13th Age

Name	Kaleb Crestview	Race	Dwarf
Class	Shield-bearer	Level	2

	STR	CON	DEX	INT	WIS	CHA
	18	18	8	10	14	8
Modifier	4	4	-1	0	2	-1
Modifier + Level	6	6	1	2	4	1
			Initiative			

Armor Class	Physical Defense	Mental Defense
AC 20	PD 17	MD 12

Save Bonuses

Hit Points: current / 52 maximum

Recoveries: current / 8 maximum

Recovery Roll: 2d12+ 4

One Unique Thing

Cursed by The Priestess to save 100 lives for killing one of her followers in a bar fight. You are incapable of consuming or enjoying alcohol until the curse is lifted.

Icon Relationships

3 Conflicted Priestess

Backgrounds

3 Bar Trivia Champion
3 Anvil Guardsman
2 Professional Gambler

Class Features (if any)

Defender, Bodyguard

Talents

1. Tower-shield Mastery
   Shield bonus is +3 AC
2. Durable
   base HP is 9
3. Aegis of Armies
   hit with 11+ = give near ally free save w/+2 bonus
4.
5.

Racial Power

1/Fight free to spend recovery after getting hit. half HP if esc die < 2

Powers & Spells

DEFENDER: end of your turn,
if no attack or shield attack
give near ally +1 AC OR
give ally engaged with same enemy as you +2 AC

BODYGUARD: interrupt
if multi target atk includes you
take hit for another ally too
-2 to your defenses for both attacks

Feats

1. AoA on 11+ and +2 to save
2. 1/fight if crit, also stun
3.
4.
5.
6.
7.
8.
9.
10.
11.

Basic Melee Attack

Attack	Hit	Miss
+6	2d6+4	2

Basic Ranged Attack

Attack	Hit	Miss
+1	WPN-1	0

Equipment

GP

Tower shield (1d6), dwarven beer stien
Studded leather armor, gambler's little black book,
Dragon Empire History Tome, Weighted dice,
Anvil Military Clearance Tattoo, First Aid Kit.

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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