

Creating your Character

Here is a complete guide to creating your character. Please don't be put off by its length – most of it is appendices containing lists of things for you to choose from.

The character sheet can be found here: [Thirteenth Age Character Sheet](#)

Numberphobes: In this document, ignore any text that's in boxes. Just ask your GM what the numbers should be.

Numberphiles: Feel free to calculate the numbers for yourself – see the boxes for the formulae. Or if you prefer, there's an Excel spreadsheet that calculates all the numbers. It can be downloaded from <https://www.mtvessel.co.uk/roleplay/thirteenthage/index.html>.

Summary

Here's the process for creating your character:

Character Sheet, page 1

1. Pick your character's *Ancestry* and *Profession*.
2. Roll or buy your *Ability* scores. Assign your *Adventurer's Ability Bonus* and your *Profession Ability Bonus*. Calculate your *Base Ability Modifiers* and *Skill Check Modifiers*.
3. Decide on your character's *One Unique Thing*.
4. Pick two or more *Backgrounds* for your character and assign **8** points to them. You can put a maximum of **5** points into a single Background.
5. Ask your GM for your character's *Hit Points* and *Defences* (or calculate them yourself).
6. Ask your GM for your character's *Recovery Die* and *Base Recovery* (or calculate them yourself).
7. Choose your character's *Weapons*. Ask your GM for your default melee and missile attack and damage numbers (or calculate them yourself).
8. Choose your *Talents*, *Spells* or other Powers, as described in your Profession Progression.

Character Sheet, page 2

1. Pick 1-3 Icons and assign *Icon Relationship* points. You have **3** points to assign. Decide whether each relationship is positive, complicated or negative. Note: Some Icon/relationship type combinations may be restricted in the number of points you can assign.
2. Roll or choose your starting *Money*.
3. Buy any additional *Equipment* you want.
4. Pick your first *Feat* (if you want).
5. Decide on your *Down-time Activity*
6. Write a description of your character for your fellow players.

Ancestry and Profession

See *Appendix 1 - Ancestry Guide* for details of common Ancestries in the Dragon Empire.

See the various Profession Guides (on Discord) for details on Professions.

Ancestry Perks

This is a new idea that I'd like to try. Your character gets up to three perks (1 combat, 2 non-combat) that are tied to their ancestry. All characters with the same ancestry, including NPCs, get the same perks. See *Appendix 1 - Ancestry Guide* for details. Make a note of your ancestral perks in the *Perks* box.

Ability Scores and Modifiers

Note: Ability scores and Base Ability Modifiers go on the *second* page of the character sheet, as they are (usually) only relevant at level-up.

Choose how you want to create your ability scores:

Roll 'Em

Roll 4d6 six times, dropping the lowest die in each case.

OR

Point Buy

Spend **28** points to buy **6** Ability scores, using the following table:

Ability Score	Cost (points)
18	16
17	13
16	10
15	8
14	6
13	5
12	4
11	3
10	2
9	1
8	0

Now assign one of your six scores to each Ability, according to the character you want to play. Check out your Profession Guide to get an idea of what scores are most likely to be useful.

Profession Ability Bonus

Check out the Crunchy Numbers section of your Profession Guide. Choose 1 of the two Abilities listed and add +2 to your score.

Adventurer's Ability Bonus

You can add a +2 bonus to an Ability score of your choice, as long as it is different from the ability chosen for your Profession Ability bonus.

Base Ability Modifiers

Now calculate your Base Ability Modifier for each Ability, using the formula: **(Ability score - 10) / 2, rounded down.**

Examples:

- Halvy Wimpywizard has a STR of 9. His STR Base Modifier is $(9-10) / 2$ rounded down = **-1**.
- Fenella the Mighty has a STR of 19. Her STR Base Modifier is $(19-10) / 2$ rounded down = **+4**.

Skill Check Modifiers

Calculate your Skill Check Modifier for each Ability - just add your current Experience Level (which starts at 1) to each Base Ability Modifier. Write the resulting numbers on the front of your character sheet.

One Unique Thing

One Unique Thing is a special feature invented by you, the player, which sets your character apart from every other hero. It is a unique and special trait to your character, and markedly unusual. The intent is that it provides a special flavour to the campaign and can assist the GM in determining how your character can interact with characters and story in the campaign.

Your character's One Unique Thing should not provide general practical value in combat. That is not the intent. The intent is to open up story arcs and fun roleplaying opportunities.

Some example One Unique Things. Feel free to pick one of these if you are feeling uninspired.

