

# Swords & Magic

## Roleplaying Game

CB

### Alignment

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**Player**

M

30

Remaining XR

### Physical Description

Ability Name	Ability Score	Ability Mod	Temp Mod	XP Used
STR	16	3		
DEX	13	1		
CON	15	2		
INT	10			
WIS	12	1		
CHA	8	-1		

  

HP	Total HP	Resistance
	29 (37)	
Wounds		
Non-lethal Damage		

  

HD	Total	XP Used
	4d8	8

$$\text{AC} = 1 + \text{Dodge Bonus} + \text{Armor Bonus} + \text{Shield Bonus} + 1 + (-1) + \text{Natural Armor} + \text{Deflection Mod} + (-2)$$

Total           Dodge Bonus           Armor Bonus           Shield Bonus           DEX Mod           Size Mod           Natural Armor           Deflection Mod           Misc Mod

<b>TOUGH</b>	1	Notes	(-2 dex when rage, -1 size when enlarge)

SAVING THROWS	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	XR Used	
<b>FORTITUDE</b> CON	4	2	3		+2	4	+2 vs spells and spell effects  +2 vs poison
<b>REFLEX</b> DEX	2	1	1		-2	2	
<b>WILL</b> WIS	0		1				

ATTACK			Attack Bonus	Critical
Warhammer			+8 (+2)(+1)	
Type	Range	Ammunition	Damage	
Bludgeon			1d8+3 / 1d10+3 (+2)(+1)	

ATTACK			Attack Bonus	Critical
Unarmed			+6 (+2)(+1)	
Type	Range	Ammunition	Damage	
Bludgeon			1d6+3 (+2)(+1)	

ATTACK			Attack Bonus	Critical
<i>Light Hammer</i>			+5 (+2)(+1)	
Type	Range	Ammunition	Damage	
<i>Bludgeon</i>	20/60		1d4+3 (+2)(+1)	

ATTACK			Attack Bonus	Critical
Type	Range	Ammunition	Damage	

ATTACK			Attack Bonus	Critical
Type	Range	Ammunition	Damage	

### Conditional Modifiers:

+1 attack bonus vs orcs and goblins

**Languages:**

Common

Dwarvish

<b>Speed</b>	20 ft.			ignore heavy load
	Base Speed	With Armor		
Fly Maneuverability	Swim	Climb	Burrow	Temp Mod

## Skills

### Mundane and Weapons

[illegible]

### Feats, Extraordinary and Supernatural

[illegible]

## Skills

## Spells

[illegible]

## Possessions

[illegible]