

Character Name

Human

Race

Chaos Mage N1

Class & Level

Height & Weight

Age & Sex

15 STR +2

13 CON +1

13 DEX +1

Initiative

+1

Level + Dex

9 INT -1

7 WIS -2

16 CHA +3

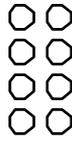


Hit Points

11	Current
Maximum	Current

Recoveries

4
1d6+1



Death Saves



PD

11

10 + Level + Str/Con/Dex

AC

15

13 + Level + Con/Dex/Wis

MD

10

11 + Level + Int/Wis/Cha

Icon Relationships

The Crusader (conflicted 1)

One Unique Thing

Backgrounds

Raised by a cult +4

Brutal military training +2

Talents & Features

Quick to Fight (Racial Power)

You have advantage on initiative checks.

Chaos Magic (Class Feature)

At the end of your turn, determine the type of spell you can cast on the next turn (d6):

1-2 attack, 3-4 defense, 5-6 iconic

At apprentice level A2, you can only cast at-will chaos mage spells.

Chaos Knight (Talent)

You don't take an attack penalty when wielding a one-handed melee weapon of any kind, or a shield. You also take no attack penalty for wearing heavy armor, and your base AC in heavy armor is increased to 13.

When you determine your next chaos mage spell, you can choose to gain one of the effects below, instead of a spell. The effect lasts until the end of your next turn.

Attack: Your melee attacks deal fire damage, and you deal 1d6 extra damage per level on a hit.

Defense: If an enemy misses you with a melee attack, you can make a melee attack against them as an interrupt action.

Iconic / Blood of Warriors: Gain advantage on your next melee attack roll.

Iconic / Light of the High Ones: Your melee attacks deal holy damage, you deal half damage on a miss.

Iconic / Twisted Path: Your melee attacks deal negative energy damage, and if you hit, the target takes a 1d6 penalty to all defenses until the end of your next turn.



Equipment

Shield

Attacks and Spells

Longsword (Melee attack)

Attack: 1d20+2 vs. AC

Hit: 1d8+2 damage

Miss: —

Light crossbow (Ranged attack)

Attack: 1d20 vs. AC

Hit: 1d6+1 damage

Miss: —

Force Tentacle (Attack spell)

Ranged spell; At-Will

Target: One random nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d10 + Charisma force damage.

Miss: —

Chaos Blessing (Defense spell)

Close-quarters spell; At-Will

Effect: Roll a d20 to determine which effect the blessing grants.

d20 Effect

1-4 Gift—You or one of your nearby allies gains 7 temporary hit points.

5-8 Resilience—You gain 7 temporary hit points.

9-12 Aura/tentacles—The next enemy that moves to engage you this battle takes 2d6 damage.

13-16 Defense bonus—You gain a +2 bonus to all defenses (adventurer feat) until an attack against that defense misses you, or until the end of the battle.

17-20 Healing—You or your nearby ally with the fewest hit points can heal using a recovery.

See 13 True Ways page 24f. for iconic at-will spells.