

RACE

LEVEL

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						
			INITIATIVE			

**initiative = +15**

ARMOR CLASS

A

C

PHYSICAL DEFENSE

P

D

MENTAL DEFENSE

M

D

SAVE BONUSES

HIT POINTS

current

maximum

RECOVERIES

current

maximum

RECOVERY ROLL

+

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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

ATTACK	HIT	MISS

**Sneak Attack = +3d8**

## BASIC RANGED ATTACK

EQUIPMENT GP 

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## MAGIC ITEMS

[illegible]

## INCREMENTAL ADVANCES

ABILITY SCORE BONUS ☐ EXTRA MAGIC ITEM ☐  
4<sup>TH</sup> / 7<sup>TH</sup> / 10<sup>TH</sup> LEVEL  
(+1 to 3 abilities)

POWER/

FEAT ☐HIT POINTS ☐