



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

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

**initiative = +18**

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


RACIAL POWER


POWERS & SPELLS


BASIC MELEE ATTACK

ATTACK

HIT

MISS

**Sneak Attack = +5d8 (1/day +5d20)**

BASIC RANGED ATTACK

ATTACK

HIT

MISS

ICON RELATIONSHIPS


BACKGROUNDS

CLASS FEATURES (if any)


TALENTS

1	
2	
3	
4	
5	

FEATS

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

EQUIPMENT

GP	
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MAGIC ITEMS


INCREMENTAL ADVANCES

ABILITY SCORE BONUS ☐ 4TH / 7TH / 10TH LEVEL  
(+1 to 3 abilities)

FEAT ☐

HIT POINTS ☐

EXTRA MAGIC ITEM ☐

POWER/  
SPELL ☐☐☐☐

SKILLS (+1) ☐