# Character Sheet

**Name:** Paladin  
**Race:** Human  
**Class:** Paladin  
**Level:** 2

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>DEX</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
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<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Physical Defense</th>
<th>Mental Defense</th>
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<tr>
<td>21</td>
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<thead>
<tr>
<th>Hit Points</th>
<th>Recoveries</th>
<th>Recovery Roll</th>
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<tbody>
<tr>
<td>44</td>
<td>8</td>
<td>2d10+2</td>
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</table>

## One Unique Thing

**Quick To Fight:** Roll initiative twice, choose the result you want.

## Racial Power

**Smite Evil:** Once per battle, plus an additional 3 times per day, you may declare you’re Smiting Evil. Add +4 to hit and +1d12 to the damage roll and deal half damage with the attack even if it misses.

## Powers & Spells

**Lay on Hands:** Twice per day as a quick action, heal yourself or an ally by touching them and spending a recovery. Add +6 hit points to the amount healed by the recovery.

**Bastion:** +1 AC, and one per battle, you can take half the damage onto yourself when an ally is hit by an attack.

**Divine Domain of Leadership:** Once per turn when you make a melee attack on an enemy, your allies gain a +1 attack bonus against that enemy until the start of your next turn. Also, once per day, you make invoke this domain to increase the escalation die by 1.

## Class Features

**Smite Evil:** Once per battle, plus an additional 3 times per day, you may declare you’re Smiting Evil. Add +4 to hit and +1d12 to the damage roll and deal half damage with the attack even if it misses.

## Backgrounds

**Smite Evil:** Once per battle, plus an additional 3 times per day, you may declare you’re Smiting Evil. Add +4 to hit and +1d12 to the damage roll and deal half damage with the attack even if it misses.

## Equipment

**Heavy Armor**  
**Longsword**  
**Shield**  
**Longbow**

## Feats

**Smite Evil**  
**Lay on Hands**  
**Toughness**

## Magic Items
Name: Bard
Race: Half-Elf

Class Level

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Armor Class 14
Physical Defense 12
Mental Defense 15

Hit Points 28
Recoveries 8
Recovery Roll 2d8

One Unique Thing
Racial Power

Basic Melee Attack
Attack Hit Miss
+4 vs. AC 2d8+3 2

Basic Ranged Attack
Attack Hit Miss
+4 vs. AC 2d6+3 —

Surprising: once per battle, subtract one from the natural result of one of your own d20 rolls

Powers & Spells

Basic Ranged Attack
Attack Hit Miss
+4 vs. AC 2d6+3 —

EQUIPMENT

Scimitar
Leather Armor
Short Bow
Instrument

MAGIC ITEMS

Spellsinger – Bonus Spell (Soundburst)
Jack of Spells – Bonus Spell (Scorching Ray)

Balladeer – Pick two Icons. You know a great song for each that praises that Icon. Make a DC15 Charisma check once per day to gain 2 points of positive relationship with that Icon.

Class Features

Bardic Songs
Battle Cries
Spell

Talents

Spellsinger – Bonus Spell (Soundburst)
Jack of Spells – Bonus Spell (Scorching Ray)

Balladeer – Pick two Icons. You know a great song for each that praises that Icon. Make a DC15 Charisma check once per day to gain 2 points of positive relationship with that Icon.

FEATS

Battle Chant
We Need You
**Name**

Wizard

**Race**

Elf

**Class**

Wizard

**Level**

2

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**Armor Class**

**Physical Defense**

**Mental Defense**

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**Hit Points**

**Recoveries**

**Recovery Roll**

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**One Unique Thing**

Once per battle as a move action, place yourself in a nearby location you can see.

**Racial Power**

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**Basic Melee Attack**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Hit</th>
<th>Miss</th>
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<tbody>
<tr>
<td>+1 vs. AC</td>
<td>2d6</td>
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**Basic Ranged Attack**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Hit</th>
<th>Miss</th>
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<tbody>
<tr>
<td>+2 vs. AC</td>
<td>1d4</td>
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**Icon Relationships**

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**Backgrounds**

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**Class Features**

**Ritual Magic** – make up a ritual effect and expend one of your spells to fuel it

Cantrips

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**Talents**

**Abjuration** – +4 AC bonus until the end of your next turn after casting a daily spell

**Evocation** – Once per battle, when casting a spell that targets Physical Defense, max out the spell’s damage dice.

**High Arcana** – memorize a daily spell twice

---

**Feats**

**Ritual Magic**: Complete a ritual in 1d3+1 rounds instead of several minutes

**Magic Missile**: You may choose two targets for the spell and split damage dice between them.

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**Equipment**

Staff

Hand Crossbow

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**Magical Items**

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---
Name: 13th Age
Class: Barbarian
Race: Dwarf

Level: 2

Attributes:

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<tr>
<th>STR</th>
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<td>8</td>
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</table>

Armor Class: 16
Physical Defense: 17
Mental Defense: 11

Hit Points: 44
Recoveries: 8
Recovery Roll: 2d10+4

One Unique Thing:

That Your Best Shot? Once per battle, use a recovery after you've been hit by an enemy attack. If the escalation die is less than 2, you only get half the usual healing.

