

RACE

LEVEL

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

+11 (Improved initiative)

ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE	SAVE BONUSES
AC	PD	MD	

The diagram illustrates the calculation of the Recovery Roll. It consists of three square boxes arranged horizontally. The first box is titled "HIT POINTS" and contains a diagonal line from the bottom-left to the top-right, with the word "current" in the upper-left triangle and "maximum" in the lower-right triangle. The second box is titled "RECOVERIES" and contains a similar diagonal line with "current" and "maximum" labels. To the right of these two boxes is a plus sign "+". Above the plus sign is the text "RECOVERY ROLL".

Gain temp HP (15) when spell twisted from MD to PD with Warp Flesh

THE UNIQUE THING

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## ICOP RELATIONSHIPS

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## BACKGROUNDS

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CLASS FEATURES (if any)

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TALENTS

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

## RACIAL POWER

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## POWERS & SPELLS

[illegible]

## FEATS

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11

## BASIC MELEE ATTACK

ATTACK	HIT	MISS

## BASIC RANGED ATTACK

EQUIPMENT GP 

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## MAGIC ITEMS

[illegible]

## INCREMENTAL ADVANCES

ABILITY SCORE BONUS ☐ EXTRA MAGIC ITEM ☐  
 4<sup>TH</sup> / 7<sup>TH</sup> / 10<sup>TH</sup> LEVEL  
 (+1 to 3 abilities)  
 POWER/ SPELL ☐☐☐☐  
 FEAT ☐ SKILLS (+1) ☐  
 HIT POINTS ☐

## 6 OTHERWORLD SHADOW

## Negate damage from attacks