

Character Name

Forgeborn

Race

Barbarian - 1

Height & Weight

Age & Sex

19

STR

+4

16

CON

+3

14

DEX

+2

Initiative

+3

Level + Dex Mod

8

INT

-1

9

WIS

-1

10

CHA

-

Hit Points

30

Maximum

Current

Recoveries

1d12+3

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Death Saves

○ ○

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Saving Throws

Easy: 6+

Normal: 11+

Hard: 16+

PD

16

AC

15

MD

10

Icon Relationships

One Unique Thing

Backgrounds

Talents & Features

Never Say Die: (Racial) Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp total.

Barbarian Rage: (Feature) Once per day, use a quick action to start raging. A rage lasts until the end of battle, or about 5 minutes. While raging, you roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit! Recharge 16+: After a battle in which you rage, roll a d20 and add your Constitution modifier. On a 16+, you can use Barbarian Rage again later in the day.

Strongheart: (Talent) Your recovery dice are d12's instead of d10's.

Unstoppable: (Talent) Once per battle, declare you are using Unstoppable before making a barbarian melee attack. If you hit at least one target, you can heal using a free recovery.

Whirlwind: (Talent) You can make a Whirlwind attack as the first action of your turn when you are engaged by two or more enemies. You take a -4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with. You deal no miss damage with these attacks.

Melee Basic Attack

At-Will

Standard Action
Target: One Engaged Creature
Attack: +5 vs AC
Hit: 1d10+4 damage (Greataxe)
Miss: 1 damage

Whirlwind

At-Will

Talent
Melee Attack
Special: You must be engaged by two or more enemies.
Effect: You take a -4 penalty to AC and PD until the start of your next turn, then roll a separate melee attack against each enemy you are engaged with. (You deal no miss damage.)

Ranged Basic Attack

At-Will

Standard Action
Target: One Creature
Attack: +3 vs AC
Hit: 1d6+2 damage (Light Crossbow)
Miss: n/a

Barbarian Rage

Recharge 16+ ☐

Quick Action
Effect: You enter a *Barbarian Rage* for the rest of the battle. Attack with 2d20 and use the higher roll. If you hit with a natural 11+ on both dice, the attack becomes a critical hit!
Recharge Special: Add your CON modifier to your save roll to recharge.

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Feats

Unstoppable (A)

Gear, Equipment & Money

Greataxe
Leather Strap-Mail

Magic Items

