



NAME _____

RACE _____

CLASS _____

LEVEL _____

STR CON DEX INT WIS CHA

MODIFIER

MODIFIER
+ LEVEL

INITIATIVE

With/Without
Shield
ARMOR CLASS

A	
C	

PHYSICAL DEFENSE

P	
D	

MENTAL DEFENSE

M	
D	

SAVE
BONUSES

HIT POINTS

current	
	maximum

RECOVERIES

current	
	maximum

RECOVERY
ROLL

+

TOUGH AS IRON: 1/battle & 1/day rally as quick action

ONE UNIQUE THING

ICON RELATIONSHIPS

BACKGROUNDS

CLASS FEATURES (if any)

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TALENTS

1	
2	
3	
4	
5	

RACIAL POWER

--

POWERS & SPELLS

FEATS

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

BASIC MELEE ATTACK

ATTACK	HIT	MISS

BASIC RANGED ATTACK
(quick action to aim for bonus miss damage)

ATTACK	HIT	MISS

EQUIPMENT GP

MAGIC ITEMS

INCREMENTAL ADVANCES

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