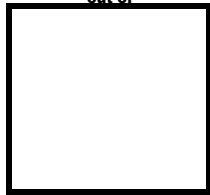


13th Age

Name Cuthalion Dor
Class Bard
Race High Elf

Level 5 **Initiative** #
Score Mod

HP 72
out of



Basic Melee
(Longsword)

Attack: +9 vs AC

Hit: 5d8+4

Miss: 5

Basic Ranged
(Shortbow)

Attack: +9 vs AC

Hit: 5d6+4

Miss: -

STR 12 **AC** 19
+1

CON 14 **PD** 17
+2














DEX 19 **MD** 18
+4

INT 18 **Recovery** 1d8+5
+4

WIS 10 **Recoveries** 0
0

CHA 14 **Recoveries** +2
+2

Icon Relationships

	Type Level		Type Level		Type Level		Type Level
	Conf 1		Neg 1		Type Level		Pos 2
	Type Level		Type Level		Type Level		Type Level
	Type Level	One Unique Thing: Common people mistake for hero of their cause.					

Long Term Motivation

Lead Knights of Veluna, but so I can... Chaotic Neutral
force Elf Queen to recognize/ally/apologize to me

Racial Feature

1/battle Highblood Teleport as move

Feats

Level 1 **Tier** A **Name** Further Backgrounding

Benefit +3 to Thief background

Level 2 **Tier** A **Name** Improved Initiative

Benefit Gain a +4 bonus to Initiative checks.

Level 3 **Tier** A **Name** Hang Tough!

Benefit Add your level to the temp hit points with Hang Tough! Battle cry.

Level 4 **Tier** **Name** Jack of Trades

Benefit Ghost Sound and Knock cantrips from Wizard class.

Level 5 **Tier** C **Name** Battle Skald

Benefit 1/day your extra battle cry (Hang Tough!) simultaneously helps you and an ally

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Note: Skill checks are ability + level

Background **Rating**

Magecraft 3

Thief 6

Entertainer 3

Spy 3

Gear

Light armor

Longsword (elven), shortbow, arrows

Wand, backpack, tinderbox, torches,

50' rope, week water/rations, chalk

5 wax candles, leather scroll case,

empty flask, ink/pen/2 parchment,

cloak, fine clothes, grappling hook

small belt pouch, thief's tools, 10' pole

Character Details

Other Appearance	Lithe, effeminate, foppish
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Mannerisms Obfuscates truth, praises St. Cuthbert as agent of retribution and his view of justice, close
talker, pries into affairs of others, insecure about looks, believes he knows better than others for their wellbeing.

Weaknesses/Fears	Becoming disfigured, aging. Creatures that disfigure others, shape-shifters.
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Hatreds/Foes	Undead, devils, dwarves.
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Desires/Loves	Fashion, his brand of true justice, arcane mysteries, lore, secrets.
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Adventuring Notes

Player	PC Name	Notes
Player	PC Name	Notes
Player	PC Name	Notes
Player	PC Name	Notes
Player	PC Name	Notes
Player	PC Name	Notes

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Class Features

Name Battle Skald **Benefit** +1 battle cry learned; the bonus battle cry can be from your highest level.
Chose "Hang Tough!"

Name Jack of Spells **Benefit** Choose 1 spell from another spell-casting class of level or lower, becomes
bonus spell. Bonus spell is Wizard: Shield.

Name Loremaster **Benefit** Bardic skills and magic based on Int instead of char. Gain +2 background
points. Can reach the +6 level.

Battlecries

Name Hang Tough! **Requirement** _____ **Trigger** Natural 16+
Flexible Y **Effect** Give a nearby ally temporary hit points equal to your (Int) modifier = 4.
Due to feat, add level (5). Due to feat, also add to myself.

Name We need you! **Requirement** _____ **Trigger** Any even hit
Flexible Y **Effect** Nearby conscious ally can roll a save against an effect that ends with a successful save.

Name We cannot lose! **Requirement** _____ **Trigger** Natural 16+ escalation die is 6+
Flexible Y **Effect** Nearby ally can use a recovery.

Spells and Songs

Name Song of Aid **Type** Bardic Song **Usage** Daily **Sustain** Quick/turn; Sust 11+
Open / Sustain Effect You or the ally of your choice gains 3d6 temporary hit points.
Final Verse The ally in question uses a recovery.

Name Soundburst (3rd) **Type** Spell **Usage** Daily 1d3 nearby foes **Attack** +4 vs PD
Hit / Effect 6d6 + 4 thunder damage and target is dazed until end of your next turn.
Natural Even Hit: Target is dazed until end of your next turn. Miss: Half damage.

Name Song of Thunder **Type** Bardic Song **Usage** Daily **Sustain** Stdrd/turn; Sust 11+
Open / Sustain Effect Attack against 2d3 nearby enemies: Ch/int+lev (+9) vs PD. Hit: 2d6+4 thunder dmg.
Final Verse This time the attack deals half damage on a miss.

Name Arrow of Verse **Usage** Bard Spell **Type** Rech 16+ after bat. 1 nearby enemy **Attack** +9 vs MD
Hit / Effect 8d8 + Char/Int psychic damage + Xd6 bonus damage, X = escalation die
Miss: Psychic damage = the bonus roll.

Name Song of Magic **Type** Bardic Song **Usage** Daily **Sustain** Quick/turn; Sust 16+
Open / Sustain Effect You/nearby allies who cast spells this round usually expended roll d20; 16+ not expended.
Final Verse All spells you and your allies cast before the start of your next turn get a +2 attack bonus.

Name Shield **Usage** Wiz Spell **Type** Rech 16+ after bat. Melee **Attack** _____

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Hit / Effect Free action when attacked vs AC. Force the foe to reroll the attack but with your AC +4 higher.

Abide by the reroll.