TITIATIVE	SS NT WIS CHA Armor CL	AS PHYSICAL DEFENSE MENTAL DEFENSE BONUSES P D OIΠŤS RECOVERIES RECOVERY M L Current L M M M M M M M M M M M M M M M M M M
опе unique thing ICON Relationships Backgrovnds	RACIAL POWER	BASIC MELEE AŤŤACK ATTACK HIT MISS BASIC RANGED AŤŤACK ATTACK HIT MISS EQUIPMENŤ GP
CLASS FEATURES (if any) TALEПТS 1 2	FEAŤS 1 2 3 4 5 6	magic items
3	7 8 9 10 11	Incremental advances         Ability Score Bonus       Extra Magic Item         4 <sup>th</sup> / 7 <sup>th</sup> / 10 <sup>th</sup> Level       Power/         (+1 to 3 abilities)       Spell         Feat       Skills (+1)         Hit Points       Hit Points

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