

Swords & Magic

Roleplaying Game

LB

Alignment

HUMAN

 M
$$30 + 20^*$$

Race

Size

Cumulative XR

Remaining XR

Physical Description

Ability Name	Ability Score	Ability Mod	Temp Mod	XP Used
STR	16	3		3*
DEX	12	1		3*
CON	15	2		3*
INT	13	1		3*
WIS	10			
CHA	10			

HP	Total HP	Resistance
	16	
Wounds		
Non-lethal Damage		

HD	Total	XP Used
	2d8	2

$$\text{AC} = 8 + \text{Dodge} + 6 + \text{Shield} + 1 + \text{DEX} + \text{Size} - 2 + \text{Natural} + \text{Deflection} + 1 + \text{Misc}$$

TOUCH	2	Notes
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SAVING THROWS	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	XR Used
FORTITUDE	3	2	1			4
CON REFLEX	1		1			
DEX WILL	1	1				2*
WIS						

ATTACK			Attack Bonus	Critical
<i>Greatsword</i>			+7 (+9)	
Type	Range	Ammunition	Damage	
<i>Slashing</i>			2d6+3 (+5)	

ATTACK			Attack Bonus	Critical
Shortsword [off-hand]			+5 (+7)	
Type	Range	Ammunition	Damage	
Slashing			1d6 [+3] (+5)	

ATTACK			Attack Bonus	Critical
Dagger [off-hand]			+6 (+8)	Adamantine
Type	Range	Ammunition	Damage	
Slashing			1d4 [+3] (+5)	

ATTACK			Attack Bonus	Critical
acid splash			+2	ranged touch
Type	Range	Ammunition	Damage	
Acid	25 ft.		1d3	

ATTACK			Attack Bonus	Critical
inflict light wounds			+2	touch
Type	Range	Ammunition	Damage	
negative			1d8 (Will 12 halves)	

Conditional Modifiers:

Languages:

Common

Elvish

Speed	30 ft.	20 ft.		
	Base Speed	With Armor		
Fly Maneuverability	Swim	Climb	Burrow	Temp Mod

Skills

Mundane and Weapons

[illegible]

Feats, Extraordinary and Supernatural

[illegible]

INT

Spells

[illegible]