# 13th Age — Fighter

NAME: Dwarf
KIN

DESCRIPTION

LEVEL: 10

## One Unique Thing

## Momentum




You gain *Momentum* at the end of every one of your turns.

You lose *Momentum* if you are **hit** by an attack, or if you drop to **0 hp** or less.

When you make your first melee attack on your turn, if you have *Momentum*, roll an extra d20 and choose the result you prefer.

## Talents

**Cleave** You can make a no-trigger melee attack after killing a non-mook enemy or two mooks. HH114

**Tough as Iron** You can rally as a quick action HH115

**Skilled Intercept** See *FEATURES & POWERS* HH115

**Never Defeated** Whenever you heal by spending your own recoveries, gain a +2 bonus to all defences until the end of the next round of combat. HH116

## Backgrounds

| Background | Bonus |
|---|---|

Skill Check = 10 (Level) + Ability Modifier + Background

## Icon Relationships

| #D6 | +/±/–* | Icon | 5+ ↻ | Used ↻ |
|---|---|---|---|---|
| | | | ☐☐☐ | ☐☐☐ |
| | | | ☐☐☐ | ☐☐☐ |
| | | | ☐☐☐ | ☐☐☐ |

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

## Ability Scores

Armor Class

| Strength | Dexterity | Constitution | Wisdom | Intelligence | Charisma |
|---|---|---|---|---|---|
| Score 22 | Score 16 | Score 20 | Score 10 | Score 14 | Score 15 |
| +6 Modifier | +3 Modifier | +5 Modifier | +0 Modifier | +2 Modifier | +2 Modifier |

Physical Defense | Mental Defense

## Defenses & Initiative

| Physical Defense | Armor Class | Mental Defense |
|---|---|---|
| 25 | 29 | 22 |

Initiative: +13

## Basic Melee Attack

**Longsword** (Weapon)
10d8+39 (Hit Damage) / 84 (Avg) / 10 (Miss)
+16 vs AC

## Basic Ranged Attack

**Longbow** (Weapon)
10d8+27 (Hit Damage) / 72 (Avg) / – (Miss)
+13 (Near) / +13 (Far) vs AC

## Features, Powers, & Maneuvers

| Action | Name | Trigger/Target/Effect | Page # |
|---|---|---|---|
| - | **Threatening** | When an enemy tries to disengage from you, they take a -4 penalty. | HH114 |
| Free | **Comrade Defender** | When intercepting you can make a no-trigger attack with a +2 bonus to hit. | HH31 |
| Int | **Skilled Intercept** | 1/round you can attempt to intercept an enemy moving past you while engaged. Roll a normal save adding the *ESC DICE*, if you succeed you can pop free from one enemy and move to intercept, triggering oppurtunity attacks from any remaining engaged enemies. If you're wearing heavy armour or weilding a shield you take only half damage from the first attack made by the enemy that you intercept during this turn. If you fail the save, you don't get to intercept but also don't spend the interupt action. | HH115 |
| *Champ Feat* | | When intercepting, +2 defences vs the enemy's attack, and don't lose Momentum if they hit. | |
| *Epic Feat* | | You can use a Skilled Intercept save to intercept an enemy that is not even moving past you. On a success you steal a march and move past any other enemies and allies. | |
| Quick | **Tough as Iron** *(Adventurer Feat)* | Rally for a second time this battle a without needing to make a save. | HH115 |
| Std | **Grit & Scrap** | As *basic melee attack* and gain a +2 bonus to all defences until the end of your next turn, and temporary hp equal to ESC DICE + 10. | HH116 |
| Std | **Carve an Opening** | As *basic melee attack* and gain a cumulative +1 bonus crit range with melee this battle until you score a melee critical hit. | HH116 |
| Std | **Escalation Strike** | As *basic melee attack* with + 8 damage per point on the *ESC DICE*. | HH116 |

