Mod	Misc Mod	XR Used
REFLEX DEX		3	= 2	+ 1	+ 1	+ 4	+ 2 vs enchant, immune sleep
WILL WIS		3	=	3	+ 1	+ 1	
		0	=	1	+ 1	+ 1	
ATTACK							
Longsword				Attack Bonus	Critical		
Type	Range	Ammunition		+8/+3			
Slashing							
ATTACK							
Dagger				Attack Bonus	Critical		
Type	Range	Ammunition		+6			
Slashing							
ATTACK							
Longbow				Attack Bonus	Critical		
Type	Range	Ammunition		+10/+5			
Piercing	150/600	40					
ATTACK							
				Attack Bonus	Critical		
Type	Range	Ammunition					
ATTACK							
				Attack Bonus	Critical		
Type	Range	Ammunition					
Conditional Modifiers:							

## Conditional Modifiers:

#### Languages:

### Common

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## *Elvish*