- My sword says that it can kill Icons
- I am The Elf Queen's greatest disappointment
- I am the only one who knows where the bodies are buried
- My heart is a mechanical device made by gnomes
- I have a skeleton leg
- I am the only dwarf in The Elf Queen's army
- I have some of The Archmage's memories
- I was once marooned on an island in the Overworld for a year
- I am the only illegitimate child of The Emperor
- I own the world's only catdog
- I can taste dreams
- My sweat repels mosquitoes
- I am the sole survivor of a horrible magical experiment
- Demons think that I am the Chosen One
- I was brought up by a giant
- I am the world's only were-snake
- I own a scale from The Great Gold Wyrms
- I am living backwards
- I grew up in a Living Dungeon

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- I have four fathers
- I own an artifact that was stolen from The Prince of Shadows
- The Orc Lord is my grandfather
- Three animated skeletons keep following me around
- I have a special relationship with a Koru Behemoth
- It was prophesised at my birth that I would destroy The Lich King
- I own a necklace of dragon teeth

Backgrounds

Backgrounds are the 13th Age equivalent of skills. They represent your character's previous life experience prior to becoming an adventurer. Each Background has a value from **1 to 5** which can be added to a Skill Check if it could reasonably include an experience or learned skill that could help you with the thing you are trying to do. For example, your City Watch Background might help you identify a suspect in a crowd (WIS skill check), break down a door (STR skill check) or climb onto a roof (DEX skill check).

You have **8** points to spend on Backgrounds (or 10 with the *Complicated Backstory* feat – see below).

Here are some general Backgrounds that anyone can have:

- Acrobat
- Alchemist
- Animal trainer
- Architect
- Aristocratic noble
- Assassin
- Big game hunter
- Servitor in The Cathedral
- Chef
- Con artist
- Goblin/Kobold exterminator
- Hunted outlaw
- Interrogator
- Knight errant
- Legionnaire
- Magecraft student
- Militia member
- Priest
- Refugee
- Scout
- Shepherd
- Spy
- Transformed animal

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- Travelling martial arts pupil
- Temple acolyte
- Tribal healer
- Underworld scout
- Wandering minstrel
- Warrior poet

See your Profession Guide for some additional Backgrounds.

Note: Do make your Background descriptions more colourful and specific than the descriptions here. "Climber" is boring, "Second fastest rooftop runner in Horizon" is not.

Defences

Time for some more numbers! Calculate your AC, MD, PD, Hit Points and Recovery values. Or just ask your GM!

Armour Class (AC)

This is your defence against melee and missile weapons. It is calculated as follows:

Base AC + AC Modifier

The *Base AC* is in your profession's *Crunchy Numbers*. This assumes that you are using the optimum armour (none / light / heavy) for your profession – see *Appendix 2 - Armour*. If your profession has a *shield training* proficiency (see the Gear section in your Profession Guide), decide if you habitually use a shield. If you do, you can add +1 to the Base AC.

Your *AC Modifier* is the *middle value* of your **CON, DEX and WIS** Skill Check Modifiers.

e.g. If your CON Skill Check Modifier is +3, DEX modifier is +2 and WIS modifier is 0, your AC modifier is +2. If your CON Skill Check Modifier is +3, DEX modifier is +1 and WIS modifier is +1, your AC modifier is +1.

Mental Defence (MD)

This your resistance to magical attacks that affect your mind. It is calculated as follows:

Base MD + MD Modifier

Base MD is in your profession's crunchy numbers.

Your *MD Modifier* is the *middle value* of your **INT, WIS and CHA** Skill Check Modifiers.

Physical Defence (PD)

This is your resistance to breath weapons and other magic that has a physical effect. It is calculated from the following formula:

Base PD + PD Modifier

Base PD is in your profession's crunchy numbers.

The *PD Modifier* is the *middle value* of your **STR, CON and DEX** Skill Check Modifiers.

Hit Points (hp)

Ask your GM how many hit points you have. Or calculate it yourself.

Your *maximum hit points* come from the formula:

(base hp + CON Base Ability Modifier) x level multiplier

Where *base hp* comes from *Crunchy Numbers* for your profession

And the *level multiplier* is the following:

Level	1	2	3	4	5	6	7	8	9	10
Modifier	x3	x4	x5	x6	x8	x10	x12	x16	x20	x24

Example:

Crask the Barbarian has a CON of 16 (base ability modifier=+3). Base hp for a Barbarian is 7.

At level 1, Crask's max hp is $(7+3) \times 3 = \mathbf{30}$

At level 5, Crask's max hp is $(7+3) \times 8 = \mathbf{80}$

At level 10, Crask's max hp is $(7+3) \times 24 = \mathbf{240}$

(You might want to make a note of your *Staggered* value. This is the number of hit points at or below which you acquire the *Staggered* condition. It's simply half your hit point maximum, rounded down.)

Healing (Recovery Die and Base Recovery)

The Recovery Die is in the *Crunchy Numbers* for your profession. Ask the GM for your Base Recovery value, or calculate it yourself.

