

# 13<sup>TH</sup> AGE

NAME \_\_\_\_\_

RACE \_\_\_\_\_

CLASS \_\_\_\_\_

LEVEL \_\_\_\_\_

STR CON DEX INT WIS CHA


MODIFIER

MODIFIER  
+ LEVEL

INITIATIVE

Retain focus: cast a spell and retain focus  
+2 to defenses until start of your next turn

ARMOR CLASS

PHYSICAL DEFENSE

MENTAL DEFENSE

SAVE  
BONUSES

A  
C

P  
D

M  
D

HIT POINTS

RECOVERIES

RECOVERY  
ROLL

current / maximum

current / maximum

+

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 4<sup>TH</sup> / 7<sup>TH</sup> / 10<sup>TH</sup> LEVEL (+1 to 3 abilities)

FEAT

HIT POINTS

EXTRA MAGIC ITEM

POWER/ SPELL

SKILLS (+1)