

Myth & Magic

Character Sheet

Character Name _____

Class Fighter Race Half Orc

Level 1 Experience _____

CHARACTERISTICS

Height 6'3" Weight 220 Age 18 Gender male Build Muscular
 Hair _____ Eyes _____ Skin _____ Facial Hair _____
 Distinguishing Marks _____ ALIGNMENT LG SPEED 30
 Other _____

ATTRIBUTES

HIT POINTS

	Score	Mod		
Strength	<u>15</u>	<u>+5</u>	Attack & Damage Modifier <u>+2</u>	Max Weight <u>180</u>
Dexterity	<u>9</u>	<u>-1</u>	Ranged Attack Modifier <u>0</u>	Defense Modifier <u>0</u>
Constitution	<u>11</u>	<u>+1</u>	Fortitude Modifier <u>0</u>	Shock Survival <u>Avg</u>
Intelligence	<u>5</u>	<u>-5</u>	Bonus Lng _____ Bonus Spells _____ Max Spells/Level _____	Learn Spell _____ Max Spell Level _____
Wisdom	<u>11</u>	<u>+1</u>	Will Save Modifier <u>0</u> Bonus Spells _____	Spell Immunities _____
Charisma	<u>5</u>	<u>-5</u>	Max Henchmen _____	
Perception	<u>8</u>	<u>-2</u>	Initiative Die Type _____	

Hit Points

Max 10 Current _____

Special Wounds

Conditions

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

AC CONDITION	BASE	AC ADJ	SHIELD AC ADJ	DEX ADJ	ADDT'L BONUS	ARMOR CLASS
Normal	10	<u>+4</u>	<u>+1</u>			<u>15</u>
Rear	10	<u>+4</u>	N/A	N/A		<u>14</u>
Flat-footed	10	<u>+4</u>	<u>+1</u>	N/A		<u>15</u>
Touch	10	N/A	N/A			<u>10</u>

ARMOR Hide SHIELD Medium

WEAPON	# OF ATT	INIT MOD	BASE TO HIT	STR BONUS	ADDT'L BONUS	d20 MOD	DAMAGE	RANGE	SIZE	TYPE
* <u>Bastard Sword</u>										
<u>Club</u>										
<u>Dagger</u>										
* <u>Great Axe</u>										

SKILL	ATT MOD	PROF BONUS	SKILL BONUS	SKILL	ATT MOD	PROF BONUS	SKILL BONUS	CLASS TALENTS	PAGE NO.
<u>Wilderness Survival</u>									
<u>Swimming</u>									

