

# 13<sup>TH</sup> AGE

## SECOND EDITION

NAME

KIP

CLASS

LEVEL

STR	CON	DEX	INT	WIS	CHA
M O D I F I E R					
MODIFIER + LEVEL					

INITIATIVE

ARMOR CLASS **AC**

HIT POINTS POW MAX

PHYSICAL DEFENSE **PD**

RECOVERIES

MENTAL DEFENSE **MD**

RECOVERY ROLL  D +

ONE UNIQUE THING

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KIP POWER

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ICON RELATIONSHIPS

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POWERS & SPELLS

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BACKGROUNDS

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TALENTS

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FEATS

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CLASS FEATURES

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MELEE	<input type="text"/>	<input type="text"/>	<input type="text"/>	BASIC ATTACKS
	<b>ATTACK</b>	<b>HIT</b>	<b>MISS</b>	
RANGED	<input type="text"/>	<input type="text"/>	<input type="text"/>	

MAGIC ITEMS

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EQUIPMENT **GP**

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INCREMENTAL ADVANCES

- ABILITY MULTIPLIER?
- TALENT?
- ABILITY SCORE BONUS
- 4<sup>TH</sup> LEVEL: +1 TO 3
- 7<sup>TH</sup> LEVEL: +1 TO 4
- 10<sup>TH</sup> LEVEL: +1 TO 5
- FEAT
- RECOVERY
- SKILLS (+1) & INITIATIVE

EXTRA MAGIC ITEM  POWER/SPELL