13th Age — Cleric

NAME: Dwarf
KIN

◉ Armor ○ Vestments

DESCRIPTION

LEVEL: 6

One Unique Thing

Backgrounds

Background	Bonus

Skill Check = 6 (Level) + Ability Modifier + Background

Icon Relationships

#d6	+/±/–*	Icon	5+	Used
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐

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

Usage

At-Will & Recharge	Per Battle	Per Arc
Combat Boon	☐☐ Heal	☐ Healing Invocation
	☐ Turn Undead	☐ Life Invocation
	☐ Life Domain	☐☐ Trickery Domain
	☐ Never Give In	☐ Trickery Invocation
	☐ Warrior's Inspiration	☐ Shield of Faith

Ability Scores

Armor Class

Score	Modifier	
20	+5	Strength
14	+2	Dexterity
16	+3	Constitution
16	+3	Wisdom
10	+0	Intelligence
12	+1	Charisma

Physical Defense | Mental Defense

Divine Domains

Domain: Healing HH100

Spells other than *heal* that let the target heal using a recovery heal an additional 6 hp. Already factored into spells.

Invocation
This battle, gain an additional use of the Heal spell.

Domain: Life HH101

The first time time each battle that an ally nearby to you is staggered they immediately heal 30 hp.

Invocation
This battle, you and your allies can add the ESC die to a single save. Also, you and your allies do not die until you reach negative hit points equal to your max hp.

Domain: Trickery HH102

Once per battle, roll a d20 and record the result. As a free action before the start of your next turn, give a nearby ally or enemy who is about to make an attack roll your result to use as their natural roll.

Invocation
This battle, attacks against you by enemies who move to engage you during this turn miss on natural odd rolls.

Features, Powers, & Spells

Action	Name	Trigger/Target/Effect	Page #
Quick	Heal	CQ spell. You or a nearby ally at touch range heals using a recovery, adding 6 to amount healed.	HH98
Std	Turn Undead	CQ spell. Spend 1/arc spell or 1/battle *heal* use to cast. Affects 1d3+CHA nearby *undead*, WIS+LVL +9 vs MD to hit. Target suffers 26 damage and becomes *afflicted* (when making an attack it suffers 11 damage; save ends).	HH98
Quick	Use Invocation	Benefit from one of your invocations this battle. Only one can be active.	HH99
Std	Combat Boon	See *MAIN AT-WILL SPELL*. Natural 16+: subsequent save automatically succeeds.	HH102
Free	Never Give In	When you heal using a recovery, make a save with a +2 bonus vs tmp effect.	HH31
Free	*Adventurer Feat*	Don't expend power first time save fails each battle. Wait till next turn to use again.	
Std	Warrior's Inspiration	CQ spell. Nearby ally can heal using a recovering and make a no-trigger attack that deals holy dmg as a free action. They add +6 to amount healed.	HH106
Quick	Shield of Faith	Ranged spell. *Power:* One nearby ally gains a +2 bonus to AC and PD this battle, with an additional +1 while staggered. *Broad:* up to 3 nearby allies (including you) gain +1 bonus to AC and PD, with an additional +1 if staggered.	HH105

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

Defenses & Initiative

Physical Defense	Armor Class	Mental Defense	Initiative
20	24	18	+8

Basic Melee Attack

One Handed Axe
Weapon
6d6+10 / 31 / 6
Hit Damage / Avg / Miss
vs AC +11

Basic Ranged Attack

Thrown Axe
Weapon
6d6+4 / 25 / –
Hit Damage / Avg / Miss
vs AC +8 (near) +6 (far)

Main At-Will Spell

Combat Boon melee spell
Spell
6d6+10 holy damage / 31 / 6
Hit Damage/Type / Avg / Miss
vs AC +11
One nearby PC saves vs tmp effect, +1 bonus.
Target/Effect

Hit Points & Recoveries

50 (Staggered) | 100 | -50 (Dead)
Max HP

☐☐☐ ☐☐☐ ☐☐☐ — 8 Max Recoveries
Recoveries

Current HP

Dead

Average 45
6d10+12
Recovery Dice

Temp HP

Conditions & Other Effects | Save

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MAGIC ITEMS

6
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 each engaged foe 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
Std	**Mighty Healing**	CQ spell. *Power:* One nearby or far away ally can heal using a recovery regaining double the usual amount of hp plus an additional +26. *Broad:* up to 3 nearby or far away allies (including you) can use a recovery adding +16 to amount healed.	HH104
Std	**Divine Endurance**	CQ spell. *Power:* One nearby enemy gains 100 temporary hp. *Broad:* up to 3 nearvy allies (including yourself) gain 50 temporary hp.	HH107
Int	**Respite**	CQ spell. When a nearby ally is hit by an attack, roll a normal save. On a success they take half damage. On a failure the next recharge roll automatically suceeds.	HH107

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	☐ Mighty Healing
Disengage		☐ Divine Endurance
Intercept		
☐ Respite (Recharge 16+)		

POTIONS & RUNES

MISCELLANEOUS FEATURES & POWERS

Holy Light: Concentrate to surround yourself with gentle radiance. HH98.

