



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

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

+8 (Improved initiative)

ARMOR CLASS

A	
C	

PHYSICAL DEFENSE

P	
D	

MENTAL DEFENSE

M	
D	

SAVE  
BONUSES

HIT POINTS

current	
	maximum

RECOVERIES

current	
	maximum

RECOVERY  
ROLL

+

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

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


MAGIC ITEMS


INCREMENTAL ADVANCES

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