



### ONE UNIQUE THING

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### MOMENTUM



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

### BACKGROUNDS

BACKGROUND BONUS

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SKILL CHECK = **2** (LEVEL) + ABILITY MODIFIER + BACKGROUND

### ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+ ↻	USED
			□□□	□□□
			□□□	□□□
			□□□	□□□

\* + positive, ± conflicted, or - negative relationship.

### ABILITY SCORES

ARMOR CLASS

SCORE 19 +4 MODIFIER STRENGTH

SCORE 13 +1 MODIFIER DEXTERITY

SCORE 16 +3 MODIFIER CONSTITUTION

SCORE 15 +2 MODIFIER WISDOM

SCORE 12 +1 MODIFIER INTELLIGENCE

SCORE 10 +0 MODIFIER CHARISMA

PHYSICAL DEFENSE MENTAL DEFENSE

### DEFENSES & INITIATIVE

PHYSICAL DEFENSE: 15

ARMOR CLASS: 19

MENTAL DEFENSE: 13

INITIATIVE: +3

### BASIC MELEE ATTACK

**Spiked Flail**  
WEAPON  
2d8+4 / 13 / 2 +6 (VS AC)

HIT DAMAGE AVG MISS

### BASIC RANGED ATTACK

**Longbow**  
WEAPON  
2d8+1 / 10 / - +3 +3 (VS AC NEAR-FAR)

HIT DAMAGE AVG MISS

### FEATURES, POWERS, & MANEUVERS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
-	<b>Threatening</b>	When an enemy tries to disengage from you, they take a -3 penalty.	HH114
Free	<b>Halo</b>	When you roll initiative get a +2 bonus to all defences until you are hit.	HH51
-	<b>Flexible Attack</b>	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 use. 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	<b>Melee Footwork</b>	As <i>basic melee attack</i> 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 <i>melee footwork</i> with your next standard action attack. Miss: No damage.	HH116
Std & Move	<b>Big Swing</b>	As <i>basic melee attack</i> except gain a +1 bonus to crit range for each point on the ESC DICE.	HH116
Std	<b>Grit &amp; Scrap</b>	As <i>basic melee attack</i> and gain a +2 bonus to all defences until the end of your next turn, and temporary hp equal to ESC DICE + 2.	HH116

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

22 STAGGERED    44 MAX HP    -22 DEAD

9 MAX RECOVERIES

CURRENT HP

RECOVERIES

TEMP HP

AVERAGE RECOVERY DICE: 2d8+3

ONGOING DAMAGE	TYPE	SAVE

CONDITIONS & OTHER EFFECTS	SAVE

### USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
<b>Defensive Fighting</b>	<input type="checkbox"/> <b>Halo</b>	
<b>Hack &amp; Slash Melee Footwork</b>	<input type="checkbox"/> <b>Heavy Warrior</b>	
	<input type="checkbox"/> <b>Counter-Attack</b>	
	<input type="checkbox"/> <b>Steady Iron</b>	
	<input type="checkbox"/> <b>Big Swing</b>	
	<input type="checkbox"/> <b>Grit &amp; Scrap</b>	



# 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 3<sup>rd</sup> level, +4 at 5<sup>th</sup>, +6 at 7<sup>th</sup>, or +8 at 9<sup>th</sup> instead).

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

### 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 5<sup>th</sup> level, 3 at 8<sup>th</sup>). **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 7<sup>th</sup> 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
1 <sup>st</sup> level	Defensive Fighting	At-will	<b>Natural odd hit or miss:</b> +1 AC (+2 is using a shield) until the end of your next turn.	<b>Natural even hit:</b> +2 AC (+3 is using a shield) until the end of your next turn.	<b>Adventurer Feat:</b> Gain the bonus to Physical Defense too. <b>Epic Feat (replaces adv):</b> Bonus applies to all defenses.
1 <sup>st</sup> level	Hack & Slash	At-will	<b>Natural 11+:</b> Deal damage equal to your STR modifier to a different engaged enemy than the target of your original attack (5 <sup>th</sup> level: STR×2; 8 <sup>th</sup> level: STR×4).	<b>Natural 16+:</b> Make a half-damage, no-trigger melee attack against a different engaged enemy than the target or your original attack.	<b>Adventurer Feat:</b> 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.
1 <sup>st</sup> level	Steady Iron	<input type="checkbox"/> <input type="checkbox"/>	<b>Natural even hit:</b> Gain temporary hp equal to your CON modifier (5 <sup>th</sup> level: CON×2; 8 <sup>th</sup> level: CON×4).	<b>Natural even miss:</b> 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).	<b>Adventurer Feat:</b> Usage becomes 2/battle.
3 <sup>rd</sup> level	Slice an Opening	At-will	<b>Natural odd hit or miss:</b> Expand your melee crit range by 1 until you score a critical hit (usually 19+).	<b>Natural 14+:</b> Expand your melee crit range by 2 until you score a critical hit (usually 18+).	
5 <sup>th</sup> level	Heavy Blow	<input type="checkbox"/>	<b>Natural odd hit:</b> Reduce the target's AC by 2 until the end of the battle.	<b>Natural even hit vs already staggered enemy:</b> Target is <i>dazed</i> until end of your next turn (or <i>weakened</i> , if you are using a two-handed weapon).	<b>Champion Feat:</b> Target's AC is now reduced by 3.
7 <sup>th</sup> level	Press the Assault	<input type="checkbox"/>	<b>Natural 5, 10, 15, or 20:</b> You gain a bonus no-trigger attack as a free action on your next turn.	<b>Natural 2–4 when escalation die is 2+:</b> Gain an immediate no-trigger attack as a free action.	
9 <sup>th</sup> level	Gauging Style	<input type="checkbox"/>	<b>Natural 6–10:</b> As an interrupt action later this battle, force an enemy to reroll a melee hit against you (but not a crit).	<b>Natural 18+:</b> Like 6–10 result, but it also works against a critical hit.	