Ritual Magic: HH198.

Cast for Power or Broad effect: Some spells can be cast two different ways. Choose at time of casting. HH98.

FEATS

FEATURE	TIER	FEATURE	TIER
Combat Boon	A	Never Give In	A
Strong Recovery	A	Heal	A
Divine Endurance	C	Combat Boon	C
	○		○
	○		○
	○		○

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

SPELL LIST

6
OF SPELLS

Bonus: **Heal, Turn Undead.**

- Combat Boon
- Warrior's Inspiration
- Shield of Faith
- Mighty Healing
- Divine Endurance
- Respite

GEAR & NOTES

Heavy Armor	14	+1	15
ARMOR	ARMOR AC	+SHIELD	=BASE AC
One Handed Axe	**Thrown Axe**		
MELEE WEAPON	RANGED WEAPON		

GOLD

CLERIC BASE ARMOR

ARMOR	BASE AC	ATK
NONE	10	+0
LIGHT	11	+0
HEAVY	14	-4
HEAVY (STR≥15)	14	+0
SHIELD	+1	+0

CLERIC WEAPON DAMAGE/ATTACK PENALTY

WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	–	d4/+0
LIGHT/SIMPLE (MACES, SPEARS, HANDAXES, SLINGS, SHORTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/-2	d6/+0
HEAVY/MARTIAL (LONGSWORDS, WARHAMMERS, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/-2	d10/-2	–	d8/-5	d8/-1

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

INCREMENTAL ADVANCES

- △ GAIN NEXT LEVEL FEAT
- △ INCREASE MAX HP TO NEXT LEVEL
- △ +1 MAGICAL ITEM ATTUNEMENT
- △ GAIN NEXT LEVEL POWER OR SPELL
- △ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9
- △ +1 TO SKILL & INITIATIVE CHECKS
- △ GAIN NEXT LEVEL TURN UNDEAD
- △ +1 TO PHYSICAL DEFENSE
- △ +1 TO MENTAL DEFENSE
- △ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7

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13th Age

Cleric Divine Domains

Cathedral of Light

To choose this talent, you must have at least one positive or conflicted relationship point with the Priestess.

At the start of each arc, randomly choose two cleric domains you don't already have. You can use the powers and invocations of these domains until the end of the arc.

Adventurer Feat: You have the adventurer feat for one of the two new domains you have been gifted. You choose which one at the beginning of each arc.

Champion Feat: Requires adventurer feat. You have the adventurer feats for both of the new domains, and your choice of one of their champion feats.

Random Domain Table

d12	Domain	d12	Domain
1	Friendship	7	Protection
2	Healing	8	Storm
3	Justice	9	Strength
4	Knowledge	10	Sun
5	Life	11	Trickery
6	Perfection	12	War

War or Leadership

Once per turn when you attack an enemy, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

Adventurer Feat: The bonus now applies against all enemies you attack, even through spells with multiple targets.

Champion Feat: Allies that have at least one Skull gain a +2 bonus from this power instead of +1

War/Leadership Invocation

This battle, all weapon attacks by you and your allies have their crit ranges expanded by 1 (usually to 19+).

Perfection or Beauty

Each battle, your first nearby ally to fumble by rolling a natural 1 with an attack can reroll and abide by the result. If the rerolled attack still misses, you take damage equal to double your level. *You can't use this in combination with Justice/ Vengeance's power.*

Champion Feat: Once per arc, reroll first 2 fumbles instead.

Perfection/Beauty Invocation

This battle, when the escalation die is 1+, all your nearby allies at full hit points gain +1 to all attacks and defenses.

Friendship or Love

You and all nearby allies gain a +2 to MD. When an effect like confusion would make you or one of your allies attack one of your true allies, the character about to attack can roll a normal save to avoid making the attack.

Champion Feat: Once per arc, you can use a free action to cancel a charmed, confusion, or shocked effect on yourself or one of your nearby allies. You can do this even if you wouldn't ordinarily be able to use any actions.

Friendship/Love Invocation

Invoke with a free action before the heroes roll initiative. Randomly pick two members of the whole adventuring party (including the cleric) to be *special allies* this battle.

- The initiative score for both this battle is the highest of the two. Each turn, they can choose who acts first, and who acts immediately after.
- When the second ally to act attacks an enemy the first ally also attacked that round, the enemy is vulnerable to their attacks.
- When the *special allies* heal using a recovery, they can spend a recovery from either ally.
- Each *special ally* has their crit range increased by 2 (usually 18+) vs enemies engaged with the other.