The Base Recovery is determined by the following formula:

**Recovery Die average x (your Experience Level - 1), rounded down
+ your CON Base Ability Modifier x your Experience Tier (1 for adventurer, 2 for champion,
3 for epic)**

Example: Fenella the Mighty is a Fighter (Recovery Die = d10, average = 5.5) and has a CON of 16 (CON Base Modifier = +3).

- At level 1, Fenella's Base Recovery is $5.5 \times (1 - 1) + 3 \times 1 = \mathbf{3}$. When using a Recovery, she heals d10+3 hit points.
- At level 5 (Champion), Fenella's Base Recovery is $5.5 \times (5 - 1) + 3 \times 2 = \mathbf{28}$. When using a Recovery, she heals d10+28 hit points.
- At level 8 (Epic), Fenella's Base Recovery is $5.5 \times (8-1) + 3 \times 3 = \mathbf{47}$. When using a recovery, she heals d10+47 hit points.

Default Attacks and Damage

You have a default melee and a default missile attack which you can use when you are not using any powers or spells. To determine this, you need to *choose your Weapons!* See the Gear section in your Profession Guide for guidance, and also *Appendix 3 - Weapons*.

Attacks

Your **melee** attack modifier is the Skill Check Modifier for the Ability that your profession uses in melee (usually STR, but rogues use DEX, and bards, rangers and druids can choose). See the *Crunchy Numbers* section of the Profession Guide.

Your **missile** attack modifier is your DEX Skill Check Modifier.

Hit Damage

See the relevant Weapons table for the Damage Die that you roll when you hit with an attack.

The Base Damage for the weapon is calculated as follows:

**Weapon Damage Die average * (your Experience Level - 1), rounded down
+ Melee/Missile Base Ability Modifier x your Experience Tier (1 for adventurer, 2 for champion, 3 for epic)**

Example: Sandi the Bold is a fighter using a long sword (damage die=d8). They have a STR of 14 and hence a STR Modifier of +2. Average weapon die value = 4.5

- At level 1, Sandi's base damage is $4.5 \times (1 - 1) + (2 \times 1) = 2$. On a Hit, they do d8+2 damage.
- At level 5 (champion), Sandi's base damage is $4.5 \times (5 - 1)$ rounded down + $(2 \times 2) = 22$. On a Hit, they do d8+22 damage.
- At level 8 (epic), Sandi's base damage is $4.5 \times (8 - 1)$ rounded down + $(2 \times 3) = 37$. On a Hit, they do d8+37 damage.

For missiles, Sandi uses a short bow (damage die = d6). Their DEX is 12, so DEX Base Ability Modifier is +1.

- At level 1, Sandi's base damage is $3.5 \times (1 - 1) + (1 \times 1) = 1$. On a Hit, they do d6+1 damage.
- At level 5 (champion), Sandi's base damage is $3.5 \times (5 - 1)$ rounded down + $(1 \times 2) = 16$. On a Hit, they do d6+16 damage.
- At level 8 (epic), Sandi's base damage is $3.5 \times (8 - 1)$ rounded down + $(1 \times 3) = 27$. On a Hit, they do d6+27 damage.

Miss Damage

Even if you miss with an attack, you may still deal a small amount of damage.

Default *Melee* attacks do Miss damage equal to your Experience Level.

Default *Missile* attacks don't do Miss damage (unless you're a rogue).

Talents, Powers and Spells

Consult your Profession Guide for this. I suggest writing the names and recharge rates of powers/spells on the front page of your character sheet as an aide memoire. There is also a space for *Perks* (permanent benefits from your profession features or talents).

First, make a note of your *Profession Features*. These are powers and perks that all members of your profession have.

Now, choose **3 talents** (sub-areas of your profession at which you are particularly talented). This will likely give you some more powers and perks.

Finally, spellcasters, rogues and fighters should choose their level 1 spells, tricks or manoeuvres from the spellbook or manual for their profession.

- The *Profession Progression* in the Profession Guide says how many memory slots you have for spells.
- Remember that they all have to be different!

Icon Relationships

Icon Relationships are 13th Age's equivalent of D&D alignment.

Your character's relationships with Icons are an important way to connect them to the game world. Every Icon has its own champions, heroes or minions who advance its cause. Who you choose to ally with (and against) will affect your standing with different groups.

- You get **3** relationship points. Each point represents one d6 that is rolled when trying to use your connection to the icon.
- You can spend all three points on a single icon relationship (with limits - see below), or mix and match between different icons.
- Your relationship with an Icon can be **positive, complicated or negative**.
- Taking a relationship with an Icon which is diametrically opposed to another player's relationship with that Icon is equivalent to having Lawful Good and Chaotic Evil characters in the same D&D party. It's okay as long as players are prepared to put up with a lot of arguments and party members occasionally working against each other. (Personally, I'd advise against it.)

Relationship Types

The number of points you can invest in an Icon relationship is limited by the type of the relationship you have and how the Icon is perceived.

