

Character Name

Half-Orc

Race

Abomination 7

Class & Level

22 STR +6

19 CON +4

14 DEX +2

Initiative

+9

Level + Dex

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

Height & Weight

Age & Sex

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

10 INT 0

12 WIS +1

8 CHA -1

Hit Points

144

Maximum

Current

Recoveries

8

7d10+8

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Death Saves

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PD

22

11 + Level + Str/Con/Dex

AC

22

13 + Level + Con/Dex/Wis

MD

17

10 + Level + Int/Wis/Cha

Icon Relationships

Orc Lord (positive 2)

The Three (conflicted 1)

The Shadow Prince (positive 1)

One Unique Thing

Backgrounds

Champion of Dhuul the Storm God +4

First Mate of the Crimson Pearl +4

Talents & Features

Lethal (Half-Orc Racial Power)

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Native Element: Lightning (Class F.)

Resist Lightning 17+

Intimidating (Class Feature)

Use Strength for Charisma in social skill checks.

Adv. Feat: Once per scene an ally can add your Strength to a Charisma-based skill check.

Fueled by Pain (Talent)

While you are staggered, your melee and spit attacks (adv. feat) gain a +2 bonus to their critical threat range.

Hard to Kill (Talent)

Gain a +4 bonus to death saves.

Adventurer Feat: When at zero hit points, add an extra die to recovery rolls.

Champion Feat: Increase your base hit points to 8 + Con.

Elemental Eruption (Talent)

Gain a Sorcerer spell as a bonus spell.

Use Strength instead of Charisma.

Raw Muscle (Champion Talent)

Increase your Strength score by 2.

Claws (Melee attack)

Attack: 1d20+13 vs. AC

Hit: 7d8+12 damage

Miss: 7 damage

Spit Lightning (Ranged attack)

Attack: 1d20+11 vs. PD

Hit: 7d6+8 damage

Miss: 7 lightning damage

Equipment

13th Age is (c) Pelgrane Press and Fire Opal Media

Feats

Adventurer (4): Intimidating, Fueled by Pain, Hard to Kill, Limit Maneuver

Champion (3): Hard to Kill, Spike Up, Angered Resurgence

Gear, Equipment & Money

Magic Items

Maneuvers

Chain Lightning (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Natural 19 or 20 (adv. feat)

Effect: Make a Spit Attack against a second nearby enemy as a free action. This attack does not trigger maneuvers, but on a natural even roll, make another attack against a third enemy.

Elemental Claw (Maneuver)

Flexible melee attack

Triggering Roll: Any natural even hit

Effect: Deal 7d4 extra lightning damage.

Spike Up (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, when an enemy makes a melee attack against you, deal 19 damage to it. Deal double damage to enemies who grab, swallow or engulf you.

Champion Feat: You gain the effect until the end of the battle. Multiple uses don't stack.

Splash Damage (Maneuver)

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: Deal 2d6 lightning damage to 1d3 different nearby enemies.

Angered Resurgence (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Spend a recovery to heal.

Champion Feat: If you are staggered, roll two extra recovery dice.

Hind Kick (Maneuver)

Flexible melee attack

Triggering Roll: Natural even miss

Effect: No damage to the original target. Pop free and make a second melee attack with a -4 penalty against a different nearby enemy. is attack does not trigger maneuvers.

Displacer Strike (Maneuver)

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: After the attack, teleport to a location you can see.

Spells

Breath of the Blue

Close-quarters spell; Daily

Target: One nearby enemy; breath spell

Attack: Charisma + Level vs. PD

Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

Miss: Half damage, and no damage to target's allies.

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the blue this turn if you wish.