



NAME \_\_\_\_\_

RACE \_\_\_\_\_

CLASS \_\_\_\_\_

LEVEL \_\_\_\_\_

STR CON DEX INT WIS CHA

|  |  |  |  |  |  |
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|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

MODIFIER

MODIFIER  
+ LEVEL

INITIATIVE

ARMOR CLASS

|   |  |
|---|--|
| A |  |
| C |  |

PHYSICAL DEFENSE

|   |  |
|---|--|
| P |  |
| D |  |

MENTAL DEFENSE

|   |  |
|---|--|
| M |  |
| D |  |

SAVE  
BONUSES

HIT POINTS

|         |         |
|---------|---------|
| current |         |
|         | maximum |

RECOVERIES

|         |         |
|---------|---------|
| current |         |
|         | maximum |

RECOVERY  
ROLL

+

ONE UNIQUE THING

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ICON RELATIONSHIPS

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BACKGROUNDS

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CLASS FEATURES (if any)

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|--|

TALENTS

|   |  |
|---|--|
| 1 |  |
|   |  |
| 2 |  |
|   |  |
| 3 |  |
|   |  |
| 4 |  |
|   |  |
| 5 |  |
|   |  |

RACIAL POWER

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POWERS &amp; SPELLS

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FEATS

|    |  |
|----|--|
| 1  |  |
| 2  |  |
| 3  |  |
| 4  |  |
| 5  |  |
| 6  |  |
| 7  |  |
| 8  |  |
| 9  |  |
| 10 |  |
| 11 |  |

BASIC MELEE ATTACK

|        |     |      |
|--------|-----|------|
| ATTACK | HIT | MISS |
|        |     |      |

1/battle add 6d8 damage on a hit

~~BASIC RANGED ATTACK~~  
Hammer of Faith Basic Melee

|        |     |      |
|--------|-----|------|
| ATTACK | HIT | MISS |
|        |     |      |

1/battle add 6d8 damage on a hit

EQUIPMENT GP 

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MAGIC ITEMS

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INCREMENTAL ADVANCES

|   |   |
|---|---|
| ABILITY SCORE BONUS <input type="checkbox"/>  | EXTRA MAGIC ITEM <input type="checkbox"/>   |
| 4TH / 7TH / 10TH LEVEL<br>(+1 to 3 abilities) | POWER/<br>SPELL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| FEAT <input type="checkbox"/>                 | SKILLS (+1) <input type="checkbox"/>  |
| HIT POINTS <input type="checkbox"/>           |   |