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

## Hit Points & Recoveries

156 Staggered | 312 Max HP | -156 Dead

9 Max Recoveries

Recoveries ↻

Current HP

Dead

Average 92
10d8+47
Recovery Dice

Temp HP

| Ongoing Damage ⊗ | Type | Save |
|---|---|---|
| | | |

Conditions & Other Effects ⊗ | Save

## Usage

| At-Will & Recharge | Per Battle ⊗ | Per Arc ↻ |
|---|---|---|
| Skilled Intercept | ☐ Comrade Defender | ☐ *(Adv Feat)* Tough as Iron |
| Carve an Opening | ☐ Cleave | |
| | ☐ Tough As Iron | |
| | ☐ Grit & Scrap | |
| | ☐ Escalation Strike | |
| | ☐ *(Epic Feat)* Skilled Intercept | |



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## Magic Items

10
MAX ATTUNED

### Potions & Runes

## Maneuvers List

8
# OF MANEUVERS

- Grit & Scrap
- Carve an Opening
- Escalation Strike
- Melee Footwork
- Combat Surge
- Poised Defence
- Blood & Blades
- Positioning Strike

## More Features, Powers, & Maneuvers

| 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 | **Combat Surge** | As *basic melee attack* except if you hit, you will not lose Momentum before the start of your next turn unless you are hit *twice* or reduced to 0hp. | HH116 |
| Std | **Poised Defence** | As *basic melee attack* except, Natural even roll: You can heal using a recovery. Natural odd roll: You can heal half your normal recovery. If you make a normal save it is free, if not it costs a recovery. | HH116 |
| | *Champ Feat* | If you miss, you can use *poised defence* again later this battle. | |
| Std | **Melee Footwork** | As *basic melee attack* except gain a +1 bonus to attack per enemy you are engaged with. Hit: You or an ally you share an engaged enemy with can make a disengage check as a free action with the same bonus. You cannot use *melee footwork* with your next standard action attack. Miss: No damage. | HH116 |
| Std | **Blood & Blades** | As *basic melee attack* and roll a d12, if equal to or higher than your remaining recoveries: fumbles become misses, misses hit, hits crit, and crits do triple damage. | HH118 |
| | *Epic Feat* | If you miss, you regain *blood & blades* after the battle | |
| Std | **Positioning Strike** | As *basic melee attack* and until the end of your turn you get a +4 bonus to defences vs oppurtunity attacks and take only half damage from them | HH118 |
| | **Never Defeated** *(Epic Feat)* | When you rally you can spend an additional recovery to heal additional hp. | HH116 |
| | **Extra Tough** *(Zenith Feat)* | If the *ESC DICE* advances while you are conscious with more than 0hp, add 20 to your maximum and current hp until the end of the battle. | HH114 |

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

## Miscellaneous Features & Powers

**Two-Weapon Fighting:** With a one-handed weapon in each hand, a natural 2 on an attack roll hits.

**Extra Tough:** You start with 9 recoveries instead of 8.

## Gear & Notes

| | | | | |
|---|---|---|---|---|
| **Heavy Armour** (Armor) | 15 (Armor AC) | 1 (+Shield) | 16 (=Base AC) | |
| **Longsword** (Melee Weapon) | **Longbow** (Ranged Weapon) | | | |

Gold

### Fighter Base Armor

| Armor | Base AC | Atk |
|---|---|---|
| None | 10 | +0 |
| Light | 13 | +0 |
| Heavy | 15 | +0 |
| Shield | +1 | +0 |

### Fighter 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 (shortswords, spears, handaxes, javelins, shortbows, light crossbows) | d6/+0 | d8/+0 | d6/+0 | d6/+0 | d6/+0 |
| Heavy/Martial (longswords, warhammers, greatswords, longbows, heavy crossbows) | d8/+0 | d10/+0 | – | d8/+0 | d8/+0 |

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

## Usage

| At-Will & Recharge | Per Battle | Per Arc |
|---|---|---|
| Assist | ☐ Rally | ☐ Blood & Blades *(Desperate)* |
| Disengage | ☐ Combat Surge | |
| Intercept | ☐ Poised Defence | |
| Melee Footwork | | |

