13th Age

Name		Race	Human
Class	Chaos Mage	Level	9th

	STR	CON	DEX	INT	WIS	CHA
	8	10	16	15	15	20
Modifier	-1	0	+3	+2	+2	+5
Modifier + Level	+8	+9	+12	+11	+11	+14
			Initiative			

Armor Class	Physical Defense	Mental Defense	Save Bonuses
AC 21	PD 19	MD 22	

Hit Points	Recoveries	Recovery Roll
current / 132 maximum	current / 8 maximum	9d6+ 0

When you roll a successful disengage gain 9 temp hp
When you heal using a recovery, add esc die to hp healed

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: 9th

Daily Spells: 5

Once-Per-Battle Spells: 2

Feats

1. High Weirdness
2. Toughness
3. Attacking Warp
4. Defensive Warp
5. Iconic Warp
6. High Weirdness (champion)
7. Attacking Warp (champion)
8. Iconic Warp (champion)
9. High Weirdness (epic)
10. Defensive Warp (champion)
11.

Basic Melee Attack

Attack	Hit	Miss
+8	9d6-3	-

Basic Ranged Attack

Attack	Hit	Miss
+12	9d4+9	-

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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