



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 &amp; 1/day rally as quick action, and when roll nat.20 attack roll gain an extra use that battle

ONE UNIQUE THING


ICON RELATIONSHIPS


BACKGROUNDS


CLASS FEATURES (if any)

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TALENTS

1	
2	
3	
4	
5	

RACIAL POWER

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POWERS &amp; 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

crit on 19+ &amp; 1/battle on 15+

EQUIPMENT GP 

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MAGIC ITEMS


INCREMENTAL ADVANCES

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