



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

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						

INITIATIVE

ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE	SAVE BONUSES
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~~ SMITE ATTACK

ATTACK	HIT	MISS

### EQUIPMENT GP

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

### MAGIC ITEMS

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

### INCREMENTAL ADVANCES

ABILITY SCORE BONUS <input type="checkbox"/>	EXTRA MAGIC ITEM <input type="checkbox"/>
4 <sup>TH</sup> / 7 <sup>TH</sup> / 10 <sup>TH</sup> 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"/>	