

NAME

RACE

CLASS

LEVEL

STR	CON	DEX	INT	WIS	CHA

APPEARANCE/PORTRAIT

--	--

MOD  
MOD  
+ LVL

INITIATIVE

BASIC MELEE ATTACK

ATTACK	HIT	MISS

BACKGROUNDS

DESCRIPTION	LVL

BASIC RANGED ATTACK

ATTACK	HIT	MISS

DEFENCES

AC	PD	MD	SAVE BONUS

TEMP. BONUS/PENALTIES

AC	
HIT	
MISC.	

ONE UNQUE THING

--

HP

MAX	CURRENT
STAGGERED	

RECOVERIES

MAX
DICE
CURRENT

ICON RELATIONSHIPS

ICON & NATURE	LVL

ONGOING DAMAGE

--

INCREMENTAL ADVANCES

ABILITY SCORE <input type="checkbox"/>	SKILL CHECK(+1) <input type="checkbox"/>
FEAT <input type="checkbox"/>	TALENT <input type="checkbox"/>
MAGIC ITEM <input type="checkbox"/>	ICONS <input type="checkbox"/>
POWER/SPELL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

# CLASS FEATURES/TALENTS

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

# POWERS/SPELLS/MANUEVERS

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

NAME	
FREQUENCY	P.
RANGE	RECHARGE

# FLEXIBLE ATTACKS

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

TRIGGER
NAME
RANGE P.

# EQUIPMENT

ARMOUR	AC	PENALTY
HAND WEAPON	DAM	PENALTY
HAND WEAPON	DAM	PENALTY
RANGED WEAPON	DAM	PENALTY
RANGED WEAPON	DAM	PENALTY

## OTHER EQUIPMENT

## GOLD

--

--

## MAGIC ITEMS

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE

NAME	
QUIRK	
TYPE	RECHARGE