Icon Relationships:

Powers & Spells:

Basic Melee Attack:

<table>
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<tr>
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<td>+6 vs. AC</td>
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Basic Ranged Attack:

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<th>Attack</th>
<th>Hit</th>
<th>Miss</th>
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<tr>
<td>+4 vs. AC</td>
<td>2d8+2</td>
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Equipment:

Chainmail
Great axe
Longbow

Class Features:

Rage: Once per day, you can rage. While raging, roll 2d20 for your attacks and take the best one; if both roll 11+ and the higher is a hit, it becomes a critical hit. After a battle, roll 1d20+4; on a 16+, you can rage again that day.

If the escalation die is 4+, you can start raging no matter what.

Feats:

Rage
Building Frenzy

Talents:

Building Frenzy: One battle per day, whenever you miss, gain +d6 damage to all your melee attacks, to a maximum of +4d6.

Unstoppable: Once per battle, heal using a recovery after you make a successful melee attack.

Slayer: During your turn, when you attack a staggered enemy you weren’t engaged with at the start of your turn, deal +2d6 damage on a hit.

Magic Items:

The escalation die is 4+,
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<thead>
<tr>
<th>Name</th>
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<td>+6</td>
<td>+4</td>
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### One Unique Thing

**Racial Power**
- **Small:** +2 AC bonus against opportunity attacks.
- **Evasive:** Once per battle, force an enemy that hits you to reroll the attack with a -2 penalty.

### Icon Relationships

**POWERS & SPELLS**
- **Power:** Evasive Strike. If you hit with this attack, pop free from your enemy.
- **Power:** Deadly Thrust. If you use this attack, add your Strength modifier (+1) to your attack roll.
- **Power:** Sure Cut. If you use this attack when sneak attacking, spend momentum to add your Sneak Attack damage if you miss.
- **Power:** Tumbling Strike. If you use this attack, you get a +5 to disengaging and can move in, attack, and disengage as a quick action.
- **Power:** Roll With It. Spend momentum when an enemy hits your AC to take half damage.

### Backgrounds

**Class Features**
- **Momentum:** When you hit someone, you gain momentum. When you’re hit, you lose momentum. It’s a binary thing – you have it or you don’t. Some of your powers key off momentum.
- **Sneak Attack:** +1d8 damage against foes that are engaged with one of your allies.
- **Trap Sense:** Reroll failed even checks to find traps, or successful odd attack rolls by traps on you.

### Talents

**Improved Sneak Attack** – increases your sneak attack damage (already factored in)

**Swashbuckle** – once per battle, do something acrobatically or dramatically awesome. No need to roll.

**Smooth Talk** – Once per day, fast-talk your GM and roll d20+2 when talking to servants of an Icon; on an 11+, gain a temporary 2-point positive relationship with that Icon.

### FEATS

**Smooth Talk**
- **Strong Recovery** – you may reroll one die when rolling for a recovery.
**Name**  
Cleric

**Race**  
Human

**Class**  
Cleric

**Level**  
2

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**STR**  
14

**CON**  
14

**DEX**  
10

**INT**  
8

**WIS**  
18

**CHA**  
14

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**Armor Class**  
17

**Physical Defense**  
15

**Mental Defense**  
15

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**Hit Points**  
36

**Recoveries**  
8

**Recovery Roll**  
2d8+2

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**One Unique Thing**

You can invoke each domain once per day, and can only use one invocation/invite effect in a specific battle.

- **Domain: Healing.** When you heal someone, they get an extra +4 hit points worth of healing. Invoke: Gain an extra use of the *heal* spell.

- **Domain: Life.** You and your nearby allies get a +2 bonus to death saves. Invoke: You and each of your allies can add the escalation die to one save each this battle. Also, you and your allies only die when at a negative hit point total equal to your full hit points.

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**Icon Relationships**

**Backgrounds**

- **Domain: Illusion.** Once per battle when engaged with an enemy, roll a d20 and note the result. As a free action before the start of your next turn, use that result for an attack roll made by an ally or enemy instead of rolling. Invoke: Enemies who engaged you during their turn miss on natural odd rolls.

- **Spell: Heal** – usable twice per battle, quick action, a nearby ally may heal using a recovery.

**Equipment**

- **Heavy Armor**
- **Mace**
- **Shortbow**

**Magic Items**

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**Class Features**

**Racial Magic** – cast your spells as rituals

**Bonus spell: Heal**

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**Talents**

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**Racial Power**

**Quick To Fight:** Roll initiative twice, choose the result you want.

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**Feats**

- **Heal**
- **Domain of Life**

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**Powers & Spells**

**Basic Melee Attack**

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<tr>
<th>Attack</th>
<th>Hit</th>
<th>Miss</th>
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<tbody>
<tr>
<td>+4 vs. AC</td>
<td>2d6+2</td>
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**Basic Ranged Attack**

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<thead>
<tr>
<th>Attack</th>
<th>Hit</th>
<th>Miss</th>
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<tr>
<td>+2 vs. AC</td>
<td>2d6</td>
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**POWERS & SPELLS**

**Spells**

- **Spell: Hammer of Faith** – Daily, until the end of the battle, roll d12s instead of d6s for melee attack damage.

- **Spell: Shield of Faith** – Daily, Quick Action, either one nearby ally gains +2 AC for the rest of the battle, or three nearby allies gain +1 AC for the rest of the battle.

- **Spell: Bless** – Daily, Quick Action, either one nearby ally gains +2 to attack for the rest of the battle, or three nearby allies gain +1 to attack for the rest of the battle.

- **Spell: Spirits of the Righteous** – once per battle, Targets one nearby enemy, +6 vs. MD, on a hit, 4d6+4 holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn. On a miss, your nearby ally with the fewest hit points gets only a +2 bonus.