

13th Age Reference Sheet - Second Edition

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

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, *also doubles any ongoing damage the first turn*
- **Fumble** (nat 1) no miss damage/effect

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

Combat Actions: *Per round one of each, and handful of free actions*

Standard action: Usually attacks or spells

Move action: Usually moving, or opening difficult door

One Quick action: like drawing a weapon, opening a door, picking up something light, or reloading a light crossbow.

Substitute downward: *You can substitute these downwards*

Free action: Take almost no time, like dropping something, speaking a few words.

Interrupt action: You can use one interrupt action when it's not your turn. You can't use another one until the end of your next turn. Intercepting uses your interrupt action.

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

Resistance: If the natural attack roll is lower than the resistance number, only take half damage (rounded down).

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.

Combat Assist: Spend a standard action in combat to give a nearby ally a +2 bonus on any upcoming attack roll, save, or check.

Shooting into Melee: If you Fumble (natural 1) a ranged or close-quarters attack against an enemy engaged with an ally, it hits the ally for half damage.

Staggered: Half maximum hit point value.

Dying: When at 0 hp or below, you fall unconscious, gain one ☠️ and can't take any actions.

- You die if you reach max hp as negative health
- If healed, you start at 0+healed hit points

At the start of each turn, roll a death save:

- 15 or lower: gains you a ☠️. If you have 5 ☠️, you die.
- 16-19: Use a recovery to heal
- 20+: Use recovery to heal, and take actions normally

You can feed a dying char a healing point as a Standard Action.

Quick rest heals all ☠️ -1. Last ☠️ can only be healed with full heal-up.

Quick Rest: Between battles, may use any number of recoveries to heal. MUST try to heal if you are Staggered. Roll a d20 for each recharge power/spell to see if you regain it.

Full Heal: Reset/recharge hit points, powers, and recoveries. GM will tell you when you receive a full heal, usually after about 3-4 battles. This represents an adventuring arc, it may take place over multiple in-game days. If you haven't earned a full heal, you may retreat and force one for a narrative loss (HH:299).

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

Conditions (*end when the battle ends*)

Charmed: You can't attack. Can do other things (HH: 308)

Confused: On your turn, you make a half-damage, no-trigger attack against a random nearby ally. You take no actions when it isn't your turn. (HH: 308)

Dazed: -4 to attacks.

Fear: As Dazed, and cannot use Escalation Die.

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

Hindered: Can't cast spells, use powers, use limited-use abilities, make attacks other than no-trigger attacks. Can move normally,

Shocked: You roll twice for all d20 rolls (attacks, saves, skill rolls, etc.) and must use the lower result.

Stuck: You can't move, disengage, pop free, change your position, or let anyone else move you. You can teleport.

Stunned: -4 to defenses and can't take actions. At start of turn roll 16+, on success you can take one action.

Vulnerable: When you attack someone vulnerable, you deal bonus dmg equal to double your level, on hit and miss. Triple on crit and 0 on fumble.

Weakened: -4 to attacks 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 opportunity attacks from enemies engaged with you.	You make ranged attacks normally
Your spells (except for close-quarters spells) draw opportunity attacks from enemies engaged with you)	You can cast spells freely
You can disengage safely as a move action by succeeding with a disengage check (11+)	You can engage enemies by moving into melee with them
You can't intercept enemies	You can use an interrupt action to intercept 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 disengage 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. If you succeed, you may move. In both cases you don't trigger opportunity attacks, and it always uses up your move action..

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

Far-away: When creatures are far-away from each other, it takes (at least) two move actions for one to reach the other.

Retreat (Party Action): At any point during the battle, any player can propose that the fight is going so badly that they should give up and run for it. If all players agree, the heroes beat a hasty and successful retreat, carrying any fallen heroes away with them.(HH: 299)

Surprise & Ambushed: There are no real rules for this. Just give all the creatures on the ambushing side a +5 or +10 bonus to their initiative rolls.(HH: 50)

Coup de Grace: While engaged with a helpless enemy, automatic critical if you use standard+move+quick actions for it, and only target that target (even if attack normally targets more)