

# 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
<b>A</b> <b>C</b>	<b>P</b> <b>D</b>	<b>M</b> <b>D</b>	
HIT POINTS		RECOVERIES	RECOVERY ROLL
current / maximum		current / maximum	+

ONE UNIQUE THING

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

RACIAL POWER

\_\_\_\_\_

BASIC MELEE ATTACK

ATTACK	HIT	MISS

ICONS RELATIONSHIPS

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

POWERS & SPELLS

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

BASIC RANGED ATTACK

ATTACK	HIT	MISS

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