

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

Dexterity	Wisdom	Charisma	Intelligence	Strength	Constitution
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

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

Surges	Movement	Initiative	Recovery	Trauma	Fatigue
Base	Run	Modifier	Modifier	Limit	Limit
Current	Walk			Current	Current

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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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:

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		

[illegible]

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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		