

Myth & Magic

Character Sheet

Character Name Aran
 Class cleric Race Dwarf
 Level 1 Experience _____

CHARACTERISTICS

Height 6'0" Weight 200 Age 18 Gender M Build _____
 Hair Brown Eyes _____ Skin _____ Facial Hair _____
 Distinguishing Marks _____ ALIGNMENT Good-neutral SPEED 20
 Other _____

ATTRIBUTES

HIT POINTS

	Score	Mod			Hit Points
Strength	12	+0	Attack & Damage Modifier <u> 0 </u>	Max Weight <u> 105 </u>	8 Max
Dexterity	11	+1	Ranged Attack Modifier <u> 0 </u>	Defense Modifier <u> 0 </u>	Current
Constitution	13	+3	Fortitude Modifier <u> 0 </u>	Shock Survival <u> Average </u>	Special Wounds
Intelligence	10	+0	Bonus Lng <u> 0 </u> Bonus Spells <u> 0 </u> Max Spells/Level <u> 0 </u> Learn Spell <u> 0 </u> Max Spell Level <u> 0 </u>		
Wisdom	14	+4	Will Save Modifier <u> +1 </u> Bonus Spells <u> +1 </u> Spell Immunities		Conditions
Charisma	10	-1	Max Henchmen <u> +3 </u>		
Perception	9	-1	Initiative Die Type		

SAVING THROWS	BASE	MOD	TOTAL
FORTITUDE (Petrification, Paralysis, etc.)	+8	0	
REFLEX (Breath Weapon, fireball, etc.)	+4	+0	
WILL (Charm Spells, etc.)	+6	+1	

AC CONDITION	BASE	AC ADJ	SHIELD	DEX ADJ	ADDT'L BONUS	ARMOR CLASS
Normal	10					
Rear	10		N/A	N/A		
Flat-footed	10			N/A		
Touch	10	N/A	N/A			
ARMOR			SHIELD			

WEAPON	# OF ATT	INIT MOD	BASE TO HIT	STR BONUS	ADDT'L BONUS	d20 MOD	DAMAGE	RANGE	SIZE	TYPE
Battle Axe	1		+0	+0		0	1D8 +1		M	S
Warhammer	1		+0	+0		0	1D6		M	B
Heavy hammer	1		+0	+0		0	1D3	10	S	B

+1 damage
 Orcs
 half-orcs
 goblins
 hobgoblins

SKILL	ATT MOD	PROF BONUS	SKILL BONUS	SKILL	ATT MOD	PROF BONUS	SKILL BONUS	CLASS TALENTS	PAGE NO.
Religion								Turn Undead	
First Aid								Divine Conduct	
Mining								Weapon Focus (War Hammer)	

