

Myth & Magic

Character Sheet

Character Name Isabel
 Class Ranger Race Half-elf
 Level 1 Experience 0

CHARACTERISTICS					
Height	<u>5'6"</u>	Weight	<u>120</u>	Age	<u>18</u>
Hair	<u>auburn hair</u>	Eyes	<u>green</u>	Gender	<u>♀</u>
Distinguishing Marks			Build	<u>slim + wiry/athletic</u>	
Other			Facial Hair	<u>None</u>	
			ALIGNMENT	<u>neutral good</u>	
			SPEED	<u>30</u>	

ATTRIBUTES						HIT POINTS	
	Score	Mod				Hit Points	
Strength	13	+3	Attack & Damage Modifier	Max Weight		11	
Dexterity	15	+5	Ranged Attack Modifier	Defense Modifier		Max	Current
Constitution	15	+5	Fortitude Modifier	Shock Survival		Special Wounds	
Intelligence	12	+2	Bonus Lng	Bonus Spells	Max Spells/Level	Learn Spell	
Wisdom	14	+4	Will Save Modifier	Bonus Spells	Spell Immunities	Conditions	
Charisma	11	+1	Max Henchmen	<i>resistance to magical</i> <i>1 divine</i> <i>best ⇒ 50% magic sleep effects</i> <i>+1 will save vs. mind-affecting spells</i> <i>(incl. illusions + charm)</i>			
Perception	14	+4	Initiative Die-Type	<i>+1 bonus to notice a secret/concealed object</i>			

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

AC CONDITION	ARMOR	SHIELD	DEX	ADDT'L	ARMOR
	BASE	AC ADJ	AC ADJ	ADJ	BONUS = CLASS
Normal	10	+2		+1	13
Rear	10		N/A	N/A	
Flat-footed	10			N/A	
Touch	10	N/A	N/A		

WEAPON	# OF ATT	INIT MOD	BASE TO HIT	STR BONUS	ADDT'L BONUS	d20 MOD	Flight/Sneak DAMAGE	RANGE	SIZE	TYPE
<i>SPECIAL 12:</i> Long bow	3/2 rounds		0	Dex +1	1	+2	1d8+3 / 1d10+3	3/60/340		
Long sword	1		0	0	0		1d8			
Short sword										

SKILL	ATT MOD	PROF BONUS	SKILL BONUS	SKILL	ATT MOD	PROF BONUS	SKILL BONUS	CLASS TALENTS	PAGE NO.
Animal Handling	4		4					Ambidexterity	p. 54
Stealth (wilderness)	5		5					Dual Weapon Fighting	55
Survival	4		4					Advanced Archery	53
Tracking	4		4						
Foraging	4		4						
Archery	5		5						

