

# 13<sup>TH</sup> 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

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

## ICONS 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

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

FEAT  SKILLS (+1)

HIT POINTS