13th Age

NAME | CLASS | KIN

DESCRIPTION

LEVEL 1

One Unique Thing

Ability Scores

ARMOR CLASS

Strength	Dexterity	Constitution	Wisdom	Intelligence	Charisma
SCORE	SCORE	SCORE	SCORE	SCORE	SCORE
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER

PHYSICAL DEFENSE | MENTAL DEFENSE

Hit Points & Recoveries

STAGGERED | DEAD

MAX HP

RECOVERIES

8 MAX RECOVERIES

CURRENT HP

DEAD

AVERAGE

RECOVERY DICE

TEMP HP

ONGOING DAMAGE | TYPE | SAVE

CONDITIONS & OTHER EFFECTS | SAVE

Talents

Defenses & Initiative

PHYSICAL DEFENSE

ARMOR CLASS

MENTAL DEFENSE

INITIATIVE

Basic Melee Attack

WEAPON

HIT DAMAGE / AVG / MISS

VS AC

Basic Ranged Attack

WEAPON

HIT DAMAGE / AVG / MISS

VS AC

NEAR | FAR

Backgrounds

BACKGROUND | BONUS

Features, Powers, & Spells

ACTION NAME | TRIGGER/TARGET/EFFECT | PAGE #

SKILL CHECK = 1 (LEVEL) + ABILITY MODIFIER + BACKGROUND

Icon Relationships

#D6	+/±/–*	ICON	5+	USED

*+ positive, ± conflicted, or – negative relationship.

Usage

AT-WILL & RECHARGE	PER BATTLE	PER ARC

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

changes/refresh at new level | changes at new level or with incremental advance | refresh at new arc | refresh at end of battle

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Magic Items

1

Max Attuned

More Features, Powers, & Spells

Action	Name	Trigger/Target/Effect	Page #
Std	**Assist**	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	**Disengage**	Roll disengage check (11+, +1 per engaged for beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	**Intercept**	While unengaged, move to engage enemy that is moving past you.	HH296
Std	**Rally**	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	Rally	
Disengage		
Intercept		

Potions & Runes

Spell List

of Spells

Miscellaneous Features & Powers

Feats

Feature	Tier	Feature	Tier
	A		A
	A		A

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

Gear & Notes

Armor | Armor AC | +Shield | =Base AC

Melee Weapon | Ranged Weapon

Gold

Incremental Advances

- Gain next level feat
- Increase max HP to next level
- +1 magical item attunement
- Gain next level power or spell
- +1 to skill & initiative checks
- +1 to physical defense
- +1 to 3/4/5 ability scores at level 3/6/9
- Gain 2x/4x ability multipliers at level 4/7
- Gain next level class feature (some classes only)
- Gain next level talent (some classes only)
- +1 to mental defense

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