

Myth & Magic

Character Sheet

Character Name _____

Class Thief Race Halfling

Level 1 Experience _____

CHARACTERISTICS

Height 3' Weight 60 Age 16 Gender Male Build _____
 Hair _____ Eyes _____ Skin _____ Facial Hair _____
 Distinguishing Marks _____ ALIGNMENT CG SPEED 25
 Other _____

ATTRIBUTES

HIT POINTS

	Score	Mod							Hit Points
Strength	6	-4	Attack & Damage Modifier	-2	Max Weight	30			6 Max
Dexterity	14	+4	Ranged Attack Modifier	+1	Defense Modifier	+1			Current
Constitution	11	+1	Fortitude Modifier	0	Shock Survival	Avg			Special Wounds
Intelligence	13	+3	Bonus Lng	2	Bonus Spells		Max Spells/Level	Learn Spell	
Wisdom	9	-1	Will Save Modifier	0	Bonus Spells	0	Spell Immunities		Conditions
Charisma	13	+3	Max Henchmen	6					
Perception	14	+4	Initiative Die Type						

SAVING THROWS	BASE	MOD	TOTAL
FORTITUDE (Petrification, Paralysis, etc.)	+4	0	4
REFLEX (Breath Weapon, fireball, etc.)	+5	+1	6
WILL (Charm Spells, etc.)	+4	0	4

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

WEAPON	# OF ATT	INIT MOD	BASE TO HIT	+ Dex STR BONUS	+ ADDT'L BONUS	= d20 MOD	DAMAGE	RANGE	SIZE	TYPE
Dagger	1		0	+1		+1	d3	10		
Sling	1			+1		+1	d3	120		

SKILL	ATT MOD	PROF BONUS	SKILL BONUS	SKILL	ATT MOD	PROF BONUS	SKILL BONUS	CLASS TALENTS	PAGE NO.
Acrobatics									
Climb									
Sleight of Hand									
Stealth									
Find/remove traps									
Open locks									
Intimidation									

