

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

Wisdom Base + or - Damage Current Modifier	Dexterity Base + or - Damage Current Modifier	Charisma Base + or - Damage Current Modifier	Intelligence Base + or - Damage Current Modifier	Constitution Base + or - Damage Current Modifier	Strength Base + or - Damage Current Modifier
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Dodge Base + or - Current	AC Base + or - Current	Poise Base + or - Current	HP Base + or - Current	Toughness Base + or - Current
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Surges Base Current	Movement Full Partial	Initiative Modifier	Recovery Modifier	Trauma Limit Current	Fatigue Limit Current
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Proficiencies 	Tales of the  Iron League	Conditions
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Skills <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:70%;">Name</th> <th style="width:30%;">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																			More Skills/Languages <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:70%;">Name</th> <th style="width:30%;">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																			Languages <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:70%;">Name</th> <th style="width:30%;">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																		
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Special Abilities and Quirks

[illegible]

Notes

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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		