



NAME \_\_\_\_\_ RACE \_\_\_\_\_  
CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

|                  | STR | CON | DEX | INT | WIS | CHA |
|------------------|-----|-----|-----|-----|-----|-----|
|                  |     |     |     |     |     |     |
| MODIFIER         |     |     |     |     |     |     |
| MODIFIER + LEVEL |     |     |     |     |     |     |

INITIATIVE

**initiative = +16**

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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ICON RELATIONSHIPS

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BACKGROUNDS

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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 |  |

BASIC MELEE ATTACK

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

**Sneak Attack = +3d8 (1/day +3d20)**

BASIC RANGED ATTACK

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

EQUIPMENT

|    |  |
|----|--|
| GP |  |
|----|--|

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MAGIC ITEMS

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INCREMENTAL ADVANCES

|                        |                          |                  |   |
|------------------------|--------------------------|------------------|---|
| ABILITY SCORE BONUS    | <input type="checkbox"/> | EXTRA MAGIC ITEM | <input type="checkbox"/>  |
| 4TH / 7TH / 10TH LEVEL |                          | POWER/           |   |
| (+1 to 3 abilities)    |                          | 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"/> |                  |   |