13th Age

Name		Race	Halfling
Class	Rogue	Level	9th

	STR	CON	DEX	INT	WIS	CHA
	8	20	22	10	10	8
Modifier	-1	+5	+6	0	0	-1
Modifier + Level	+8	+14	+15	+9	+9	+8
			Initiative			

initiative = +19

Armor Class	Physical Defense	Mental Defense	Save Bonuses
AC 26	PD 26	MD 19	

Hit Points	Recoveries	Recovery Roll
current / 220 maximum	current / 8 maximum	9d8+ 15

One Unique Thing

Icon Relationships

Backgrounds

Class Features (if any)

MOMENTUM, SNEAK ATTACK, TRAP SENSE

Talents

1. IMPROVED SNEAK ATTACK
   Better sneak attack damage
2. SWASHBUCKLE
   1/battle quick action stunt
3. TUMBLE
   +5 disengage & disengage from intercepts
4.
5.

Racial Power

EVASIVE: 1/battle enemy rerolls attk at -2

SMALL: +2 AC against opportunity attks

Powers & Spells

Evasive Strike (At-Will) melee

Flying Blade (At-Will) ranged

Roll With It (At-Will interrupt) momentum

Tumbling Strike (At-Will) melee

Sure Cut (At-Will) melee

Deflection (At-Will 1/round interrupt) momentum

Harmless Misdirection (At-Will 1/rnd intrpt) moment.

Swift Riposte (At-Will 1/rnd intrpt) moment.

Feats

1. Sneak Attack
2. Improved Initiative
3. Tumble
4. Improved Sneak Attack
5. Tumble (champion)
6. Sneak Attack (champion)
7. Improved Sneak Attack (champion)
8. Tumble (epic)
9. Sneak Attack (epic)
10.
11.

Basic Melee Attack

Attack	Hit	Miss
+15	9d8+18	9

Sneak Attack = +5d8 (1/day +5d20)

Basic Ranged Attack

Attack	Hit	Miss
+15	9d6+18	9

Equipment

GP

Light armor, lots of daggers, shortbow

Magic Items

Incremental Advances

- Ability Score Bonus ☐ — 4th / 7th / 10th level (+1 to 3 abilities)
- Feat ☐
- Hit Points ☐
- Extra Magic Item ☐
- Power/Spell ☐☐☐☐
- Skills (+1) ☐

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