13th Age

Name Kaleb Crestview **Race** Dwarf

Class Shield-bearer **Level** 8

	STR	CON	DEX	INT	WIS	CHA
	20	19	8	11	16	8
Modifier	5	4	-1	0	3	-1
Modifier + Level	13	12	7	8	11	7

INITIATIVE

Armor Class	Physical Defense	Mental Defense	Save Bonuses
AC 27	PD 24	MD 18	

Hit Points current / 226 maximum

Recoveries current / 8 maximum

Recovery Roll 8d12+ 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

1 Positive Emperor

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 +1 PD

2 Durable
base HP is 9

3 Aegis of Armies
hit with 11+ = give near ally free save w/+2 bonus

4 Pit Fighter
1/fight atk all engaged enemies, lose shield bonus

5 Shield Wall: if enemy attacks passed you
Allies behind you get your shield bonus

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 +2 AC/PD/MD OR
give ally engaged with same enemy as you...
+3 AC/PD/MD

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

PIT FIGHT: 1/Battle, each engaged enemy
+13 vs AC, 8d6+15 dmg, you lose shield bonus

Feats

1. AoA on 11+ and +2 to save
2. 1/fight if crit, also stun
3. Toughness: +18 HP
4. Defender works with AC or PD
5. If ESC 2+, race power uses free recovery
6. Crit vs Mooks @ +4 (16-20)
7. +1 to PD from Shield
8. Defender works with AC, PD, or MD @ +2/+3
9.
10.
11.

Basic Melee Attack

Attack	Hit	Miss
+13	8d6+15	8

Basic Ranged Attack

Attack	Hit	Miss
+7	WPN	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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