

Character Name

Race, Class and Level

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Backgrounds Base +Mod

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Icon Relationships Pts

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One Unique Thing

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Equipment

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Weapons Attack Damage

- Primary Background +1  +1 to all skill checks  
3<sup>rd</sup> / 6<sup>th</sup> / 9<sup>th</sup> Level
- Icon Relationship +1  Extra Feat  
4<sup>th</sup> / 7<sup>th</sup> Level
- Extra Class Talent  Extra Hit Points  
4<sup>th</sup> / 7<sup>th</sup> Level
- Extra Magic Item  Extra Power/Spell

Melee	Damage	AC	INI	Health	Saves / Death
Ranged	Damage	PD	MD	Recoveries	Recovery Roll

Racial Power

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Class Talents

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Class Features

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Feats Powers and Spells

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Magic Items