Character Name

Race

Savage
Class & Level

Height & Weight

Age & Sex

STR

CON

DEX

Initiative

Level + Dex

INT

WIS

CHA

Hit Points

Maximum	Current

(8 + CON)
x Lvl mod

Recoveries

/

d6 +

Death Saves

AC

12 + Level +
Con/Dex/Wis

PD

11 + Level +
Str/Con/Dex

MD

10 + Level +
Int/Wis/Cha

Incremental Advances

- ☐ Hit Points
- ☐ Feat
- ☐ Power
- ☐ Skills +1
- ☐ Extra Magic Item
- ☐ Ability Scores

Icon Relationships

Basic Attacks

	Attack	Hit	Miss
Melee			
Ranged			

Powers (Once per Battle)

Cost:

Cost:

Cost:

Cost:

Cost:

Cost:

Cost:

Cost:

One Unique Thing

Racial Power

Backgrounds

Class Features

Frenzy

Add your frenzy dice to damage with melee and thrown weapon attacks. (You keep these dice)

At the end of your turn:
* Gain frenzy dice if you have hit with at least one attack this turn.
* Spend frenzy dice to heal (optional)
* Discard frenzy dice above maximum

Frenzy on Hit d

Maximum Frenzy d

Current Frenzy

Talents

13th Age is (c) Pelgrane Press and Fire Opal Media

Feats

Adventurer

Champion

Epic

Gear, Equipment & Money

gp

Magic Items

Item	Chakra

Notes