



### ONE UNIQUE THING

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### ABILITY SCORES

ARMOR CLASS

SCORE 12 +1 MODIFIER	SCORE 15 +2 MODIFIER	SCORE 15 +2 MODIFIER	SCORE 14 +2 MODIFIER	SCORE 19 +4 MODIFIER	SCORE 10 +0 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

### DEFENSES & INITIATIVE

14	14	16	+4
PHYSICAL DEFENSE	ARMOR CLASS	MENTAL DEFENSE	INITIATIVE

Abjuration may provide a temporary +4 increase to all defences

### BACKGROUNDS

BACKGROUND \_\_\_\_\_ BONUS \_\_\_\_\_

### AT-WILL SPELL

**Ray of Frost**  
 SPELL  
 3d6 cold damage / 11 / 2  
 HIT DAMAGE/TYPE AVG MISS

1 nearby or far-away enemy  
 TARGET/EFFECT

+6 vs PD

### AT-WILL SPELL

**Shocking Grasp** move, turn's 1st action  
 SPELL  
 1d4 lightning damage / 3 / 1  
 HIT DAMAGE/TYPE AVG MISS

1 engaged enemy (all engaged if Reckless), Hit: target pops free.  
 TARGET/EFFECT Reckless miss: Can't recast this battle.

+6 vs PD

### HIT POINTS & RECOVERIES

16	32	-16
STAGGERED	MAX HP	DEAD

8 MAX RECOVERIES

RECOVERIES

CURRENT HP

TEMP HP

RECOVERY DICE: 2d6+2

### FEATURES, TALENTS, & SPELLS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
-	<b>Cyclic Spells</b>	Spells marked <i>cyclic</i> are not spent if cast when escalation die is even.	HH181
-	<b>Judicious Casting</b>	Spells marked <i>judicious</i> can be cast recklessly for a different effect.	HH182
-	<b>Eminence</b>	Reroll an attack against MD, or force an enemy that hits but does not crit you with an attack against MD to reroll with a -4 penalty.	HH32
-	<b>High Arcana</b>	Your spell attack rolls are considered 4 higher for overcoming resistance.	HH183
Int	<b>Counter Magic</b>	CQ Spell. Target: a nearby creature you can see that starts a magical effect. +6 vs MD. Hit: The effect is cancelled and the creature loses any relevant action. If limited use, a use is not expended but it cannot be used again this turn. An elite target ignores this effect on a hard save, a double strength target on a normal save, and a triple strength target on an easy save. If the effect is successfully cancelled you lose your next move action.	HH183
-	<b>Wizard's Familiar</b>	You gain a magical helper which grants you the following four powers	HH183
	<b>Let Your Familiar Aim:</b>	While dazed, hindered, weakened or stunned, cast a spell as if you weren't.	
	<b>Not the End:</b>	When you are left with only at-will, cyclic and utility spells available to you roll a normal save. If it succeeds, choose a bonus limited-use wizard spell that you have not already cast to prepare. If it fails you can keep trying with a standard action, or succeed on it during a quick rest.	
	<b>Flight:</b>	Your familiar likes to stick with you but can fly when it needs to.	
	<b>Mimic:</b>	Gain the kin power (without feats) of a nearby ally for the battle.	
Quick	<b>Vance's Polysyllabic Verbalisations</b>	When ESC 1+, give a per-arc spell an improvisational bonus.	HH184
Std	<b>Color Spray</b>	Cyclic. CQ Spell. Target: 1d4 nearby enemies in a group. +6 vs MD. Hit: 11 psychic damage, and if the target has 17 hp or fewer after the damage it is weakened until the end of your next turn. Miss: -	HH191
Std	<b>Acid Arrow</b>	Ranged Spell. Target: 1 nearby or far-away enemy. +6 vs PD. Hit: 18 acid damage, and 5 ongoing. Miss: 5 ongoing and you regain the spell in the next quick rest.	HH190

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

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

### USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Shocking Grasp	<input type="checkbox"/> Counter Magic	<input type="checkbox"/> Mimic
Ray of Frost	<input type="checkbox"/> Let Your Familiar Aim	<input type="checkbox"/> Acid Arrow
	<input type="checkbox"/> Color Spray*	
	<input type="checkbox"/> Eminence	

\* Cyclic Spell: Do not spend if cast when escalation die is even.

