

# Myth&MAGIC

Character \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Race \_\_\_\_\_

Level \_\_\_\_\_

XP \_\_\_\_\_

Speed \_\_\_\_\_

## DESCRIPTION

Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_ Build \_\_\_\_\_

Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Skin \_\_\_\_\_ Facial Hair \_\_\_\_\_

Distinguishing Marks \_\_\_\_\_

Other \_\_\_\_\_

## ATTRIBUTES

## HIT POINTS

Score Mod

Hit Points

<b>Strength</b>			Attack & Damage Modifier		Max Weight	
<b>Dexterity</b>			Ranged Attack Modifier		Defense Modifier	
<b>Constitution</b>			Fortitude Modifier		Shock Survival	
<b>Intelligence</b>			Bonus Lng	Bonus Spells	Max Spells/Level	Learn Spell Max Spell Level
<b>Wisdom</b>			Will Save Modifier	Bonus Spells	Spell Immunities	
<b>Charisma</b>			Max Henchmen		Influence Modifier	

Max	Current
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### Special Wounds or Conditions

SAVING THROWS	ATT BASE + MOD = TOTAL		
<b>FORTITUDE</b> (Petrification, Paralysis, etc.)			
<b>REFLEX</b> (Breath Weapon, fireball, etc.)			
<b>WILL</b> (Mind-Affecting Spells, etc.)			

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

<b>ARMOR TYPE</b>		<b>SHIELD</b>	
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WEAPON	# OF ATT	INIT MOD	BASE TO HIT	STR BONUS	ADDT'L BONUS	d20 MOD	DAMAGE	RANGE	SIZE	TYPE

NONWEAPON PROFICIENCY	LEVEL OF PROFICIENCY	ATT MOD	PROF BONUS	ADDT'L MODS	d20 MOD	NONWEAPON PROFICIENCY	LEVEL OF PROFICIENCY	ATT MOD	PROF BONUS	ADDT'L MODS	d20 MOD

## WEAPON PROFICIENCIES


