

13th Age

Name Cuthalion Dor
Class Bard
Race High Elf

Level 7 **Initiative** 16

Score Mod

STR 12 **+1 AC** 21

CON 14 **+2 PD** 19

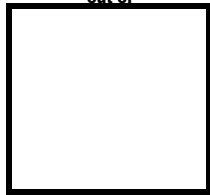
DEX 20 **+5 MD** 20

INT 19 **+4** **Recovery**
1d8+7

WIS 10 **0** **Recoveries**

CHA 15 **+2**

HP 108
out of



Basic Melee

(Longsword)

Attack: +12 vs AC

Hit: 7d8+5

Miss: 7

Basic Ranged














(Shortbow)

Attack: +12 vs AC

Hit: 7d6+5

Miss: -

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

Background **Rating + Level**

Magecraft (3) 10

Thief (6) 13

Entertainer (3) 10

Spy (3) 10

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

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** A **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 6 **Tier** C **Name** We Cannot Lose!

Benefit Escalation die can be 5+ for the battle cry.

Level 7 **Tier** A **Name** Bard

Benefit When you are knocked unconscious, stunned or silence songs last until next turn (sust if cons).

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

Level **Tier** **Name**

Benefit

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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
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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 (7). Due to feat, also add to myself. Total temps = 11

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 5+**
Flexible **Y** **Effect** Nearby ally can use a recovery.

Name **It's all yours!** **Requirement** _____ **Trigger** **Any even miss**
Flexible **Y** **Effect** Your next ally to attack the target you missed gets a +2 bonus with their attack.

Spells and Songs

Name **Song of Aid (5th)** **Type** Bardic Song **Usage** Daily **Sustain** Quick/turn; Sust 9+
Open / Sustain Effect You or the ally of your choice gains 5d6 temporary hit points.
Final Verse The ally in question uses a recovery.

Name **Soundburst (5th)** **Type** Spell **Usage** Daily 1d3 nearby foes **Attack** +9 vs PD
Hit / Effect 6d10 + 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 (5th)** **Type** Bardic Song **Usage** Daily **Sustain** Stdrd/turn; Sust 11+
Open / Sustain Effect Attack against 2d3 nearby enemies: Ch/int+lev (+11) vs PD. Hit: 3d6+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 (4) 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+

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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 (7th) **Usage** Wiz Spell **Type** Rech 11+ after bat. Melee **Attack**

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

Abide by the reroll.

Name Song of Blood & Legends **Type** Bardic Song **Usage** Daily **Sustain** Strdr/turn; Sust 16+

Open / Sustain Effect Any nearby ally who hits at least one enemy with an attack on their turn can use a recovery.

Final Verse One nearby ally can make a free basic attack and use a recovery if the attack hits at least one target.