Swords & Magic
Roleplaying Game

Character Name: MR FENNIL
Alignment: CB
Player:

Race: GNOME
Size: S
Cumulative XR: 30
Remaining XR:

Phisical Description:

Ability Name	Ability Score	Ability Mod	Temp Mod	XR Used
STR	8	-1		
DEX	15	2		
CON	15	2		
INT	10			
WIS	12	1		
CHA	10			

HP
Total HP	Resistance
10	

Wounds

Non-lethal Damage

HD
Total	XR Used
1d8	2

Speed
Base Speed	With Armor	
20 ft.		

Fly Maneuverability	Swim	Climb	Burrow	Temp Mod

AC
Total		Dodge Bonus	+	Armor Bonus	+	Shield Bonus	+	DEX Mod	+	Size Mod	+	Natural Armor	+	Deflection Mod	+	Misc Mod
5	=		+	2	+		+	2	+	1	+		+		+	(+3)

Notes

TOUCH: 3

SAVING THROWS
	Total		Base Save		Ability Mod		Magic Mod		Misc Mod		XR Used	
FORTITUDE (CON)	2	=		+	2	+		+		+		+2 vs illusion
REFLEX (DEX)	4		2	+	2	+		+		+	4	
WILL (WIS)	3		2	+	1	+		+		+	4	

Skills
Mundane and Weapons
Cost	Skill name	Total		Ability Mod		Score	XR Used
(1●)	Stealth	6	=	2	+	[4]	
(1●)	Craft (Alchemy)	2	=		+	[2]	
(1●)	Perception	3	=	1	+	[2]	
(1●)	Survival	3	=	1	+	[2]	2
(1●)	Knowledge (Nature)	2	=		+	[2]	2
(1●)	Persuasion	2	=		+	[2]	2
(1●)	Sling	3	=	2	+	[1]	1
(1●)	Dagger	3	=	2	+	[1]	1
(_●)			=		+	[ ]	
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ATTACK
ATTACK	Attack Bonus	Critical
Sling	+3	

Type	Range	Ammunition	Damage
Bludgeon			1d4+2

ATTACK
ATTACK	Attack Bonus	Critical
Dagger	+3	

Type	Range	Ammunition	Damage
Slashing	30/120	20	1d4+2

ATTACK
ATTACK	Attack Bonus	Critical

Type	Range	Ammunition	Damage

ATTACK
ATTACK	Attack Bonus	Critical

Type	Range	Ammunition	Damage

ATTACK
ATTACK	Attack Bonus	Critical

Type	Range	Ammunition	Damage

Feats, Extraordinary and Supernatural
Cost	Skill name	Score	XR Used
(2●)	Low-light vision	[ ]	
(2●)	Increased DC illusion Spells	[1]	
(2●)	Wild Empathy	[ ]	2
(2●)	Light armor proficiency	[ ]	2
(3●)	Wild Shape	[1]	3
(_●)		[ ]	
(_●)		[ ]	
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Conditional Modifiers:
-4 to grapple checks
+1 attack bonus vs kobolds and goblinoids

Languages:
Common
Gnomish

POWER	Ability WIS

Skills

Spells

Cost	Spell Name	Attack	DC	Score	XR Used
(#•)	speak with animals			[3]	
(#•)	dancing lights			[3]	
(#•)	ghost sound		12	[3]	
(#•)	prestidigitation			[3]	
(#•)	know direction			[3]	1
(1•)	pass without trace			[5]	2
(2•)	invisibility			[3]	2
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Possessions

Item	WT.	Item	WT.
5 gold pieces		sling	
10 silver pieces		dagger	1
		leather armor	10
		20 projectiles	
		TOTAL WEIGHT (LB)	11