

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

Dexterity

Base	
+ or -	
Damage	
Current	
Modifier	

Wisdom

Base	
+ or -	
Damage	
Current	
Modifier	

Charisma

Base	
+ or -	
Damage	
Current	
Modifier	

Intelligence

Base	
+ or -	
Damage	
Current	
Modifier	

Strength

Base	
+ or -	
Damage	
Current	
Modifier	

Constitution

Base	
+ or -	
Damage	
Current	
Modifier	

Buff

AC

Base	
+ or -	
Current	

Dodge

Base	
+ or -	
Current	

Poise

Base	
+ or -	
Current	

Toughness

Base	
+ or -	
Current	

HP

Base	
+ or -	
Current	

Temp

Surges

Base	
Current	

Movement

Run	
Walk	

Initiative

Modifier	
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Recovery

Modifier	
----------	--

Trauma


Limit	
Current	

Fatigue

Limit	
Current	

Proficiencies


Tales of the



Iron League

Conditions


Skills

Name	Level

More Skills/Languages

Name	Level

Languages

Name	Level

Updated:

## 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:

<div> <div></div> <div>Spell Attack Bonus</div> <div></div> </div>		<div> <div></div> <div>Ability Modifier</div> <div></div> </div>		<div> <div></div> <div>Item Modifiers</div> <div></div> </div>	
<div> <div>Caster Level</div> <div></div> </div>	<div> <div>Spell Points Allowed</div> <div></div> </div>	<div> <div>Spell Points Used</div> <div></div> </div>	<div> <div>dx Die Damage</div> <div></div> </div>		
<div> <div>One Staging</div> <div> <ul style="list-style-type: none"> <li>* Increase dx by 1 die</li> <li>* Increase range</li> <li>* Increase duration</li> <li>* Increase area of effect</li> <li>* Increase caster level for overcoming MI</li> </ul> </div> </div>	<div> <div>Two Stagings</div> <div> <ul style="list-style-type: none"> <li>* Change energy type</li> <li>* Change touch to 30' range</li> <li>* Change touch to 10' emanation</li> <li>* Move origin 30'</li> </ul> </div> </div>	<div> <div>Three Stagings</div> <div> <ul style="list-style-type: none"> <li>* Exclude targets from area</li> </ul> </div> </div>	<div> <div>Four Stagings</div> <div> <ul style="list-style-type: none"> <li>* Change single target ranged to 20' burst</li> </ul> </div> </div>		

[illegible]

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		

Conjurations and Guardians





