



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

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

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