13th Age

Name		Race	Human
Class	Chaos Mage	Level	2nd

	STR	CON	DEX	INT	WIS	CHA
	8	10	14	14	14	18
Modifier	-1	0	+2	+2	+2	+4
Modifier + Level	+1	+2	+4	+4	+4	+6
			Initiative			

Armor Class	Physical Defense	Mental Defense	Save Bonuses
AC 14	PD 12	MD 15	

Hit Points	Recoveries	Recovery Roll
current / 27 maximum	current / 8 maximum	2d6+ 0

When you roll a successful disengage gain 2 temp hp

One Unique Thing

Icon Relationships

Backgrounds

Class Features (if any)

High Weirdness

Talents

1. ATTACKING WARP
   Warp + High Weirdness rolls when attack spell
2. DEFENSIVE WARP
   Warp + High Weirdness rolls when defensive spell
3. ICONIC WARP
   Warp + High Weirdness rolls when iconic spell
4.
5.

Racial Power

QUICK TO FIGHT

Roll twice for initiative, pick the result you prefer

Powers & Spells

* When spell is cast roll on Warp table
* When spell is cast OR chaos mage gets critted roll on High Weirdness table

CHAOS MAGE MAGIC

Spell level: 1st

Daily Spells: 3

Once-Per-Battle Spells: 1

Feats

1. High Wierdness
2. Toughness
3. Attacking Warp
4.
5.
6.
7.
8.
9.
10.
11.

Basic Melee Attack

Attack	Hit	Miss
+1	2d6-1	-

Basic Ranged Attack

Attack	Hit	Miss
+4	2d4+2	-

Equipment

GP

staff, dagger, adventuring gear

Magic Items

Incremental Advances

- Ability Score Bonus ☐ — 4th / 7th / 10th level (+1 to 3 abilities)
- Feat ☐
- Hit Points ☐
- Extra Magic Item ☐
- Power/Spell ☐☐☐☐
- Skills (+1) ☐

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