

RACE

## LEVEL

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						
			INITIATIVE			

ARMOR CLASS		PHYSICAL DEFENSE		MENTAL DEFENSE		SAVE BONUSES
A C		P D		M D		
HIT POINTS		RECOVERIES		RECOVERY ROLL		
<div>current</div> <div>maximum</div>		<div>current</div> <div>maximum</div>		+		

# ONE UNIQUE THING

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## ICOP 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 & 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

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## MAGIC ITEMS

[illegible]

## INCREMENTAL ADVANCES

ABILITY SCORE BONUS	<input type="checkbox"/>	EXTRA MAGIC ITEM	<input type="checkbox"/>
4 <sup>TH</sup> / 7 <sup>TH</sup> / 10 <sup>TH</sup> 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"/>		