## Feats

| Feature | Tier | Feature | Tier |
|---|---|---|---|
| Comrade Defender | A | Tough as Iron | A |
| Strong Recovery | A | Melee Footwork | A |
| Skilled Intercept | C | Never Defeated | C |
| Poised Defence | C | Skilled Intercept | E |
| Blood & Blades | E | Never Defeated | E |
| Extra Tough | Z | | ○ |

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

## Incremental Advances

- △ Gain next level feat
- △ +1 magical item attunement
- △ Increase max HP to next level
- △ +1 to skill & initiative checks
- △ +1 to physical defense
- △ +1 to mental defense
- △ +1 to 3/4/5 ability scores at level 3/6/9
- △ Gain next level power or maneuver
- △ Gain 2x/4x ability multipliers at level 4/7
- △ Gain next level talent at level 4

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# 13th Age

## Fighter Maneuvers

### Level 1 — Big Swing — 1/battle

*Must use both a standard action and a move action.* Increase your crit range by the escalation die. **Miss:** Half damage.

**Adventurer Feat:** If the first *big swing* with a two-handed melee weapon misses, you can use it again this battle.

**Epic Feat:** Target is one or two enemies.

### Level 1 — Carve an Opening — at-will

**Hit:** Crit range expands by 1 (cumulative). Crit range resets after successful critical hit and at the end of the battle.

**Adventurer Feat:** Once per battle, expand crit range by 1 when you miss with *carve an opening.*

**Champion Feat:** Expand crit range on hit by 2 instead.

### Level 1 — Grit & Scrap — 1/battle

Gain +2 to all defenses until end of your next turn, and temporary hp equal to your level plus the escalation die.

**Adventurer Feat:** Do not spend if first use misses.

**Champion Feat:** Gain additional use if you have Skulls.

### Level 1 — Escalation Strike — 2/battle

**Hit:** Add +2 to damage per point on the escalation die (add +3 at 3rd level, +4 at 5th, +6 at 7th, or +8 at 9th instead).

**Adventurer Feat:** Use the following bonuses instead: +3 at 1st & 2nd level, +4 at 3rd, +5 at 4th, +6 at 5th, +7 at 6th, +8 at 7th, +10 at 8th, +12 at 9th, and +15 at 10th.

### Level 1 — Melee Footwork — at-will

Attack gains bonus equal to number of enemies engaged with. **Hit:** Cannot use *melee footwork* as your next standard action attack. **Miss:** No damage.

**Adventurer Feat:** On a hit, you or an ally can disengage as a free action from the enemies you are engaged with.

### Level 3 — Battle Drill — 1/arc

*Cannot use Cleave the same turn as battle drill.* **Hit:** Make a no-trigger bonus attack. As long as bonus attack hits with natural even roll, keep making bonus attacks, up to a number of times equal to the highest mental ability modifier.

**Adventurer Feat:** If original attack misses, you can use *battle drill* again later this battle.

**Epic Feat:** Usage becomes 2/arc.

### Level 3 — Combat Surge — 1/battle

**Hit:** Do not lose Momentum before start of your next turn, unless you are hit twice or reduced to 0 hp.

### Level 3 — Grim Intent — 1/battle

Roll *grim intent* damage equal to 1 *Weapon* die per escalation point (2 dice at 5th level, 3 at 8th). **Hit:** Target suffers bonus *grim intent* damage; you suffer half *grim intent* damage yourself. **Crit:** Target suffers double damage, you suffer none. **Miss:** Target and you both suffer half *grim intent* damage.

**Champion Feat:** Usage becomes 2/battle.

### Level 5 — Poised Defense — 1/battle

**Natural even hit or miss:** You can heal using a recovery. **Natural odd hit or miss:** You can heal for half your recovery dice. Roll normal save; do not spend recovery if it succeeds.

**Champion Feat:** Do not spend usage if attack misses.

**Epic Feat:** You can use at-will when escalation die is 5+, even if you already spent the 1/battle use.

### Level 5 — Positioning Strike — at-will

Gain +4 to defenses against opportunity attacks, and take only half damage from them, until the end of your next turn.

