

Swords & Magic

Roleplaying Game

| GALABOUT | | | | NG | | | | | | | |
|------------------------|---------------|-------------|-------------|---------------|---------------------|---------------|-----------|---------------|----------------|----------|--|
| Character Name | | | | Alignment | | | | | | | |
| HUMAN | | | | M | Player | | | | | | |
| Race | | | | Size | 30 + 20* | | | | | | |
| Physical Description | | | | | | | | | | | |
| Ability Name | Ability Score | Ability Mod | Temp Mod | XR Used | | | | | | | |
| STR | 12 | 1 | | | HP 12 | | | | | | |
| | | | | | Total HP | | | | | | |
| | | | | | Resistance | | | | | | |
| DEX | 14 | 2 | | 3* | Speed 30 ft. | | | | | | |
| | | | | | Base Speed | | | | | | |
| | | | | | With Armor | | | | | | |
| CON | 11 | | | | Fly Maneuverability | | | | | | |
| | | | | | Swim | | | | | | |
| INT | 16 | 3 | | 3* | Climb | | | | | | |
| | | | | | Burrow | | | | | | |
| WIS | 12 | 1 | | 6* | Temp Mod | | | | | | |
| | | | | | Skills | | | | | | |
| CHA | 10 | | | | Mundane and Weapons | | | | | | |
| AC | 2 | = | Dodge Bonus | + Armor Bonus | Shield Bonus | DEX Mod | Size Mod | Natural Armor | Deflection Mod | Misc Mod | |
| | | | | | | | | | | | |
| TOUCH | 2 | | Notes | | | | | | | | |
| SAVING THROWS | | | | | | | | | | | |
| FORTITUDE | CON | 2 | = | 2 | + Base Save | Ability Mod | Magic Mod | Misc Mod | XR Used | Notes | |
| REFLEX | DEX | 3 | = | 1 | + 2 | + Ability Mod | Magic Mod | Misc Mod | XR Used | | |
| WILL | WIS | 2 | = | 1 | + 1 | + Ability Mod | Magic Mod | Misc Mod | XR Used | | |
| ATTACK | | | | | | | | | | | |
| Attack Bonus Critical | | | | | | | | | | | |
| Quarterstaff | | | | | | | | | | | |
| Type | Range | Ammunition | Damage | | | | | | | | |
| Bludgeon | Melee | | 1d6+1 | | | | | | | | |
| ATTACK | | | | | | | | | | | |
| Attack Bonus Critical | | | | | | | | | | | |
| Longsword | | | | | | | | | | | |
| Type | Range | Ammunition | Damage | | | | | | | | |
| Slashing | Melee | | 1d8+1 | | | | | | | | |
| ATTACK | | | | | | | | | | | |
| Attack Bonus Critical | | | | | | | | | | | |
| ray of frost | | | | | | | | | | | |
| Type | Range | Ammunition | Damage | | | | | | | | |
| Cold | Close | | 1d3 | | | | | | | | |
| ATTACK | | | | | | | | | | | |
| Attack Bonus Critical | | | | | | | | | | | |
| magic missile | | | | | | | | | | | |
| Type | Range | Ammunition | Damage | | | | | | | | |
| force | Far | 1 missile | d4 + 1 | | | | | | | | |
| ATTACK | | | | | | | | | | | |
| Attack Bonus Critical | | | | | | | | | | | |
| Type | Range | Ammunition | Damage | | | | | | | | |
| | | | | | | | | | | | |
| Conditional Modifiers: | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Languages: | | | | | | | | | | | |
| Common | | | | | | | | | | | |
| Dwarvish | | | | | | | | | | | |
| Elvish | | | | | | | | | | | |
| Draconic | | | | | | | | | | | |

Ability

POWER

INT

Skills

Spells

TOTAL WEIGHT (LB)

Notes