

Character Name

Race

Height & Weight

Fateweaver

Class & Level

Age & Sex

STR

CON

DEX

INITIATIVE

Level + Dex

INT

WIS

CHA



HIT POINTS

Maximum	Current
---------	---------

(5 + CON)
x Lvl mod

RECOVERIES

/

d6 +

DEATH SAVES



AC



10 + Level +
Con/Dex/Wis

PD



10 + Level +
Str/Con/Dex

MD



12 + Level +
Int/Wis/Cha

INCREMENTAL ADVANCES

- | | |
|-------------------------------------|---|
| <input type="checkbox"/> Hit Points | <input type="checkbox"/> Skills +1 |
| <input type="checkbox"/> Feat | <input type="checkbox"/> Extra Magic Item |
| <input type="checkbox"/> Spell | <input type="checkbox"/> Ability Scores |



ICON RELATIONSHIPS

<input type="text"/>	_____
<input type="text"/>	_____
<input type="text"/>	_____

BASIC ATTACKS

Melee	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Attack	Hit	Miss
Ranged	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Attack	Hit	Miss

SPELLS

Follow the Thread (Bonus)

Close-quarters; Wis / day

ONE UNIQUE THING

CLASS FEATURES

RITUAL CASTER

RACIAL POWER

BACKGROUNDS

<input type="text"/>	_____
<input type="text"/>	_____
<input type="text"/>	_____

TALENTS

MEDITATIONS

Gather Power (Bonus, at-will)

MD +2

Close-quarters; Once per battle
Gain Focus until the end of your next turn.

FEATS

ADVENTURER

CHAMPION

EPIC

GEAR, EQUIPMENT & MONEY

gp

MAGIC ITEMS

ITEM

CHAKRA



Notes