**Champion Feat:** Take one-quarter damage instead.

### Level 5 — Thump & Bash — 1/battle

**Natural even hit:** Target is *dazed* until end of your next turn (or *weakened* at 7th level). **Miss:** If using a two-handed weapon, do not spend this use of *thump & bash.*

**Champion Feat:** Usage becomes 2/battle.

### Level 7 — Chop Bludgeon Stab — RCH 16+

*Recharge 11+ if used when escalation die is 2+.* Target up to 3 engaged enemies, with one attack each. You can take your move action between two of the attacks.

**Champion Feat:** A miss deals half of a hit damage.

**Epic Feat:** Target up to 4 enemies with one attack each.

### Level 7 — Blood & Blades — arc/desperate

If d8 roll equal or higher than your remaining number of recoveries, a fumble becomes a miss, a miss becomes a hit, a hit a crit, and a crit does triple damage. **Miss:** Half damage.

**Champion Feat:** If d8 roll fails, regain use in next battle.

**Epic Feat (replaces champ):** As above but roll a d12.

### Level 9 — Inescapable Strike — 1/arc

**Hit:** Gain damage bonus equal to twice your level. **Miss:** Reroll a miss up to a number of times equal to the escalation die. Double the bonus damage with each reroll.

**Epic Feat:** Usage becomes 1/battle.

### Level 9 — I Say Thee, Nay! — 1/battle

*Interrupt action.* When an enemy attacks you while engaged with you, roll your attack simultaneously. Compare your natural rolls. If yours is equal or higher, you attack first. If it's lower, your attack is cancelled. **Miss:** Half damage.

**Epic Feat:** Spend a recovery to reroll your *I say thee, nay!*

## Flexible Attacks

| Level Required | Name | Usage per Battle | Trigger 1 | Trigger 2 | Available Feats |
|---|---|---|---|---|---|
| 1st level | **Defensive Fighting** | At-will | **Natural odd hit or miss:** +1 AC (+2 is using a shield) until the end of your next turn. | **Natural even hit:** +2 AC (+3 is using a shield) until the end of your next turn. | **Adventurer Feat:** Gain the bonus to Physical Defense too.<br>**Epic Feat (replaces adv):** Bonus applies to all defenses. |
| 1st level | **Hack & Slash** | At-will | **Natural 11+:** Deal damage equal to your STR modifier to a different engaged enemy than the target of your original attack (5th level: STR×2; 8th level: STR×4). | **Natural 16+:** Make a half-damage, no-trigger melee attack against a different engaged enemy that the target or your original attack. | **Adventurer Feat:** If you have a move action to use, you can use it before using the triggered damage or half-damage attack vs. a different enemy. |
| 1st level | **Steady Iron** | ☐<br>☐ | **Natural even hit:** Gain temporary hp equal to your CON modifier (5th level: CON×2; 8th level: CON×4). | **Natural even miss:** You have Momentum in your next turn, unless you fall unconscious before then (in other words, you don't lose Momentum if you get hit). | **Adventurer Feat:** Usage becomes 2/battle. |
| 3rd level | **Slice an Opening** | At-will | **Natural odd hit or miss:** Expand your melee crit range by 1 until you score a critical hit (usually 19+). | **Natural 14+:** Expand your melee crit range by 2 until you score a critical hit (usually 18+). | |
| 5th level | **Heavy Blow** | ☐ | **Natural odd hit:** Reduce the target's AC by 2 until the end of the battle. | **Natural even hit vs already staggered enemy:** Target is *dazed* until end of your next turn (or *weakened,* if you are using a two-handed weapon). | **Champion Feat:** Target's AC is now reduced by 3. |
| 7th level | **Press the Assault** | ☐ | **Natural 5, 10, 15, or 20:** You gain a bonus no-trigger attack as a free action on your next turn. | **Natural 2–4 when escalation die is 2+:** Gain an immediate no-trigger attack as a free action. | |
| 9th level | **Gauging Style** | ☐ | **Natural 6–10:** As an interrupt action later this battle, force an enemy to reroll a melee hit against you (but not a crit). | **Natural 18+:** Like 6–10 result, but it also works against a critical hit. | |



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