Among the citizens of the Dragon Empire, certain Icons are seen as **Heroic** (Great Gold Wyrms, Archmage, Emperor, Priestess), while others are **Ambiguous** (Elf Queen, Dwarf King, Crusader, Arch Druid, Prince of Shadows) or **Villainous** (Lich King, Orc Lord, Diabolist, Blue Sorceress).

Of course, definitions of "heroic" and "villainous" vary with ancestry and personal outlook, and how an Icon is perceived may be rather different from what they are actually like. However, it is fair to say that the villainous icons tend to regard their followers as rather more, um, expendable than the

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heroic ones, so positive relationships with them tend not to be so useful. This is reflected in the limits on the number of points that you can spend on each relationship.

Here is a guide to the number of points you can spend and the likely outcomes:

Heroic Icons

(The Archmage, The Great Gold Wyrn, The Emperor, The Priestess)

Positive (1-3 points)

As far as this icon is concerned, you're one of the good guys, a pure hero. Authorities often help you, and civilians often trust you. On the down side, you may be called on to serve representatives of the Icon even when you have other plans. You might also be a target of villainous icons or this heroic icon's rivals.

Complicated (1-3 points)

You're *probably* one of the good guys, but for some reason you're suspect to the icon. Maybe you're a convict who has served his time, or an imperial soldier who was too good and got drummed out of her legion. You have insider knowledge and allies who are in good favour with the icon, but you also have enemies associated with the icon.

Negative (1 point)

In the icon's eyes, you're a dissident, opponent, rival, or foe. You may have contacts or inside knowledge that you can use to your advantage, but some form of trouble waits for you wherever this heroic icon has influence.

Ambiguous Icons

(The Crusader, The Dwarf King, The Elf Queen, The High Druid, The Prince of Shadows)

Positive (1-3 points)

Thanks to your relationship with the icon, you are a hero to some, a villain to others, and possibly even a monster to a few. The enemies of your friends may turn out to be your friends, and vice versa. Advantages and complications will come from all sides.

Complicated (1-3 points)

Your relationship with the icon is complex, an uneven relationship with an icon who's a hero to some and a villain to others. One way or another, you can find help or hostility anywhere. You don't just live in interesting times - you create them.

Negative (1-2 points)

Your enmity with this icon makes you some enemies, but it also makes you some useful friends. You may be a dissenter, unwanted family member, or even a traitor in some way.

Villainous Icons

(The Blue Sorceress, The Diabolist, The Lich King, The Orc Lord)

Positive (1 point)

You are able to gain secrets or secretive allies, but your connection to this icon brings trouble from people associated with the heroic icons who oppose the villain. Be prepared to justify why you're

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not imprisoned, interrogated, or otherwise harassed by the heroic icons and their representatives whenever they encounter you. Or for that matter, by the other PCs.

Complicated (1-2 points)

You mostly work against the icon, but you're also connected to the icon in a way you can't deny. Your connection sometimes gives you special knowledge or contacts, but it also makes you suspect in the eyes of many right-minded people.

Negative (1-2 points)

Your hatred of the icon is known and will almost certainly be reciprocated ("kill him"). Organisations of heroic icons will help you out but may see you as overly doctrinaire or fanatical. To followers of the Icon concerned, you will be a target.

Example: Snorri was thrown out of Forge for trying to steal one of the The Dwarf King's jewels so that he could rebuild his family's house after it was burnt down in a raid by The Orc Lord's forces. His player decides to take a 1-point *Complicated* relationship with The Dwarf King and a 2-point *Negative* relationship with The Orc Lord.

Snorri has a tarnished reputation with Dwarf King loyalists. A success on an Icon Relationship roll might result in (possibly grudging) help from local dwarves. But they may also go about loudly proclaiming that Snorri is a thief and not to be trusted.

Snorri will be well-known for his hatred of The Orc Lord. A success on an Icon Relationship roll may result in help or information from a faction that doesn't like orcs. Orcs who are loyal to the Orc Lord will likely attack Snorri on sight.

Money and Equipment

Money

Communists start with **25 gp**, capitalists start with **d6x10 gp** (you can choose which you are).

Decide what mix of coins you have. Dragons (silver pieces) and Pennies (copper pieces) are most common, but you may have something different. See the Adventurer's Guide.

Equipment

See *Appendix 4 - Equipment*. You start with a melee weapon, missile weapon, armour, and an adventurer's pack containing standard travelling gear. Everything else you have to buy out of starting money.

Feats (optional)

Feats are special powers or perks that are your character has learned through training. They generally enhance an existing Power or Spell with an extra effect.

Pick 1 Adventurer-tier Feat that matches one of your chosen powers or spells (see your Profession Guide)

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OR

Pick 1 Feat from the following general feats:

Complicated Backstory

A: You get **2** additional points in new or existing Backgrounds. You can't raise your level in a Background above 5 with this feat.

