



NAME \_\_\_\_\_ RACE \_\_\_\_\_  
CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE \_\_\_\_\_

With/Without Shield  
ARMOR CLASS PHYSICAL DEFENSE MENTAL DEFENSE SAVE BONUS

A C		P D		M D	
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HIT POINTS

current	/	maximum
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RECOVERIES

current	/	maximum
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RECOVERY ROLL

+

TOUGH AS IRON: 1/battle & 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 & 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 4 <sup>TH</sup> / 7 <sup>TH</sup> / 10 <sup>TH</sup> LEVEL (+1 to 3 abilities)	<input type="checkbox"/>	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"/>