13th Age

Name Robb (Righteous Orc's Bane Bow) **Race** Human

Class Fighter **Level** 4

	STR	CON	DEX	INT	WIS	CHA
	13	18	19	10	10	9
Modifier	1	4	4	0	0	-1
Modifier + Level	5	8	8	4	4	3
			Initiative			

Armor Class	Physical Defense	Mental Defense
AC 23	PD 18	MD 14

Save Bonuses

Hit Points current / 72 maximum

Recoveries current / 9 maximum

Recovery Roll 4d10+ 4

One Unique Thing

I am an ancient longbow, crafted in secret by members of the elf queen's court to end the threat of the Orcs. Each time I am killed I must start anew with a new host.

Icon Relationships

1 Positive Elf Queen

2 Negative Orc Lord

Backgrounds

5 Internal Affairs Sniper

3 Exiled Bounty Hunter

Class Features (if any)

Extra Tough +1 Recoveries

Threatening -4 Enemy Disengage

Talents

1 Deadeye Archer miss deals lvl dmg
ranged weapons go up 1 die

2 Tough as Iron 1/battle
quick action to rally

3 Power Attack 1/battle +4d6 DMG
hit or miss

4

5

Racial Power

Quick to Fight Roll twice for Init

Powers & Spells

Deadly Assault: Natural Even Hit
Reroll 1s & 2s for DMG

Second Shot: Natural 16+
2nd Ranged Basic with -4 ATK

Make'em Flinch: (rng) Natural even miss
+ DEX to miss DMG

Precision Attack: Natural hit with 16+
+ DEX to DMG

Steady Now: (melee) Natural Even Miss
Gain CON mod temp HP

Feats

1 Precise Shot (never hit allies)

2 quick action before atk +dex on miss

3 Precision Attack works for ranged too

4 Deadly Assault rerolls 1s & 2s

5 Power Attack deals dmg even if you miss

6

7

8

9

10

11

Basic Melee Attack

Attack	Hit	Miss
+5	4d8+1	4

Basic Ranged Attack

Attack	Hit	Miss
+8	4d10+4	4

Equipment

GP

Albino Long Bow

Longsword

Black Scalemail

Interrogation Kit, Tracking Kit, Camouflage Kit, Adventurer's 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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