



NAME \_\_\_\_\_ RACE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

STR CON DEX INT WIS CHA


MODIFIER

MODIFIER  
+ LEVEL

INITIATIVE

ARMOR CLASS

A	
C	

PHYSICAL DEFENSE

P	
D	

MENTAL DEFENSE

M	
D	

SAVE  
BONUSES

HIT POINTS

current	
	maximum

RECOVERIES

current	
	maximum

RECOVERY  
ROLL

+

(minimum 1)

ONE UNIQUE THING


ICON RELATIONSHIPS


BACKGROUNDS


CLASS FEATURES (if any)

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TALENTS

1	
2	
3	
4	
5	

RACIAL POWER

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POWERS & SPELLS


FEATS

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

BASIC MELEE ATTACK

ATTACK	HIT	MISS

BASIC RANGED ATTACK

ATTACK	HIT	MISS

EQUIPMENT

GP

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MAGIC ITEMS


INCREMENTAL ADVANCES

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

FEAT ☐

HIT POINTS ☐

EXTRA MAGIC ITEM ☐

POWER/  
SPELL ☐☐☐☐

SKILLS (+1) ☐