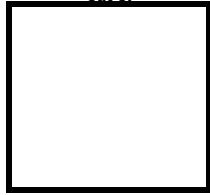


13th Age

Name Cuthalion Dor
Class Bard
Race High Elf

Level 1 **Initiative** 5
Score Mod

HP 24
out of



Basic Melee
(Longsword)

Attack: +5 vs AC

Hit: 1d8+5

Miss: 1

Basic Ranged
(Shortbow)

Attack: +5 vs AC

Hit: 1d6+5

Miss: -

STR 12 **AC** 14
+1

CON 13 **PD** 12
+1














DEX 18 **MD** 14
+4

INT 17 **Recovery** 1d8+1
+3

WIS 10 **Recoveries**
0

CHA 14 **Recoveries**
+2

Icon Relationships

	Type Level		Type Level		Type Level		Type Level
	Conf 1		Neg 0		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 **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

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Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

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

13th Age

Class Features

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

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

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

Battlecries

Name **Break off!** Requirement Trigger **Any even roll**
Flexible **Y** Effect One of your allies can attempt to disengage, rolling against all engaged foes.

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 **Stay Strong!** Requirement Trigger **Natural 16+**
Flexible **Y** Effect Give a nearby ally a +1 bonus to their AC until the start of your next turn.

Spells and Songs

Name **Song of Heroes** Type Bardic Song Usage Recharge 11+ after battle Sustain Quick/turn; Sust 11+
Open / Sustain Effect You and your nearby allies get a +1 attack bonus until the start of your next turn.
Final Verse Effect ends immediately, but one PC of your choice gets a +2 bonus with their next attack.

Name **Soundburst** Type Spell Usage Daily 1d3 nearby foes Attack +4 vs PD
Hit / Effect 3d6 + 3 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 **Melf's Acid Arrow** Usage Wiz Spell Type Daily Ranged 1 ctr Attack +4 vs PD
Hit / Effect 4d6 + Intelligence acid damage, and 5 ongoing acid damage (save ends).
Miss: 5 ongoing acid damage, and you regain the spell with a short rest after the battle.

Name Usage Type Range / Melee Attack
Hit / Effect

Name Usage Type Range / Melee Attack
Hit / Effect