

# 13th Age

**Name** Yala the Black  
**Class** Wizard  
**Race** Tiefling  
**Level** 7 **Initiative** 15

Score Mod

**STR** 9 **AC** 21

**CON** 12 **PD** 18

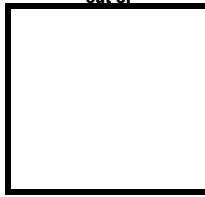
**DEX** 18 **MD** 24

**INT** 20 **Recovery**  
+5 7d6+2

**WIS** 20 **Recoveries**  
+5

**CHA** 12 **Recoveries**  
+1

**HP** 84  
out of



## Basic Melee

**Attack:** +12 vs AC

**Hit:** 7d8+5

**Miss:** 7

## Basic Ranged

**Attack:** +12 vs AC

**Hit:** 7d6+5

**Miss:** -

## Icon Relationships



Type Level



Pos 2



Type Level



Type Level



Type Level



Type Level



Type Level



Type Level



Type Level



Type Level



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Conf 1



Type Level

One Unique Thing:

Sometimes seems to sense the plots of the Lich King and his allies.

Long Term Motivation

Discover her connection to the Lich King  
Gain the Archmage's favor.

Chaotic Good

## Racial Feature

1/battle curse as free action. Causes  
negative outcome to work for you or  
screws up positive outcome for foe.

## Background

## Rating

Magecraft	4
Student of History	2
Notable Personages	2
Traveler of Cities	2
Alchemist	1

## Gear

## Feats

Level 1 Tier A Name Touch of Chaos

Benefit Touch of Chaos is now a free action

Level 2 Tier A Name Improved Initiative

Benefit Gain a +4 bonus to Initiative checks.

Level 3 Tier A Name Further Backgrounding

Benefit Gain +4 background points

Level 4 Tier A Name Energy Bolt (A)

Benefit Add acid, necrotic, and thunder to the energy types you can use with the spell.

Level 5 Tier C Name Energy Bolt (C)

Benefit Targets no longer need to be nearby; and 1/battle you can reroll one miss.

Level 6 Tier A Name Magic Missile (A)

Benefit Can split into 2 missiles, each dealing half dmg.

Level 7 Tier C Name Utility Spell (C)

Benefit Can cast 3 times per day.

Level    Tier    Name   

Benefit   

Level    Tier    Name   

Benefit   

Level    Tier    Name   

Benefit   

Note: Skill checks are ability + level

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## Character Details

Gender	_____	Alignment	_____
Height	_____	Patron Deity / Religion	_____
Weight	_____	Social Class / Standing	_____
Hair Color	_____	Place of Origin	_____
Eye Color	_____	Residence	_____

Other Appearance \_\_\_\_\_

\_\_\_\_\_

History \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Mannerisms \_\_\_\_\_

\_\_\_\_\_

Motivation/Goals \_\_\_\_\_

\_\_\_\_\_

Weaknesses/Fears \_\_\_\_\_

\_\_\_\_\_

Hatreds/Foes \_\_\_\_\_

\_\_\_\_\_

Desires/Loves \_\_\_\_\_

\_\_\_\_\_

Adventuring Notes \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Adventuring Companions

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 - Wizard

**Name** Cantrip Mastery **Benefit** Cast 10/day: Alarm, Arcane Mark, Ghost Sound, Knock, Light, Mage Hand, Mending, Message, Prestidigitation. Last 1-6 hours, cast as quick action, ranged.

**Name** High Arcana **Benefit** 1/battle as immediate int, can try to cancel foe's spell/magical ability. Int check using best magical background vs first attack roll (or attack check) to cancel. If limited use, can regain with hard save.

**Name** Dying Earth Magic **Benefit** Rename daily and recharge spells to highfalutin' Vancian style, DM gives benefit. Requires spending quick action and proclaiming spell's custom name, loud and proud. Benefit based on name.

**Name** Familiar **Benefit** You have a familiar. Once per day/heal up you can have it scout an area for you, or accomplish a simple task that takes a few rounds. Your familiar gives you a +2 bonus to Wisdom checks to notice things.

## Spells

**Name** Utility (3rd) **Usage** Daily **Type**  **Varies**  **Attack**   
**Hit / Effect** Can cast three of disguise self, feather fall, hold portal. Disguise lasts 1 hr, only appearance. Ffall free action when fall. Hold Portal is ranged, secures door for 10 min vs adventure-tier creatures.

**Name** Energy Bolt (7th) **Usage** At-Will **Type**  **Ranged**  **Attack** +12 vs PD  
**Hit / Effect** 1 vis foe, on hit 6d10 + 5 cold/fire/lightning /acid/necr/thunder dmg. Miss=7dmg.  
Can re-roll one missed energy bolt 1/battle (feat).

**Name** Magic Missile (7th) **Usage** At-Will **Type**  **Ranged**  **Attack** Auto-hit  
**Hit / Effect** 5d6+7 force dmg to one nearby enemy (or split into 2 for 1/2 dmg each due to feat).

**Name** Sleep (7th) **Usage** Daily **Type** High Arcana **Ranged**  **Attack** +12 vs MD  
**Hit / Effect** Roll 7d20+100 to determine HPs affected. Targets nearby foes w/current lowest HPs, must fully affect HP value. On hit, falls unconscious (diff save ends, or if take 10+dmg). On miss: Dmg = dazed until end of your next turn.

**Name** Shield (5th) **Usage** 11+ after battle **Type** High Arcana **Melee**  **Attack**   
**Hit / Effect** Cast as free action when an enemy hits your AC. The opponent must reroll the attack with your AC 4 higher. You can use this twice per battle.

**Name** Flight (7th) **Usage** Daily **Type**  **Ranged**  **Attack**   
**Hit / Effect** You or one nearby ally can fly for the rest of the battle, or for five minutes.

**Name** Teleport Shield (5) **Usage** Daily **Type**  **Melee**  **Attack** +12 vs PD  
**Hit / Effect** Until end of battle, when foe attacks you attack back, if hit teleport target short distance away (into combat ok, but not into dangerous terrain). Target also takes 3d6+5 damage.

**Name** Invisibility (5th) **Usage** Daily **Type** High Arcana **Ranged**  **Attack**   
**Hit / Effect** 1 nearby target becomes invisible until it attacks or uses a ridiculously flashy magical action. Lasts one battle, or one hour out of combat.

**Name** Fireball (7th) **Usage** Daily **Type**  **1d3 nearby**  **Attack** +12 vs PD  
**Hit / Effect** Can also include 1d3 more, but engaged allies take dmg. On hit 9d10+5 fire, 1/2 on miss. Allies take 1/4.