13th Age

NAME: Aasimar

KIN

Fighter

DESCRIPTION

LEVEL: 7

One Unique Thing

Momentum



Start each battle with *Momentum* if your natural initiative roll is even.

You gain *Momentum* at the end of every one of your turns.

You lose *Momentum* if you are **hit** by an attack, or if you drop to **0 hp** or less.

When you make your first melee attack on your turn, if you have *Momentum*, roll an extra d20 and choose the result you prefer.

Talents

Heavy Warrior When hit by an attack that targets AC while in heavy armour, take half damage. HH115

Counter-Attack When you are missed by an odd roll you can make a no-trigger attack. HH115

Flexible Attack See *FEATURES & POWERS* HH115

Comeback Strike Make a no-trigger attack after missing all targets with an attack on your turn. HH116

Backgrounds

Background	Bonus

Skill Check = 7 (Level) + Ability Modifier + Background

Icon Relationships

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

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

Ability Scores

Armor Class

Strength	Dexterity	Constitution	Wisdom	Intelligence	Charisma
Score 21	Score 15	Score 17	Score 17	Score 12	Score 10
+5 Modifier	+2 Modifier	+3 Modifier	+3 Modifier	+1 Modifier	+0 Modifier

Physical Defense | Mental Defense

Defenses & Initiative

Physical Defense	Armor Class	Mental Defense
20	25	18

Initiative: +9

Basic Melee Attack

Spiked Flail (Weapon)

7d8+10 Hit Damage / 42 Avg / 7 Miss

vs AC: +12

Basic Ranged Attack

Longbow (Weapon)

7d8+4 Hit Damage / 36 Avg / – Miss

vs AC: +9 Near / +9 Far

Features, Powers, & Maneuvers

Action	Name	Trigger/Target/Effect	Page #
-	**Threatening**	When an enemy tries to disengage from you, they take a -3 penalty.	HH114
Free	**Halo**	When you roll initiative get a +2 bonus to all defences until you are hit.	HH51
-	**Flexible Attack**	You have access to all of the Flexible Attacks of your level and lower on page 3. To use them you must declare you are making a flexible attack before rolling. Compare the natural unmodified result shown on your dice after rolling to the triggers for all the flexible attacks you know, and pick one that matches to the triggers. Depending on your chosen flexible and trigger you will get different effects on top of your usual basic attack. When you make one flexible attack, you cannot use a non-flexible fighter maneuver on your next standard action. Your second flexible attack in a row (or other legal action) frees you up to use any known maneuver or start a new cycle of 2 flexible attacks.	HH118
Std	**Melee Footwork**	As *basic melee attack* except gain a +1 bonus to attack per enemy you are engaged with. Hit: You or an ally you share an engaged enemy with can make a disengage check as a free action with the same bonus. You cannot use *melee footwork* with your next standard action attack. Miss: No damage.	HH116
Std & Move	**Big Swing**	As *basic melee attack* except gain a +1 bonus to crit range for each point on the ESC DICE.	HH116
Std	**Grit & Scrap**	As *basic melee attack* and gain a +2 bonus to all defences until the end of your next turn, and temporary hp equal to ESC DICE + 7.	HH116
	Adventurer Feat	If you miss with the attack, you can use it again later this battle.	
	Heavy Warrior *Champion Feat*	You can use Heavy Warrior a second time this battle.	HH115

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

Hit Points & Recoveries

Staggered	Max HP	Dead
66	132	-66

Max Recoveries: 9

Recoveries

Current HP

Dead

Average 38

Recovery Dice: 7d8+6

Temp HP

Ongoing Damage	Type	Save

Conditions & Other Effects | Save

Usage

At-Will & Recharge	Per Battle	Per Arc
Defensive Fighting	☐ Halo	☐ *(Champ Feat)* Heavy Warrior
Hack & Slash	☐ Heavy Warrior	
Melee Footwork	☐ Counter-Attack	
Slice an Opening	☐ Steady Iron	
	☐ Big Swing	
	☐ Grit & Scrap	
	☐ Heavy Blow	
	☐ Press the Assault	

