

# 13<sup>TH</sup> AGE

NAME \_\_\_\_\_ RACE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

STR CON DEX INT WIS CHA


MODIFIER  
MODIFIER  
+ LEVEL

INITIATIVE

ARMOR CLASS

**A**  **C**

PHYSICAL DEFENSE

**P**  **D**

MENTAL DEFENSE

**M**  **D**

SAVE BONUSES

HIT POINTS

current / maximum

RECOVERIES

current / maximum

RECOVERY ROLL

+

ONE UNIQUE THING

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

RACIAL POWER

\_\_\_\_\_

BASIC MELEE ATTACK

ATTACK	HIT	MISS
<input type="text"/>	<input type="text"/>	<input type="text"/>

ICON RELATIONSHIPS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

POWERS & SPELLS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

BASIC RANGED ATTACK

ATTACK	HIT	MISS
<input type="text"/>	<input type="text"/>	<input type="text"/>

BACKGROUNDS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

EQUIPMENT GP

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CLASS FEATURES (if any)

\_\_\_\_\_

FEATS

1   
2   
3   
4   
5   
6   
7   
8   
9   
10   
11

TALENTS

1   
2   
3   
4   
5

MAGIC ITEMS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

INCREMENTAL ADVANCES

ABILITY SCORE BONUS  EXTRA MAGIC ITEM   
4<sup>TH</sup> / 7<sup>TH</sup> / 10<sup>TH</sup> LEVEL (+1 to 3 abilities) POWER/ SPELL   
FEAT  SKILLS (+1)   
HIT POINTS