

# Swords & Magic

## Roleplaying Game

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Character Name

### Alignment

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**Player**

Race

Size

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[illegible]

### Physical Description

Ability Name	Ability Score	Ability Mod	Temp Mod	XP Used
STR	12	1		
DEX	14	2		3*
CON	11			
INT	16	3		3*
WIS	12	1		6*
CHA	10			

  

HP	Total HP	Resistance
	12	
Wounds		
Non-lethal Damage		

  

HD	Total	XP Used
	2d8	4

$$\text{AC} = 2 + \text{Dodge Bonus} + \text{Armor Bonus} + \text{Shield Bonus} + 2 + \text{Size Mod} + \text{Natural Armor} + \text{Deflection Mod} + \text{Misc Mod}$$

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

ATTACK			Attack Bonus	Critical
Quarterstaff			+2	
Type	Range	Ammunition	Damage	
Bludgeon	Melee		1d6+1	

ATTACK			Attack Bonus	Critical
Longsword			+5	
Type	Range	Ammunition	Damage	
Slashing	Melee		1d8+1	

ATTACK			Attack Bonus	Critical
ray of frost			+3	ranged touch
Type	Range	Ammunition	Damage	
Cold	Close		1d3	

ATTACK			Attack Bonus	Critical
magic missile			automatic	
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*

<b>Speed</b>	30 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]

## Notes