Skill Specialist

A: You gain a **+1** bonus in Skill Checks associated with a named specialism of one of your Backgrounds. For example, you could choose to specialise in Climbing, based on your 2-point *Cat Burglar* Background. Your Background bonus for Climbing attempts would be +3. Specialisms must be agreed with the GM.

Ready to Rumble

A: You gain a +4 bonus to initiative rolls.

Cunning Linguist

A: Speak all normal humanoid languages well enough

Black Hat, White Hat

A: Your ranged attacks never hit Engaged allies in battle

Rapid Reloader

A: Loading a heavy crossbow is a Quick Action; loading a bow or light crossbow is a Free Action.

Reach Tricks

Scope: Melee weapon with *reach*

A: Once per battle, use a weapon with *reach* (halberds, spears, quarterstaves etc. - see Weapons) to perform an unexpected stunt (easy Save required). Your Profession must be able to use the weapon. Depending on the trick, you might gain a bonus to attacking or damage, or your enemy might get a penalty.

Ritual Casting

A: You can cast a spell you know as Ritual Magic (not needed by Clerics or Wizards).

Skill Escalation

A: Add the Escalation Die to skill checks made in combat (up to two times per day).

Strong Recovery

A: When recovering, you can re-roll your Recovery Die.

Extra Tough

A: Gain bonus hit points equal to half your profession base.

Down-time Activity

As this will be an episodic game, characters will have down-time between adventures. This could be anything from a few days to several weeks or even months. As well as recovering from wounds (see Full Heal-up), it is assumed that at least some of this will be spent training your skills, but I

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would also like characters to have a project that they are engaged in when they are not adventuring and which takes time and money.

Some suggestions:

- Building an orphanage
- Crafting a set of armour
- Raising a family, or helping someone else to raise theirs
- Helping the family business
- Sailing a ship
- Digging up a ruin (nothing bad could possibly come of this...)
- Building a house in a favourite spot, perhaps in the Overworld or Underworld
- Writing a book
- Writing an epic poem
- Sculpture or painting or tapestry
- Getting a particularly elaborate tattoo
- Learning a (non-profession-related) skill
- Gathering herbs
- Hunting an unusual animal
- Being a member of club or society (sports? something else?)
- Training a pet
- Teaching in a school or university
- Preaching in a place of worship

This is purely for roleplaying purposes - I reserve the right to use it in the plot... Describe it in the Notes section of your character sheet. This is also a good place to write a description of your character for other players.

Appendix 1 - Ancestry Guide

The world of the 13th Age has people of many different ancestries living side by side.

Ancestries manifest as inherited characteristics and as cultural conventions. All people can fall in love and interbreed, regardless of their ancestry. Offspring inherit the ancestral characteristics of one or other parent rather than a blending of the two.

Some ancestries have *Ancestral Icons* which are particularly associated with them. You may have an Icon Relationship with your Ancestral Icon, not necessarily positive.

No-one knows why The Gods created so many ancestries, though there are many theories.

Humans

People of human ancestry are the most common in the Dragon Empire. They come in a variety of shapes, sizes, colours and hairiness. The majority of humans are urban and live in the major cities of the Dragon Empire.

Ancestral Icon: The Emperor

Elves

People of elven ancestry tend to be on the tall side and have sharp cheekbones and pointed ears. Like humans, they come in a variety of colours, but unlike humans, there are three distinct sub-cultures characterised by where they live.

- *High Elves* are the most "elfly" and live in Elf-cities (yes, they generally believe that "Elf" should be capitalised).
- *Wood Elves* inhabit forests and magical places. They are generally shorter in stature than high elves and drow.
- *Drow* live underground and have a regimented, military culture.

Ancestral Icon: The Elf Queen

Dwarves

People of dwarven ancestry tend to live in the Underworld. They are typically around 5 feet tall and have a robust attitude to life that reflects their frames. Think vikings or hells angels. Some dwarven war-bands are fond of raids on The Land which they call "rumbles".

Ancestral Icon: The Dwarf King

Gnomes

If dwarves are free-living biker types, people of gnomish ancestry are their hippy anarcho-syndicalist cousins. Gadgets, both magical and mundane, are their thing. There is a greater premium on intelligence and inventiveness in gnome cultures than dwarven ones, though dwarves are not averse to using gnomish devices when it suits them, with or without permission.

Ancestral Icon: The Gnome Mage (not one of the 13 ruling icons, but would like to be), but some gnomes follow The Mountain Sage.

The Folk

The Folk are characterised by small stature and hairy feet. They have a distinctive culture involving round burrows, pipes and ale.

Only the most uncouth would use the derogatory term "halfling", though "little folk" is a commonly-used term that most Folk don't seem to mind. Because Folk tend to be good at hiding and moving quietly, they have been confused with sprites, fairies and goblins. "Hobbit" is a mildly racist term used by those who think that they are small hobgoblins.

