13th Age — Barbarian

Name: Troll-kin
Kin

Description

Level: 9

One Unique Thing

Ability Scores

Armor Class

Ability	Score	Modifier
Strength	21	+5
Dexterity	16	+3
Constitution	19	+4
Wisdom	10	+0
Intelligence	13	+1
Charisma	13	+1

Physical Defense | Mental Defense

Hit Points & Recoveries

Max HP: 220 (110 staggered, -110 dead)

Recoveries: 8 max recoveries

Current HP

Bloody Resolve: see features when hp 49-.

Recovery Dice: 9d12+26 (average 85)

Temp HP

Ongoing Damage	Type	Save

Conditions & Other Effects	Save

Rage & Skulls

Raging (token)

While raging, you can use ***raging strike*** and ***raging throw*** instead of basic attacks.

To start raging:
- Spend 1/arc use, or...
- Roll **9+** on a **d12 + ESC**, at the start of your turn, and the first time each battle you are damaged by an enemy attack.

Rage ends on death save fail (you can restart).

+1 to defenses and crit range — +2 to defenses and crit range — Dead

Defenses & Initiative

Physical Defense	24
Armor Class	24
Mental Defense	20
Initiative	+12

Raging Strike & Throw

16+ Crit

Miss: 18

Basic Melee Attack

Greatsword (Two-Handed)

Weapon: 9d10+30* (hit damage) / 80 (avg) / 9 (miss) — vs AC +14

* **Two-Hander:** 9d12+30 (avg 89) while raging.

Basic Ranged Attack

Handaxe

Weapon: 9d6+30 (hit damage) / 62 (avg) / - (miss) — vs AC +12 (near) +10 (far)

Backgrounds

Background	Bonus

Skill Check = 9 (level) + Ability Modifier + Background

Legendary Prowess: you can reroll STR and CON skill checks.

Icon Relationships

#D6	+/±/–*	Icon	5+	Used
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐

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

Features, Talents, & Powers

Action	Name	Trigger/Target/Effect	Page #
Free	**Start Rage**	Start raging immediately (see *RAGE & SKULLS* for other ways to start raging).	HH65
-	**Grim Determination**	Defenses and crit range increase when you have Skulls (see *RAGE & SKULLS*).	HH65
Free	**Lethal**	When ESC is 1+, reroll an attack (not a fumble), and deal +7 dmg on a hit.	HH43
Free	**Barbaric Cleave**	Make an extra attack with a +2 bonus after killing an enemy, the last mook in a mob, or 3 mooks at once. You can move first if you need to.	HH66
Free	*Adventurer Feat*	Turn a missed Cleave attack into a hit.	
Free	*Champion Feat*	After hitting with a Cleave attack, heal using a recovery.	
Free	**Two-Hander**	*Daze* an enemy that is *staggered* after you attack it in melee and deal at least 1 damage. Condition lasts until the end of your next turn.	HH67
Free	*Adventurer Feat*	When enemy damages you, make an attack against them.	
Quick	*Champion Feat*	For rest of battle damaged enemies take -2 to attacks while engaged with you.	
Free	**Violence**	Before rolling an attack, decide to add 1d12 to the attack roll, and increase your crit range by ESC. Cannot be used in conjuction with any other talent.	HH67
Free	**My Turn**	When an enemy hits you, attack them; Rage applies if you're raging.	HH68
Free	**Bloody Resolve**	When an attack reduces your hit points to 49 or less, remain on 49 hp and make an attack, Rage applies if you're raging..	HH69

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

Usage

At-Will & Recharge	Per Battle	Per Arc
	☐ Lethal	☐ Start Rage
	☐ Barbaric Cleave	☐ Two-Hander Adv Feat
	☐ Two-Hander	☐ Barb. Cleave Adv Feat
	☐ Two-Hander (ESC 4+)	☐ Barb. Cleave Cha Feat
	☐ Violence	☐ Two-Hander Cha Feat
	☐ My Turn	☐ Violence
		☐ Bloody Resolve

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Magic Items

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Max Attuned

More Features, Talents, & Powers

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

Usage

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

Potions & Runes

☐☐ **Epic Healing Potions:**
☐ recovery + **4d8** hp (no cap).

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

Feats

Feature	Tier	Feature	Tier
Lethal	A	Two-Hander	A
Grim Determination	A	Barbaric Cleave	A
Barbaric Cleave	C	Two-Hander	C
My Turn	C	Bloody Resolve	E
Violence	E		

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

Miscellaneous Features

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

Gear & Notes

Light Armor (Armor)	12 (Armor AC)	+0 (+Shield)	12 (=Base AC)
Greatsword (Two-Handed) (Melee Weapon)	Handaxe (Ranged Weapon)		

Gold

Incremental Advances

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

Barbarian Base Armor

Armor	Base AC	Atk
None	11	+0
Light	12	+0
Heavy	13	-2
Shield	+1	+0

Barbarian Weapon Damage/Attack Penalty

Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
Small (daggers, clubs, hand crossbows)	d4/+0	d6/+0	d4/+0	–	d4/-5
Light/Simple (warclubs, spears, handaxes, javelins, shortbows, light crossbows)	d6/+0	d8/+0	d6/+0	d6/+0	d6/-5
Heavy/Martial (longswords, battleaxes, greatswords, longbows, heavy crossbows)	d8/+0	d10/+0	–	d8/+0	d8/-5

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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