

Player		Character			
Class/Subclass		Level		Experience	
Alignment		Holy Orders		Deity	
				Custom Points	


Wisdom	Dexterity	Charisma	Intelligence	Constitution	Strength
Base	Base	Base	Base	Base	Base
+ or -	+ or -	+ or -	+ or -	+ or -	+ or -
Damage	Damage	Damage	Damage	Damage	Damage
Current	Current	Current	Current	Current	Current
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier

Dodge	AC	Poise	HP	Toughness
Base	Base	Base	Base	Base
+ or -	+ or -	+ or -	+ or -	+ or -
Current	Current	Current	Current	Current

Surges	Movement	Initiative	Recovery	Trauma	Fatigue
Base	Full	Modifier	Modifier	Limit	Limit
Current	Partial			Current	Current

Proficiencies	

Tales of the



Iron League

Conditions	

Skills	More Skills/Languages	Languages																																																												
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 70%;">Name</th> <th>Level</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	Name	Level																			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 70%;">Name</th> <th>Level</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	Name	Level																			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 70%;">Name</th> <th>Level</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	Name	Level																		
Name	Level																																																													
Name	Level																																																													
Name	Level																																																													

Special Abilities and Quirks

[illegible]

Notes

Weapon and Sorcery Attacks

Combat
Attack
Bonus

Spell
Attack
Bonus

Strength
Modifier

Dexterity
Modifier

Charisma
Modifier

Melee Attack Type

Add to
Attack Roll

Attack Damage

Notes

Missile Attack Type

Add to
Attack Roll

Attack Damage

Range

Notes

Sorcery Attack Type

Add to
Attack Roll

Attack Damage

Range

Notes

Notes:

Spell Attack Bonus

Ability Modifier

Item Modifiers

Caster Level

Spell Points Allowed

Spell Points Used

dx Die Damage

One Staging

- * Increase dx by 1 die
- * Increase range
- * Increase duration
- * Increase area of effect
- * Increase caster level for overcoming MI

Two Stagings

- * Change energy type
- * Change touch to 30' range
- * Change touch to 10' emanation
- * Move origin 30'

Three Stagings

- * Exclude targets from area

Four Stagings

- * Change single target ranged to 20' burst

Spell Name

Bonus to Hit

Spell Description

Inventory

Backpack Spaces

Backpack?

Spaces	Items	Hands
1		
2		
3		
4		
5		

Belt Spaces

Belt?

Spaces	Items	Hands
1		
2		
3		
4		
5		

Zero Space Items

Iron League Foot Locker

Unencumbered Body Spaces

Spaces	Items	Hands
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Worn Magic Item Accounting

#	Item	Slot
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		