

# 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

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

## 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