

# Swords & Magic

## Roleplaying Game

Swords & Magic Roleplaying Game					
Character Name			ASTARAK		
HUMAN			M		
Race			Alignment		
			Player		
			30 + 20*		
Physical Description					
Ability Name	Ability Score	Ability Mod	Temp Mod	XR Mod	
<b>STR</b>	16	3		3*	<b>HP</b>
<b>DEX</b>	12	1		3*	Wounds
<b>CON</b>	15	2		3*	Total HP
<b>INT</b>	13	1		3*	Resistance
<b>WIS</b>	10				<b>Speed</b>
<b>CHA</b>	10				30 ft.
<b>AC</b>	8	=	+ 6	+ 1	Base Speed
Total	Dodge Bonus	Armor Bonus	Shield Bonus	DEX Mod	With Armor
<b>TOUCH</b>	2			Size Mod	Fly Maneuverability
				Natural Armor	Swim
				Deflection Mod	Climb
				Misc Mod	Burrow
					Temp Mod
Non-lethal Damage					
Total					
XR Used					
<b>HD</b> 2d8 2					
Notes					
SAVING THROWS					
Total Base Save Ability Mod Magic Mod Misc Mod XR Used					
<b>FORTITUDE</b> CON	3	=	2	+ 1	
<b>REFLEX</b> DEX	1	=		+ 1	
<b>WILL</b> WIS	1	=	1	+ 1	
Attack					
Attack Bonus Critical					
Greatsword					
+7 (+?)					
Type	Range	Ammunition	Damage		
Slashing			2d6+3 (+5)		
Attack					
Attack Bonus Critical					
Shortsword [off-hand]					
+5 (+?)					
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					

