

RACE

LEVEL

	STR	CON	DEX	INT	WIS	CHA
MODIFIER						
MODIFIER + LEVEL						
	INITIATIVE					

ARMOR CLASS

A

C

PHYSICAL DEFENSE

P

D

MENTAL DEFENSE

M

D

SAVE BONUSES

HIT POINTS

current

maximum

RECOVERIES

current

maximum

RECOVERY ROLL

+

ΘΡΕ ΥΠΙQΥΕ ΤΗΠΓ

ICOP RELATIONSHIPS

BACKGROUNDS

CLASS FEATURES (if any)

TALENTS

1	
2	
3	
4	
5	

RACIAL POWER

POWERS & SPELLS

[illegible]

FEATS

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

BASIC MELEE ATTACK

ATTACK	HIT	MISS

BASIC RANGED ATTACK

Diagram showing three categories: ATTACK, HIT, and MISS, each with a corresponding empty box below it.

EQUIPMENT

EQUIPMENT GP

MAGIC ITEMS

[illegible]

INCREMENTAL ADVANCES

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