

13TH AGE

NAME _____ RACE _____

CLASS _____ LEVEL _____

STR CON DEX INT WIS CHA

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| | | | | | |
| | | | | | |

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

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