

Player Game Reference for 13th Age

Hit Points: (Class Base + Con) * Level multiplier

AC: Class Base + Mid[Con/Dex/Wis] + Level

PD: Class Base + Mid[Str/Con/Dex] + Level

MD: Class Base + Mid[Int/Wis/Cha] + Level

Initiative: d20 + Dex + Level

Basic Attack: d20 + Stat Mod + Level + Escalation Die vs. AC

Hit: (Weapon die per level) + (Stat Mod * Tier)

Miss: Usually character level in damage

Critical hit (nat 20) deals 2x damage

Fumble (nat 1) no miss damage/effect

Skill Check: d20 + Stat Mod + Background (if relevant) + Level

Saves: Usually unmodified d20 roll. Easy 6+, Normal 11+, Hard 16+

Resistance: If nat. attack roll is lower than resistance, half damage.

Recovery: (Class die * Level) + (Con * Tier) (may take average instead of rolling). No recoveries left but need to use one: half healing, -1 to all defenses and attack rolls until full heal-up.

Rally: Once per battle, may use a standard action, explain how you are “digging deep” and finding the will to keep fighting, and use a recovery. If you wish to rally again later in the same combat, roll a normal save (11+). If you succeed, you may rally again. Otherwise, take your turn normally without losing the standard action.

Staggered: Half maximum hit point value.

Dying: When at 0 hp or below, at start of turn roll a hard save (16+) to use a recovery and return to consciousness. A natural 20 means you may take your turn normally. 3 failed death saves in a battle or going to negative Staggered value means you are probably dead.

Stabilize a Dying Character: May use a standard action to make a Heal check with Wisdom (DC 10). If Heal check result is 25+, only uses a quick action instead of a standard action. Success stabilizes character, preventing them from dying due to failed death saves.

Quick Rest: Between battles, may use any number of recoveries to heal. MUST try to heal if you are Staggered.

Recharge: During a quick rest, roll a recharge check for any powers that have them (including powers from previous battles that did not recharge). Magic items only get one chance to recharge per full heal.

Full Heal: Reset/recharge hit points, powers, and recoveries. GM will tell you when you receive a full heal, usually after about 4 battles. This represents an adventuring ‘day’, even though it may take place over multiple in-game days. If you haven’t earned a full heal, you may force one and endure a “campaign loss/setback”.

Shooting into Melee: If you Fumble an attack against an enemy engaged with an ally, reroll the attack against an engaged ally (GM’s choice).

Coup de Grace: While engaged with a helpless enemy, automatic critical if you do the following:

- 1) Skip your quick and move actions that turn.
- 2) Make a standard action attack against the helpless enemy.
- 3) Target ONLY the helpless enemy, even if your attack would normally target multiple creatures.

Invisibility: +5 to sneaking skill checks, 50% miss chance.

Status Conditions

Confused: Cannot make opportunity attacks or use limited powers.

Next attack will be a basic or at-will attack against an ally/allies.

Constrained: Can only use basic attacks, not powers/flexible attacks.

Dazed: -4 to attack rolls.

Fear: As Dazed, and cannot use Escalation Die.

Hampered: Can only make basic attacks, but can move normally.

Helpless: -4 to defenses, can be target of *coup de grace*.

Stuck: Can’t move, be moved, or change position without teleport.

Stunned: -4 to defenses and can’t take actions.

Vulnerable: Attacks against you gain crit range +2 (usually to 18+).

Weakened: -4 to attack rolls and defenses.

Engagement Chart (what you can do)

When you are engaged:	When you are unengaged:
You draw attacks of opportunity if you move	You move freely
You can make melee attacks against enemies engaged with you	You can’t make melee attacks
Your ranged attacks draw attacks of opportunity from enemies engaged with you that you don’t target	You make ranged attacks normally
Your spells draw attacks of opportunity (except close-quarters spells)	You can cast spells freely
You can disengage safely as a move action by making a normal check (11+)	You can engage enemies by moving into melee with them
You can’t intercept enemies	You can engage an enemy moving past you
You’re considered nearby other combatants by default	You’re considered nearby other combatants by default, but you can usually move far away if you want

Disengage: Roll a normal check (11+) with a -1 penalty for each engaged foe beyond the first. If you fail, lose your move action and you can’t move but suffer no opportunity attacks. If you succeed, you may move and suffer no opportunity attacks. Disengaging uses up your move action whether you decide to move or not based on the result.

Intercepting: If you are unengaged, you may freely move to intercept someone attempting to move past you. Their movement stops and they will most likely take their attack against you.

Fleeing: Party may usually, with GM approval, agree to flee on any PC’s turn and suffer a campaign loss/setback.

Combat Stunts (Unofficial): May use a quick action to perform a stunt. FIRST describe how you are using the environment or special circumstances to perform the stunt (make it interesting). Then the GM may let you roll a skill check against a DC based on the difficulty of the stunt, with an additional bonus equal to the Escalation Die. Success gives you an extra effect added to your next standard or move action this turn. This effect may be a +2 to the next attack against an enemy, some bonus damage, a movement-related effect, free disengage(s), a minor condition, or something else thematic that you and the GM can agree on.