



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

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

+7 (Improved initiative)

ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE	SAVE BONUS
A C	P D	M D	

HIT POINTS

current	maximum
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RECOVERIES

current	maximum
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RECOVERY ROLL

+

Gain temp HP (5) when spell twisted from MD to PD with Warp Flesh

ONE UNIQUE THING


RACIAL POWER

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POWERS & SPELLS


ICON RELATIONSHIPS


BACKGROUNDS


CLASS FEATURES (if any)

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TALENTS

1	
2	
3	
4	
5	

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"/> 4TH / 7TH / 10TH LEVEL (+1 to 3 abilities)	EXTRA MAGIC ITEM <input type="checkbox"/>
FEAT <input type="checkbox"/>	POWER/ SPELL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS <input type="checkbox"/>	SKILLS (+1) <input type="checkbox"/>