

13th Age

Name Cuthalion Dor
Class Wizard / Rogue
Race Elf

Level 0 **Initiative** 4

Score Mod

STR 12 **+1 AC** 12

CON 13 **+1 PD** 12

DEX 20 **+4 MD** 11

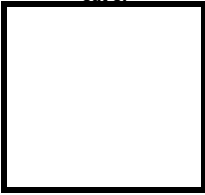
INT 19 **+4** **Recovery**

1d8+1

WIS 9 **-1** **Recoveries**

CHA 13 **+1**

HP out of 21



Basic Melee

Attack: +4 vs AC

Hit: 1d8+4

Miss: 0














Basic Ranged

Attack: +4 vs AC

Hit: 1d6+4

Miss: 0

Icon Relationships

	Type Level		Type Level		Type Level		Type Level
	CW 1		NM 1		Type Level		PW 2
	Type Level		Type Level		Type Level		Type Level
	Type Level	One Unique Thing: <u>Common people mistake for hero of their cause.</u>					

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

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Background Rating

Magecraft 3

Thief 3

Scout 2

Spy 2

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Gear

Light armor

Shortsword (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

13th Age

Character Details

Gender	Elf	Alignment	Chaotic Good
Height	5/4"	Patron Deity / Religion	Saint Cuthbert (modified teachings...)
Weight	100 lbs.	Social Class / Standing	Middle
Hair Color	Brass	Place of Origin	Celene
Eye Color	Teal	Residence	Veluna / Hommlet

Other Appearance Lithe, effeminate, foppish

History Grew up with father, 3 sisters. Father was carpet/tapestry merchant, secretly an astrologer and fortune teller, weaving into tapestries. Took up with crooked tutor, learned roguish ways, magic. Turned against tutor, Elf queen sided with him, had to leave for Veluna. Served in Velunese military during wartime. Has ancient family curse: lovers are destined to early death.

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.

Motivation/Goals Desires to become Knight of Veluna, lead them, then force the Elf Queen to recognize his accomplishments and how wrong she was to cast him out. Wants this at almost any cost.

Weaknesses/Fears Becoming disfigured, aging. Creatures that disfigure others, shape-shifters.

Hatreds/Foes Undead, devils, dwarves.

Desires/Loves Fashion, his brand of true justice, arcane mysteries, lore, secrets.

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

13th Age

Class Features - Rogue

Momentum



Name	Momentum	Benefit	Gain when hit a foe, lose when hit by foe. Required for some powers.
Name	Sneak Attack	Benefit	1/round w/ rogue melee weapon against foe engaged with 1+ allies, deal +1d8 with attack
Name	(Smooth Talk)	Benefit	1/day make save when speaking to NPCs to gain relationship with icon of my choice for day.
Name	Lethal	Benefit	Crit range against bloodied enemies is 16+ with rogue attacks.
Name		Benefit	
Name		Benefit	

Powers

Name	Evasive Strike	Usage	At-Will	Type		Melee	Attack	+4 vs AC
Hit / Effect	Hit: 1d8+4, and can freely disengage from target. Miss: level dmg.							
Name	Roll With It	Usage	At-Will/Momentum	Type	Interrupt	Range / Melee	Attack	
Hit / Effect	Requires Momentum. Use when hit by attack to AC or PD. Take half dmg from attack.							
Name	Sure Cut	Usage	At-Will	Type		Melee	Attack	+4 vs. AC
Hit / Effect	Req. Momentum and able to deal sneak to foe. Hit: 1d8+4 dmg. Miss: deal sneak+Level dmg.							
Name		Usage		Type		Range / Melee	Attack	
Hit / Effect								
Name		Usage		Type		Range / Melee	Attack	
Hit / Effect								
Name		Usage		Type		Range / Melee	Attack	
Hit / Effect								
Name		Usage		Type		Range / Melee	Attack	
Hit / Effect								

Magic Items

Type		Effect	
Slot	Bonus		
Quirk			
Type		Effect	
Slot	Bonus		
Quirk			
Type		Effect	
Slot	Bonus		
Quirk			
Type		Effect	
Slot	Bonus		
Quirk			

13th Age

Class Features - Wizard

Name Cantrips **Benefit** Cast 3/day: Alarm, Arcane Mark, Ghost Sound, Knock, Light, Mage Hand, Mending, Prestidigitation. Last 10-60 minutes, cast as standard 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 _____ **Benefit** _____

Spells

Name Blur **Usage** Daily **Type** _____ **Ranged** **Attack** -
Hit / Effect 1 target. For the rest of this battle, attacks miss the target of this spell 20% of the time.

Name Charm Person **Usage** Daily **Type** _____ **Ranged** **Attack** +5 vs MD
Hit / Effect 1 nearby crtr not in combat. Makes target friend until combat. If combat, save every rnd to break.
Miss: No effect; spell is not detectible by most others unless you miss by 4 or roll a 1,

Name Utility **Usage** Daily **Type** _____ **Range / Melee** **Attack** _____
Hit / Effect Can cast one of disguise self, feather fall, hold portal. Disguise lasts 10 min, only appearance. Ffall free action when fall. Hold Portal is ranged, secures door for 10 min vs adventure-tier creatures.

Name Sleep **Usage** Daily **Type** High Arcana **Ranged** **Attack** +5 vs MD
Hit / Effect Roll 2d20+20 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 = your level.

Name _____ **Usage** _____ **Type** _____ **Range / Melee** **Attack** _____
Hit / Effect _____

Name _____ **Usage** _____ **Type** _____ **Range / Melee** **Attack** _____
Hit / Effect _____

Name _____ **Usage** _____ **Type** _____ **Range / Melee** **Attack** _____
Hit / Effect _____

Name _____ **Usage** _____ **Type** _____ **Range / Melee** **Attack** _____
Hit / Effect _____

Name _____ **Usage** _____ **Type** _____ **Range / Melee** **Attack** _____
Hit / Effect _____