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Magic Items

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MAX ATTUNED

More Features, Powers, & Maneuvers

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
Std	**Battle Drill**	As *basic melee attack* and you can make a no-trigger attack as a free action. If that attack roll is even, you can make another bonus attack and so on, up to a maximum of 3 bonus attacks.	HH117
Adventurer Feat		If none of the attacks you make with this maneuver hit, you can use it again later this battle	
Std	**Combat Surge**	As *basic melee attack* except if you hit, you will not lose Momentum before the start of your next turn unless you are hit *twice* or reduced to 0hp.	HH116
Comeback Strike *Champion Feat*		You can use Comeback Strike a second time this battle.	HH115

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

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	☐ Rally	☐ Battle Drill
Disengage	☐ Combat Surge	☐ Comeback Strike *(C. Feat)*
Intercept		

Potions & Runes

Miscellaneous Features & Powers

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

Extra Tough: You start with 9 recoveries instead of 8.

Feats

Feature	Tier	Feature	Tier
Counter-Attack	A	Melee Footwork	A
Grit & Scrap	A	Battle Drill	A
Heavy Warrior	C	Momentum	C
Comeback Strike	C		

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

Maneuvers List

5
OF MANEUVERS

- Melee Footwork
- Big Swing
- Grit & Scrap
- Battle Drill
- Combat Surge

Gear & Notes

Heavy Armour — ARMOR
15 — ARMOR AC
0 — +SHIELD
15 — =BASE AC

Spiked Flail — MELEE WEAPON

Longbow — RANGED WEAPON

GOLD

Incremental Advances

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

Fighter Base Armor

Armor	Base AC	Atk
None	10	+0
Light	13	+0
Heavy	15	+0
Shield	+1	+0

Fighter Weapon Damage/Attack Penalty

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

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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13th Age

Fighter Maneuvers

Level 1 — Big Swing — 1/battle

Must use both a standard action and a move action. Increase your crit range by the escalation die. **Miss:** Half damage.

Adventurer Feat: If the first *big swing* with a two-handed melee weapon misses, you can use it again this battle.

Epic Feat: Target is one or two enemies.

Level 1 — Carve an Opening — At-will

Hit: Crit range expands by 1 (cumulative). Crit range resets after successful critical hit and at the end of the battle.

Adventurer Feat: Once per battle, expand crit range by 1 when you miss with *carve an opening.*

Champion Feat: Expand crit range on hit by 2 instead.

Level 1 — Grit & Scrap — 1/battle

Gain +2 to all defenses until end of your next turn, and temporary hp equal to your level plus the escalation die.

Adventurer Feat: Do not spend if first use misses.

Champion Feat: Gain additional use if you have Skulls.

Level 1 — Escalation Strike — 2/battle

Hit: Add +2 to damage per point on the escalation die (add +3 at 3rd level, +4 at 5th, +6 at 7th, or +8 at 9th instead).

Adventurer Feat: Use the following bonuses instead: +3 at 1st & 2nd level, +4 at 3rd, +5 at 4th, +6 at 5th, +7 at 6th, +8 at 7th, +10 at 8th, +12 at 9th, and +15 at 10th.

Level 1 — Melee Footwork — At-will

Attack gains bonus equal to number of enemies engaged with. **Hit:** Cannot use *melee footwork* as your next standard action attack. **Miss:** No damage.

Adventurer Feat: On a hit, you or an ally can disengage as a free action from the enemies you are engaged with.

Level 3 — Battle Drill — 1/arc

Cannot use Cleave the same turn as battle drill. **Hit:** Make a no-trigger bonus attack. As long as bonus attack hits with natural even roll, keep making bonus attacks, up to a number of times equal to the highest mental ability modifier.

Adventurer Feat: If original attack misses, you can use *battle drill* again later this battle.

Epic Feat: Usage becomes 2/arc.

Level 3 — Combat Surge — 1/battle

Hit: Do not lose Momentum before start of your next turn, unless you are hit twice or reduced to 0 hp.

Level 3 — Grim Intent — 1/battle

Roll *grim intent* damage equal to 1 *Weapon* die per escalation point (2 dice at 5th level, 3 at 8th). **Hit:** Target suffers bonus *grim intent* damage; you suffer half *grim intent* damage yourself. **Crit:** Target suffers double damage, you suffer none. **Miss:** Target and you both suffer half *grim intent* damage.

Champion Feat: Usage becomes 2/battle.

Level 5 — Poised Defense — 1/battle

Natural even hit or miss: You can heal using a recovery. **Natural odd hit or miss:** You can heal for half your recovery dice. Roll normal save; do not spend recovery if it succeeds.