Scholars call the Folk "Floresians" after Floresia, their legendary homeland. Some Folk claim that The Gods created them first, and that humans are Folk who were exiled from Floresia for being freakishly tall.

Ancestral Icon: The Folk have no ancestral icon (or do they?)

Less Common Ancestries

If none of the above appeal, there are some less common ancestries that you can choose, or you can make up one of your own.

- **Draconics** - dragon/human hybrids, created by one of the missing gods or an Icon with Ideas. Breath weapons a speciality.
- **Alleyfolk** - cat/human hybrids (created by the same god/icon?) who live in the back allies of some of the larger cities.
- **Vat-born** - constructions of flesh, bones and vines that are grown in vats.
- **Lizardfolk** - bipedal reptilians who generally live in marshy or desert areas.
- **Tieflings** - people who have been demon-touched. If horns and pointy tails are your thing.
- **The Forged** - Gnomish or Dwarven constructs that have achieved sentience.
- **Aasimar** - These are described in the rulebook as "holy ones" but I have literally no idea what they are.
- **Orc, Goblin, Kobold, Sahuagin etc.** - not in the rule book, but why not? If you want to play an adventurer from an ancestry that is traditionally associated with villainous icons, be my guest. Be aware, however, that you may not be popular in some parts of the Dragon Empire.

Ancestral Perks

In the original 13th Age rules, some ancestries have inherited passive capabilities, and all have special combat powers. I am not overly keen on ancestral stereotyping, but they help to add flavour, so how about this:

Ancestral perks are optional advantages that you, the player, get to assign to the ancestry you have chosen.

The rules are:

- You can have up to **3** perks for free; 1 combat-related perk, and 2 non-combat-related perks.
 - You can take an ancestral perk that is negative or unhelpful (e.g. *Traditional Emnity* instead of *Traditional Ally*). Taking one of these allows you to take an additional positive perk to compensate.

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- Perks relate to an ancestry or a sub-group of people of that ancestry (a sub-ancestry), so, for example, high elves, wood elves and drow can have different sets of perks. Feel free to invent a sub-ancestry if you want a different perk set from another player with the same base ancestry.
- All members of an ancestry or sub-ancestry get the same set of perks. You can expect NPCs that share your ancestry to have the same set of perks as you.
- A single perk can be an aspect of several ancestries. If you want humans to have dark vision, or high elves to have an infallible sense of direction underground, that's fine! But see the next point...
- You must provide an explanation for how members of your ancestry or sub-ancestry acquired each perk.

Example Ancestral Perks: Non-combat-related

(Up to 2 of these)

Dark Vision

People of your ancestry are used to living in low-light conditions. Perception skill checks in dark and gloomy areas are 1 DC easier.

Long Life Span

Your ancestry is mortal, but has a lifespan that is between 2 and 5 times that of other ancestries.

Underworld Navigation

Your ancestry has an instinctive sense of direction underground. Under normal circumstances, they always know which way is north while under the earth.

City Navigation

Your ancestry has lived in cities so long that they are used to memorising landmarks. Under normal circumstances, they don't get lost in cities.

Forest Navigation

Your ancestry has lived in woods for so long that they are adept at recognising landmarks. Under normal circumstances, they don't get lost in forests.

Weather Sense

People of your ancestry have an intuitive sense of changes relating to the weather. Skill checks involving weather prediction are 1 DC easier.

Magic Sense

People of your ancestry are naturally attuned to a specific style of magic, e.g. necromancy, fire magic, ice magic, demon-related, holy/unholy, dragon-related, magic cast as a ritual, or one of the Wizard or Sorcerer talents. Skill checks involving detection of that type of magic are 1 DC easier.

Behemoth Wisdom

People of your ancestry are wise in the ways of Koru Behemoths. Skill checks involving Koru Behemoths are 1 DC easier.

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Animal Affinity

People of your ancestry have an affinity with a named type or species of animal. Skill checks involving that animal are 1 DC easier.

Tinkering

People of your ancestry have an intuitive sense of how mechanical or magical devices work. Skill checks that involve fiddling with devices are 1 DC easier (note: does not apply to lock-picking).

Cooking

People of your ancestry are talented at preparing and serving food. Skill checks that involve cooking are 1 DC easier.

Prowling

People of your ancestry are natural stalkers. Skill checks for following people or animals without being seen are 1 DC easier.

Traditional Ally

People of a particular (named) ancestry or faction, which can include a faction belonging to a particular Icon, are traditionally sympathetic to your ancestry, or find them attractive. CHA-based skill checks that involve them are 1 DC easier.

Moon-linked

People of your ancestry have a +1 bonus to all skill checks, including attacks, on the night of a full moon and the days on either side of it (3 days total). Conversely, they are at -1 on all skill checks, including attacks, at the dark of the moon and the days on either side (3 days total).

