

13TH AGE

NAME _____ RACE _____

CLASS _____ LEVEL _____

STR CON DEX INT WIS CHA

MODIFIER
MODIFIER + LEVEL

INITIATIVE

ARMOR CLASS

PHYSICAL DEFENSE

MENTAL DEFENSE

SAVE BONUSES

HIT POINTS
current / maximum

RECOVERIES
current / maximum

RECOVERY ROLL

+

ONE UNIQUE THING

ICOP RELATIONSHIPS

BACKGROUNDS

CLASS FEATURES (if any)

TALENTS

1

2

3

4

5

RACIAL POWER

POWERS & SPELLS

FEATS

1

2

3

4

5

6

7

8

9

10

11

BASIC MELEE ATTACK

ATTACK HIT MISS

BASIC RANGED ATTACK

ATTACK HIT MISS

EQUIPMENT GP

MAGIC ITEMS

INCREMENTAL ADVANCES

ABILITY SCORE BONUS EXTRA MAGIC ITEM

4TH / 7TH / 10TH LEVEL (+1 to 3 abilities) POWER/ SPELL

FEAT SKILLS (+1)

HIT POINTS