Champion Feat: Do not spend usage if attack misses.

Epic Feat: You can use at-will when escalation die is 5+, even if you already spent the 1/battle use.

Level 5 — Positioning Strike — At-will

Gain +4 to defenses against opportunity attacks, and take only half damage from them, until the end of your next turn.

Champion Feat: Take one-quarter damage instead.

Level 5 — Thump & Bash — 1/battle

Natural even hit: Target is *dazed* until end of your next turn (or *weakened* at 7th level). **Miss:** If using a two-handed weapon, do not spend this use of *thump & bash.*

Champion Feat: Usage becomes 2/battle.

Level 7 — Chop Bludgeon Stab — RCH 16+

Recharge 11+ if used when escalation die is 2+. Target up to 3 engaged enemies, with one attack each. You can take your move action between two of the attacks.

Champion Feat: A miss deals half of a hit damage.

Epic Feat: Target up to 4 enemies with one attack each.

Level 7 — Blood & Blades — ARC/desperate

If d8 roll equal or higher than your remaining number of recoveries, a fumble becomes a miss, a miss becomes a hit, a hit a crit, and a crit does triple damage. **Miss:** Half damage.

Champion Feat: If d8 roll fails, regain use in next battle.

Epic Feat (replaces champ): As above but roll a d12.

Level 9 — Inescapable Strike — 1/arc

Hit: Gain damage bonus equal to twice your level. **Miss:** Reroll a miss up to a number of times equal to the escalation die. Double the bonus damage with each reroll.

Epic Feat: Usage becomes 1/battle.

Level 9 — I Say Thee, Nay! — 1/battle

Interrupt action. When an enemy attacks you while engaged with you, roll your attack simultaneously. Compare your natural rolls. If yours is equal or higher, you attack first. If it's lower, your attack is cancelled. **Miss:** Half damage.

Epic Feat: Spend a recovery to reroll your *I say thee, nay!*

Flexible Attacks

Level required	Name	Usage per battle	Trigger 1	Trigger 2	Available feats
1st level	**Defensive Fighting**	At-will	**Natural odd hit or miss:** +1 AC (+2 is using a shield) until the end of your next turn.	**Natural even hit:** +2 AC (+3 is using a shield) until the end of your next turn.	**Adventurer Feat:** Gain the bonus to Physical Defense too. **Epic Feat (replaces adv):** Bonus applies to all defenses.
1st level	**Hack & Slash**	At-will	**Natural 11+:** Deal damage equal to your STR modifier to a different engaged enemy than the target of your original attack (5th level: STR×2; 8th level: STR×4).	**Natural 16+:** Make a half-damage, no-trigger melee attack against a different engaged enemy that the target or your original attack.	**Adventurer Feat:** If you have a move action to use, you can use it before using the triggered damage or half-damage attack vs. a different enemy.
1st level	**Steady Iron**	☐ ☐	**Natural even hit:** Gain temporary hp equal to your CON modifier (5th level: CON×2; 8th level: CON×4).	**Natural even miss:** You have Momentum in your next turn, unless you fall unconscious before then (in other words, you don't lose Momentum if you get hit).	**Adventurer Feat:** Usage becomes 2/battle.
3rd level	**Slice an Opening**	At-will	**Natural odd hit or miss:** Expand your melee crit range by 1 until you score a critical hit (usually 19+).	**Natural 14+:** Expand your melee crit range by 2 until you score a critical hit (usually 18+).	
5th level	**Heavy Blow**	☐	**Natural odd hit:** Reduce the target's AC by 2 until the end of the battle.	**Natural even hit vs already staggered enemy:** Target is *dazed* until end of your next turn (or *weakened,* if you are using a two-handed weapon).	**Champion Feat:** Target's AC is now reduced by 3.
7th level	**Press the Assault**	☐	**Natural 5, 10, 15, or 20:** You gain a bonus no-trigger attack as a free action on your next turn.	**Natural 2–4 when escalation die is 2+:** Gain an immediate no-trigger attack as a free action.	
9th level	**Gauging Style**	☐	**Natural 6–10:** As an interrupt action later this battle, force an enemy to reroll a melee hit against you (but not a crit).	**Natural 18+:** Like 6–10 result, but it also works against a critical hit.	

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