

13TH AGE

NAME _____ RACE _____

CLASS _____ LEVEL _____

STR CON DEX INT WIS CHA

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| | | | | | |
| | | | | | |

MODIFIER
MODIFIER + LEVEL

INITIATIVE

ARMOR CLASS

AC

PHYSICAL DEFENSE

PD

MENTAL DEFENSE

MD

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
4TH / 7TH / 10TH LEVEL (+1 to 3 abilities) POWER/ SPELL
FEAT SKILLS (+1)
HIT POINTS