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



# 13th AGE

## WIZARD CANTRIPS & UTILITY SPELLS

### CANTRIPS

Cantrips represent a wizard's effortless command of magic, producing minor but versatile effects. Wizards can cast a number of cantrips equal to their Intelligence modifier each battle (or every five minutes outside combat). Casting a cantrip takes a standard action as a ranged spell.



LEVEL	STANDARD DURATION
1st-4th	10 to 60 minutes (1d6×10), plus 10 min per level.
5th-7th	2 to 7 hours (1d6+1).
8th-10th	5 to 12 hours (1d8+4).

**Alarm:** Summons a minor watch-sprite that screams when an area is entered or an object touched.

**Arcane Mark:** Creates a magical sigil on a person or object. It's normally visible, but invisible ones can be created and require a difficult perception or magic check to notice.

**Ghost Sound:** Creates illusory sounds and noises emanating from somewhere nearby.

**Knock:** Summons a tiny magical servitor to open locked doors or objects. Requires an Intelligence check against the environment's DC. It doesn't detect or avoid traps.

**Light:** Produces a 30-foot diameter field of soft light.

**Mage Hand:** Creates a brief, weak telekinetic force, at best half as strong as the wizard's own hand.

**Mending:** Summons tiny sprites to repair small broken items over 1d6 rounds. More complex repairs may need an Intelligence check or require *cantrip mastery*.

**Prestidigitation:** Creates minor magical effects and stage tricks. It's entertaining but lacks real-world force.

**Spark:** Creates a tiny flame to ignite nearby flammable objects within sight. Ineffective on living beings or resistant materials.

**Cantrip Mastery Feat:** This feat grows stronger as you advance through tiers, without spending extra feats.

*Adventurer Tier:* Cast cantrips at-will as a quick action. You can learn new cantrips beyond the core list, roll a normal save (11+) to see if it works.

*Champion Tier:* You can improvise cantrip-style versions of any spell you've memorized (even if already expended). These versions are non-combat and non-damaging.

*Epic Tier:* You may replace one of your normal spells with a once-per-arc spell inspired by a cantrip. This spell has greater effect, on par with other spells of that level.

### LEVEL 1 — DISGUISE SELF — 1/ARC →

*Close-quarters spell.* This spell creates a magical disguise lasting about 10 minutes. It improves your check to avoid unmasking by one step (easy instead of normal, normal instead of hard, hard instead of extreme). The effect only alters general appearance, not size, and can mask your features with those of a generic person or kin. Attempting to mimic a specific creature makes the disguise less effective (GM may apply a -2 to -5 penalty, based on difficulty).

LEVEL	EFFECT
1st-2nd	Spell lasts 10 minutes.
3rd-4th	Spell lasts 1 hour.
5th-6th	Smells are replicated; +2 bonus.
7th-8th	Vocal patterns and mannerisms; +4 bonus.
9th-10th	You can target an ally, and use on up to 2 creatures at once.

### LEVEL 1 — FEATHER FALL — 1/ARC →

*Close-quarters spell. Free action to cast.* Cast to arrest a fall and drift down at a safe, steady pace over a round or two. If falling a great distance, wait to cast until you're close to the ground or you risk the spell ending at the wrong moment.

LEVEL	EFFECT
1st-2nd	Spell affects only you.
3rd-4th	You can target a nearby ally.
5th-6th	You can target up to two nearby creatures.
7th-8th	You can target up to five nearby creatures.
9th-10th	You can guide where a target lands.

### LEVEL 1 — HOLD PORTAL — 1/ARC →

*Ranged spell.* For ten minutes, adventurer-tier creatures can't get through the door, not even by chopping it into splinters with an axe or blasting it with a fireball.

Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going (even if they are not present).

Epic-tier creatures can walk right through.

