

NAME \_\_\_\_\_



RACE \_\_\_\_\_

CLASS \_\_\_\_\_

LEVEL \_\_\_\_\_

STR	CON	DEX	INT	WIS	CHA
M O D I F I E R					
M O D I F I E R + L E V E L					
INITIATIVE					

ARMOR CLASS **A**  **C**

HIT POINTS

PHYSICAL DEFENSE **P**  **D**

RECOVERIES

MENTAL DEFENSE **M**  **D**

RECOVERY ROLL  **D**  **+**

ONE UNIQUE THING  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

RACIAL POWER  
\_\_\_\_\_

POWERS & SPELLS  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ICON RELATIONSHIPS  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

MELEE	<input type="text"/>	<input type="text"/>	<input type="text"/>	BASIC ATTACKS
	<b>ATTACK</b>	<b>HIT</b>	<b>MISS</b>	
RANGED	<input type="text"/>	<input type="text"/>	<input type="text"/>	BASIC ATTACKS
	<input type="text"/>	<input type="text"/>	<input type="text"/>	

BACKGROUNDS  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

MAGIC ITEMS  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- TALENTS
- 1
  - 2
  - 3
  - 4
  - 5

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

CLASS FEATURES (if any)  
\_\_\_\_\_  
\_\_\_\_\_

EQUIPMENT **GP**   
\_\_\_\_\_  
\_\_\_\_\_

- INCREMENTAL ADVANCES
- ABILITY SCORE BONUS  FEAT   
4<sup>TH</sup>/7<sup>TH</sup>/10<sup>TH</sup> LEVEL (+1 to 3 abilities) HIT POINTS   
 ICON RELATIONSHIP POINT  SKILLS (+1)   
5<sup>TH</sup>/8<sup>TH</sup> LEVEL  
 EXTRA MAGIC ITEM  POWER/SPELL