

13TH 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

RACIAL POWER

BASIC MELEE ATTACK

ATTACK	HIT	MISS
<input type="text"/>	<input type="text"/>	<input type="text"/>

ICON RELATIONSHIPS

POWERS & SPELLS

BASIC RANGED ATTACK

ATTACK	HIT	MISS
<input type="text"/>	<input type="text"/>	<input type="text"/>

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