

RACE

LEVEL

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

+9 (Improved initiative)

ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE	SAVE BONUSES
AC	PD	MD	

HIT POINTS RECOVERIES RECOVERY ROLL

current current +

maximum maximum

Gain temp HP (10) when spell twisted from MD to PD with Warp Flesh

ΘΠΕ ΥΠΙQΥΕ ΤΗΙΠΓ

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

ATTACK	HIT	MISS

BASIC RANGED ATTACK

Diagram showing three categories: ATTACK, HIT, and MISS, each with a corresponding box below it.

EQUIPMENT GP

MAGIC ITEMS

[illegible]

INCREMENTAL ADVANCES

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

POWER/

FEAT ☐HIT POINTS ☐SKILLS (+1) ☐