



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

|                  | STR | CON | DEX | INT | WIS | CHA |
|------------------|-----|-----|-----|-----|-----|-----|
|                  |     |     |     |     |     |     |
| MODIFIER         |     |     |     |     |     |     |
| MODIFIER + LEVEL |     |     |     |     |     |     |

INITIATIVE

| ARMOR CLASS | PHYSICAL DEFENSE | MENTAL DEFENSE | SAVE BONUS |
|-------------|------------------|----------------|------------|
| A<br>C      | P<br>D           | M<br>D         |            |

  

| HIT POINTS        | RECOVERIES        | RECOVERY ROLL |
|-------------------|-------------------|---------------|
| current / maximum | current / maximum | +             |

### ONE UNIQUE THING

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### ICON RELATIONSHIPS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### BACKGROUNDS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### CLASS FEATURES (if any)

\_\_\_\_\_  
\_\_\_\_\_

### TALENTS

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

### RACIAL POWER

\_\_\_\_\_  
\_\_\_\_\_

### 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 ☐ EXTRA MAGIC ITEM ☐  
4TH / 7TH / 10TH LEVEL  
(+1 to 3 abilities)  
POWER/ SPELL ☐☐☐☐  
FEAT ☐ SKILLS (+1) ☐  
HIT POINTS ☐