

Character Name

Class		
Class		
Class		

Race	
Alignment	
Subrace	

Starting Status			
Attribute	Base	SubBonus	Total
Strength			
Dexterity			
Constitution			
Wisdom			
Intelligence			
Charisma			

Final Status			
Attribute	Number	Bonus	
Strength			
Dexterity			
Constitution			
Wisdom			
Intelligence			
Charisma			

Armor Class	
Attack Bonus	
Fortitude	
Defence Class	
Hit Points	
Will	
Reflex	

Levl	HitPts	Class	Skills	Attribute	Feat	Spells
1		~	~			
2		~	~			
3		~	~			
4		~	~			
5		~	~			
6		~	~			
7		~	~			
8		~	~			
9		~	~			
10		~	~			
11		~	~			
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31		~	~			
32		~	~			
33		~	~			
34		~	~			
35		~	~			
36		~	~			
37		~	~			
38		~	~			
39		~	~			
40		~	~			

Item:	
Weapon	
Armor	
Cloak	
Rings	
Boots	
Hand	
Helmet	
Belt	
Amulet	

Notes Here:

* Fill in items and the function they yield so optimize char build

Damage	Protection
Bludgeoning	
Slashing	
Piercing	
Divine	
Fire	
Cold	
Electric	
Acid	
Sonic	
Knockdown	
Critical	
Call Shot	

v0.7

Damage	Protection
Death Magic	
Level Drain	
Archane	
Negative	
Positive	
Magic	
Fear	
Necromancy	

Story Here