

RACE

LEVEL

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						
			INITIATIVE			

ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE	SAVE BONUSES
<div>AC</div> <div></div>	<div>PD</div> <div></div>	<div>MD</div> <div></div>	
HIT POINTS		RECOVERIES	
<div>current</div> <div></div> <div>maximum</div>		<div>current</div> <div></div> <div>maximum</div>	
		<div>RECOVERY ROLL</div> <div></div>	

ONE UNIQUE THING

ICOP RELATIONSHIPS

BACKGROUNDS

CLASS FEATURES (if any)

TALENTS

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

RACIAL POWER

POWERS & SPELLS

[illegible]

FEATS

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

BASIC MELEE ATTACK

BASIC RANGED ATTACK

ATTACK	HIT	MISS

EQUIPMENT

GP

MAGIC ITEMS

[illegible]

INCREMENTAL ADVANCES

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