Sun-linked

On sunny days, if you start the day with 20 minutes of uninterrupted sun-bathing, prayer or ritual observation, you get a +1 bonus to all skill checks, including attacks, for the rest of the morning.

Regenerative

Short Rest

People of your ancestry have natural or magical regenerative powers. During a Short Rest after combat, you can heal your Experience Level in hit points as a Free Recovery.

Example Ancestral Perks: Combat-related

(1 only of these)

Born Ready

Short Rest

At the start of each battle, roll initiative twice and choose the result you want.

So That's Your Best Shot?

Short Rest

Once per battle, as a Free Action after you have been hit by an enemy attack, you can heal using a Recovery. If the Escalation Die is less than 2, you only get half the usual healing from the recovery.

Creating your Character

Note that you can't use this ability if the attack knocks you Unconscious. You've got to be on your feet to sneer at their attack and recover.

Twist the Knife

Short Rest

Once per battle, your weapon or spell deals damage as an Ongoing Effect to a target you hit with a natural even attack roll. The ongoing damage equals 5 times your Experience Level.

Highblood Teleport

Short Rest, Nearby

Once per battle, as a Move Action, place yourself in a Nearby location you can see.

Ring the Bell

Short Rest, Melee

Once per battle, when you roll a natural 16+ with an attack, your weapon or spell also dazes the target until the end of your next turn.

Minor Illusions

At Will

As a Standard Action, at will, you can create a strong smell or a sound nearby. Nearby creatures that fail a normal Save notice the smell or sound. Creatures that make the save may notice it but recognize it as not exactly real.

Easy to Overlook

At Will

You have a small stature that gives you a **+2 AC** bonus against an Opportunity Attack from any taller adversary.

Evasive

Short Rest

Once per battle, force an enemy that hits you with an attack to reroll the attack with a **-2** penalty.

Lethal

Short Rest, Melee

People of your ancestry have developed a vicious and stabby battle style. Once per battle, re-roll a melee attack and use the roll you prefer as the result.

Breath Weapon

Short Rest, Melee

Once per battle, as a Quick Action, make a close-quarters breath weapon attack using your highest ability score against one Nearby enemy's PD. On a hit, the attack deals your **3 x Experience Level** damage of an energy type that makes sense for your ancestry.

Creating your Character

Burst of Speed

Short Rest

People of your ancestry are naturally agile in combat. Once per battle, on your turn in combat, you get a free additional Move Action.

Appendix 2 - Armour

Armour is essential for any adventurer who likes to get up close and personal with enemies. Your AC is dependent on having a well-maintained set of armour in which you are proficient. If your armour is damaged, or bits of it are missing, your AC is reduced by 1.

Armour in 13th Age comes in just two classes - heavy and light. Heavy armour provides more protection but restricts movement. Both types of armour can be complemented with shield use.

Unarmoured

Unarmoured characters have a Base AC of 10.

Light Armour

Use of light armour requires the *Skirmish Training* combat proficiency. Non-proficient users get their AC boosted by 1, but their attacks are at a **-2** penalty.

Light armour is typically made of leather or skins from various creatures, or (if you are rich) from chain mail. A full set includes a cap to protect the head.

Here are some examples, but feel free to invent your own.

- Heavy padded jacket
- Leather
- Studded leather
- Cured animal hides
- Suit of quicksilver beetles
- Dragonhide
- Light chainmail

Heavy Armour

Use of heavy armour requires the *Martial Training* combat proficiency. Non-proficient users get their AC boosted by 2, but their attacks are at **-2** or **-5** penalty (depending on how non-proficient they are).

Heavy armour is typically made of metal attached to padding in various configurations. A full set includes a helm that restricts vision to a greater or lesser extent.

Here are some examples (but feel free to invent your own):

- Heavy chainmail
- Ring
- Scale mail
- Half-plate
- Plate
- Dragonscale armour

Shield Use

Use of shields requires the *Shield Training* combat proficiency. Non-proficient users get a +1 boost to their AC, but their attacks are at a -1 penalty.

Shields require a hand to use effectively. Attacks with 2-handed weapons while using a shield are at -2 penalty.

Appendix 3 - Weapons

For a weapon to do its full damage, you need to have had training in its use. This normally comes from your Profession.

Common weapon features

Handedness

Weapons are either one-handed or two-handed. One-handed weapons can be used with a shield or a magic focus in the other hand. Rangers can also dual-wield one-handed weapons if they take the appropriate talents.

Attributes

Some weapons have *attributes* as follows:

- **Concealable** weapons are small enough to be sneaked into places where weapons aren't normally allowed.
- Weapons with **Reach** can prevent unskilled opponents from getting too up and personal (though they are still considered Adjacent for range purposes). Also handy for checking for traps in dungeons. If you want to get fancy, consider the *Reach Tricks* feat - see General Feats.
- Weapons with **Spell focus** are primarily used for spellcasting, but can also be used in melee at a pinch.
- **Quick reload** weapons require a Quick Action to reload.
- **Standard reload** weapons require a Standard Action to reload.