LEVEL	EFFECT
1st-2nd	Spell lasts 10 minutes.
3rd-4th	Spell lasts 1 hour. Champion-tier creatures batter down the door after caster fails INT check three times. Epic-tier creatures notice such a busted door had magic on it.
5th-6th	Champion-tier creatures take a few minutes to force the door open. Epic-tier creatures are impeded until caster fails DC 25 check.
7th-8th	Champion-tier creatures take 1 hour to cross. Epic-tier creatures require caster failing DC 25 check three times.
9th-10th	Epic-tier creatures need 1 hour to force the door.

### LEVEL 3 — LEVITATE — 1/ARC →

*Ranged spell.* Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down at about half your normal speed. The spell won't move you horizontally. While levitating you suffer a -2 penalty to your attacks, and you are *vulnerable* to attacks against you.

LEVEL	EFFECT
3rd-4th	Spell affects only you.
5th-6th	You can target a nearby willing ally instead.
7th-8th	Cast as a quick action, and affect 2 targets.
9th-10th	You can affect up to 5 targets.

### LEVEL 3 — MESSAGE — 1/ARC →

*Close-quarters spell. Quick action to cast.* You send a one-to-two sentence message to a person you know and have touched within the past week. If you can see them, the message succeeds; if not, make an Intelligence check against the highest-tier environment either of you is in (e.g., DC 25 in a normal epic environment, higher with magical interference). The spell's maximum range is:

LEVEL	EFFECT
3rd-4th	Half a city.
5th-6th	An entire city and a bit into the countryside.
7th-8th	Partway across the Midland Sea, or between any of the cities near each other.
9th-10th	Across the full Midland Sea, from any city to any other city, maybe across the Empire.

### LEVEL 3 — SPEAK WITH ITEM — 1/ARC →

*Close-quarters spell. Quick action to cast.* Briefly speak mind-to-mind with a magic item you are touching that belongs to you or one of your allies. If the conversation goes reasonably well, the item's owner gets a free recharge roll for an expended power.

LEVEL	EFFECT
3rd-4th	You need to be touching the item.
5th-6th	Item can be nearby instead of within touch.
7th-8th	The recharge roll gains a +2 bonus.
9th-10th	Do not spend spell if recharge roll fails. Can't use on same item until next full heal-up.

### LEVEL 5 — PIERCE RESISTANCE — 1/ARC →

*Ranged spell. Quick action to cast.* Until the end of the battle, 1d3 creatures, including yourself and/or nearby allies, ignore the resistance of any creature they target with an attack.

LEVEL	EFFECT
5th	1d3 targets.
6th	1d3+1 targets.
7th-8th	1d4+1 targets..
9th-10th	1d6+1 targets.

### LEVEL 5 — WATER BREATHING — 1/ARC →

*Close-quarters spell. Quick action to cast.* You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the spell's magic is about to end.

LEVEL	EFFECT
5th-6th	Spell affects only you.
7th-8th	You and up to 6 nearby allies are affected.
9th-10th	The spell lasts 4d6 hours.

### LEVEL 7 — SCRYING — 1/ARC →

*Ranged spell.* You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. It's not infallible and there are areas that may be warded at the GM's discretion. You must have touched the person you wish to spy on within the last month.

If you use a single standard action to cast the spell, you won't get much. Scrying works best as a sort of fast ritual; concentrating on the spell for a while with props like a scrying pool or a crystal ball works better.

To protect yourself from scrying use this spell as a ritual; some GMs let you notice scrying attempts with a hard skill check (16+).

LEVEL	EFFECT
7th	You must have touched the target within the last month.
8th	You must have touched the target within the last three months.
9th	Within the last year.
10th	Within the last 5 years.

### LEVEL 7 — INVISIBILITY PURGE — 1/ARC →

*Ranged spell. Targets:* Any nearby enemies who are invisible, whether you know they are there or not. **Attack:** Intelligence + Level vs. MD, rolled by the GM. This spell attacks invisible targets as if they were visible; there's no 50% miss chance for invisible targets. **Hit:** The target turns visible and cannot become invisible again this battle. **Miss:** If there are invisible creatures nearby, you become aware of their presence. Not where they are or who they are, but that there are invisible creatures present.

LEVEL	EFFECT
7th	The spell affects nearby enemies.
8th	The spell also affects far-away targets you would normally see.
9th	On a miss, you also know the number of invisible creatures.
10th	On a miss, you also know the types of invisible creatures.