Healing

When you cast a spell other than *heal* that lets you or an ally heal using a recovery, add your Wisdom modifier to the amount of healing (5th level: WIS×2; 8th level: WIS×4).

Healing Invocation

This battle, you gain an additional use of the *heal* spell.

Adventurer Feat: The first *heal* spell you cast after using this invocation allows the target to heal without spending a recovery.

Champion Feat: The invocation of healing gives you two additional uses of *heal* this battle instead of one.

Life or Death

Each battle, the first time a nearby ally becomes staggered, they immediately heal hit points equal to 5 times your level.

Adventurer Feat: You and nearby allies gain +1 to death saves.

Champion Feat: Healing effect also applies to second ally who becomes staggered during a battle.

Epic Feat: Your first use of the *resurrection* spell is free.

Life/Death Invocation

One battle per arc, you and each of your allies can add the escalation die to a save. During that battle, you and your allies do not die at negative half of your hit point total, but when reaching negative hit point total instead.

Justice or Vengeance

Once per battle, when an enemy scores a critical hit against you or one of your nearby allies or drops you or one of your nearby allies to 0 hp or below, you gain an *attack-reroll blessing*. Immediately choose a nearby ally and give them the blessing as a free action; you can't hold on to it.

An ally with this blessing can use it to reroll an attack as a free action this battle. An ally can only have one such blessing on them at a time.

Adventurer Feat: You can now dispense the *attack-reroll blessing* up to twice a battle, though only once per turn.

Champion Feat: Replaces adventurer feat. As adventurer feat, but up to three times per battle.

Justice/Vengeance Invocation

This battle, add double your level to the normal miss damage of your attacks and the attacks of nearby allies.

Knowledge or Lore

You gain 4 additional background points that must be used in relation to knowledge or lore. In addition, three times per arc you can reroll a skill check involving knowledge.

Epic Feat: You gain a positive relationship point each arc with a random icon, purely because the icon has realized you know something they need to know. This changes every arc and it might contradict your usual icon relationships.

Knowledge/Lore Invocation

Use this invocation as a quick action during your first round of a battle. You gain a quick glimpse of the battle's future (or alternatively, you have knowledge of the enemies' capabilities or weaknesses). Roll a d6. As a free action after the escalation die reaches the number rolled, you can let one ally reroll a single attack roll with a +2 bonus, thanks to your vision of this future.

Adventurer Feat: In the round after the reroll you've provided, the chosen character gets another standard action on their turn as a free action.

Champion Feat: Replaces adventurer feat. As above, and you now roll a d4 for the invocation.

Protection or Community

Once per battle, you can affect two additional allies when you cast a spell for *broad effect*.

Champion Feat: Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a temporary effect.

Protection/Community Invocation

This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage.

Storm

Once per battle, as an interrupt action, deal thunder or lightning damage equal to 3 times your level to a nearby or engaged enemy that misses you with an attack (5th level: 4 times your level; 8th level: 5 times your level).

Adventurer Feat: Use this interrupt action as many times in the battle as you like when the escalation die is 2+.

Storm Invocation

This battle, you and your allies improve your crit range by 1 (usually 19+) with attacks against creatures that have taken thunder or lightning damage this battle.

Strength

Can wield heavy/martial weapons without an attack penalty.

Adventurer Feat: Once per arc, as a free action when the escalation die is 3+, deal extra damage on a melee attack non-critical hit. Extra damage is a number of d8s equal to your Strength modifier or level, whichever is higher.

Champion Feat: Replaces adventurer feat. You now use d12s instead of d8s for the bonus damage dice.

Strength Invocation

This battle, you and your nearby allies deal triple damage on critical hits with melee attacks.

Sun or Anti-Undead

When you wish, your melee and spell attacks can deal holy damage instead of the type of damage they normally deal. You cast *turn undead* at one level higher than your level.

Adventurer Feat: Gain +2 to all defenses against undead.

Champion Feat: Gain *resist damage* 16+ to fire, holy, and necro damage.

Sun/Anti-Undead Invocation

This battle, your spell and attack range increases: from nearby targets to far-away targets, and from engaged creatures or allies you are next to, to nearby ones.

Trickery/Cunning/Illusion

Twice per arc, but only once per battle, when you are engaged with an enemy, use a quick action to roll a d20 as your *trick die*. As a free action before the start of your next turn, give your *trick die* to a nearby ally or enemy who is about to make an attack roll. The trick die result becomes the natural result of their roll, instead.

Adventurer Feat: Your *trick die* can be used for any d20 roll, not just an attack.

Trickery/Cunning/Illusion Invocation

This battle, attacks against you by enemies that moved to engage you during this turn miss on natural odd rolls.

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