

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></div> <div>maximum</div>		<div>current</div> <div></div> <div>maximum</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

Sneak Attack = +2d8

BASIC RANGED ATTACK

EQUIPMENT GP

MAGIC ITEMS

[illegible]

INCREMENTAL ADVANCES

ABILITY SCORE BONUS ☐ EXTRA MAGIC ITEM ☐

4TH / 7TH / 10TH LEVEL
(+1 to 3 abilities)

POWER/
SPEL

FEAT ☐HIT POINTS ☐SKILLS (+1) ☐