

# 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 BONUS
A C	P D	M D	

HIT POINTS	RECOVERIES	RECOVERY ROLL
current / maximum	current / maximum	+ (minimum 1)

## ONE UNIQUE THING

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## ICON RELATIONSHIPS

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## BACKGROUNDS

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## CLASS FEATURES (if any)

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## TALENTS

1	
2	
3	
4	
5	

## RACIAL POWER

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## POWERS & SPELLS

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## 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 \_\_\_\_\_

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## MAGIC ITEMS

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## INCREMENTAL ADVANCES

ABILITY SCORE BONUS <input type="checkbox"/>	EXTRA MAGIC ITEM <input type="checkbox"/>
4 <sup>TH</sup> / 7 <sup>TH</sup> / 10 <sup>TH</sup> LEVEL (+1 to 3 abilities)	POWER/ SPELL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FEAT <input type="checkbox"/>	SKILLS (+1) <input type="checkbox"/>
HIT POINTS <input type="checkbox"/>	