



NAME _____ RACE _____

CLASS _____ LEVEL _____

STR CON DEX INT WIS CHA

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MODIFIER

MODIFIER
+ LEVEL

INITIATIVE

initiative = +20

ARMOR CLASS

| | |
|---|--|
| A | |
| C | |

PHYSICAL DEFENSE

| | |
|---|--|
| P | |
| D | |

MENTAL DEFENSE

| | |
|---|--|
| M | |
| D | |

SAVE
BONUSES

HIT POINTS

| | |
|---------|---------|
| current | |
| | maximum |

RECOVERIES

| | |
|---------|---------|
| current | |
| | maximum |

RECOVERY
ROLL

+

ONE UNIQUE THING

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RACIAL POWER

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POWERS & SPELLS

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BASIC MELEE ATTACK

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|--------|-----|------|
| ATTACK | HIT | MISS |
| | | |

Sneak Attack = +7d8 (1/day +7d20)

BASIC RANGED ATTACK

| | | |
|--------|-----|------|
| ATTACK | HIT | MISS |
| | | |

ICON RELATIONSHIPS

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BACKGROUNDS

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EQUIPMENT GP

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CLASS FEATURES (if any)

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TALENTS

| | |
|---|--|
| 1 | |
| | |
| 2 | |
| | |
| 3 | |
| | |
| 4 | |
| | |
| 5 | |
| | |

FEATS

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

MAGIC ITEMS

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INCREMENTAL ADVANCES

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|---|
| 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"/> |