Weapons usable by anyone

(even wizards)

Melee

Name	Damage		Attributes
	Die	Handedness	
Dagger	d4	1	Concealable
Holy symbol (small)	d4	1	Concealable, Spell focus
Wand	d4	1	Concealable, Spell focus
Hand axe	d4	1	
Club	d6	2	
Holy symbol (large)	d6	2	Spell focus
Farm implement (mattock, scythe, pitchfork)	d6	2	Reach
Staff	d6	2	Spell focus

Creating your Character

Missile

Short range: Can attack a Nearby enemy only.

Name	Damage Die	Handedness	Attributes
Dart	d4	1	Concealable
Dagger (thrown)	d4	1	Concealable
Sling	d4	1	Concealable
Hand crossbow	d4	2	
Hand axe (thrown)	d4	1	

Skirmish Weapons

These weapons require the *Skirmish Training* combat proficiency to use effectively.

Melee

Name	Damage Die	Handedness	Attributes
Axe	d6	1	
Brass Knuckles	d6	1	Concealable
Mace	d6	1	
Sap	d6	1	Concealable
Short Sword	d6	1	
Lucky Knife (rogue only)	d8	1	Concealable
Wicked Knife (rogue only)	d8	1	
Quarterstaff	d6	2	Reach
Spear	d8	2	Reach

Missile

Medium range: Can attack a Nearby enemy normally, or a Far Away enemy at **-2**.

Name	Damage Die	Handedness	Attributes
Axe (thrown)	d6	1	
Hammer (thrown)	d6	1	
Javelin	d6	1	
Light Crossbow	d6	2	Quick reload
Short bow	d6	2	

Martial Weapons

These weapons require the *Martial Training* combat proficiency to use effectively.

Melee

Name	Damage Die	Handedness	Attributes
Battleaxe	d8	1	

Creating your Character

Name	Damage Die	Handedness	Attributes
Flail	d8	1	
Longsword, Scimitar	d8	1	
Morningstar, Warhammer	d8	1	
Polearm, Halberd	d8	2	Reach
Greataxe	d10	2	
Greatsword	d10	2	

Missile

Long range: Can attack a Nearby or a Far Away enemy normally.

Name	Damage Die	Handedness	Attributes
Longbow	d8	2	
Heavy Crossbow	d8	2	Standard reload

Appendix 4 - Equipment

The following lists show typical prices for common items found in the Empire.

You start with armour, a ranged weapon and a melee weapon, and standard travelling gear, plus any other items dictated by your Profession (wizards, for example, start with an Adventurer-level spellbook) and possibly your One Unique Thing. Anything else has to be bought using your starting money.

Note: 13th Age does not bother with tedious stuff like encumbrance rules, but I may impose a Hampered condition or some other minor penalty if I think that the amount of equipment your character is carrying is getting silly.

Standard Travelling Gear

You start with these items for free (the cost is for replacements):

Item	Cost
Flint and tinder box	1 sp
Money pouch (small)	3 sp
Pack/traveling satchel	1 gp
Rain cloak	3 sp
Road rations (5 days)	25 sp
Sleeping roll	1 sp
Water/wine skin or flask	7 sp

General Goods

Item	Cost
Arrows/bolts/sling bullet	1 sp/each
Blanket (wool)	5 sp
Candle	1 cp
Chain, dwarven forged (10 ft)	10 gp
Chain, iron (10 ft)	5 gp
Clothing, simple	2 sp
Clothing, good	1 gp
Clothing, expensive	10–100gp
Clothing, rain cloak (elven)	5 gp
Crowbar (iron)	3 gp
Flask (crystal)	5 gp
Flask (glass)	5 sp
Flask (pottery)	5 cp

Creating your Character

Item	Cost
Grappling hook (iron)	1 gp
Hammer, small	3 sp
Holy symbol/implement (adv)	10 gp
Holy symbol/implement (chp)	100 gp
Holy symbol/implement (epic)	1000gp
Iron spike	1 sp
Lantern (common)	8 sp
Lantern (hooded)	5 gp
Lantern oil (4 hrs)	1 sp
Magnifying glass	25 gp
Mirror, large	5 gp
Mirror, small	2 gp
Musical instrument (intricate)	5–25 gp
Musical instrument (simple)	1–5 gp
Pipeweed (1 use)	2 cp
Prayer book	2 gp
Rope, 50 ft elven	3 gp
Rope, 50 ft good	6 sp
Rope, 50 ft poor	2 sp
Spellbook (adventurer)	10 gp
Spellbook (champion)	100 gp
Spellbook (epic)	1,000 gp
Tent, large	5 gp
Tent, small	2 gp
Tent, wood elven	10 gp
Thieves' tools (adventurer)	2 gp
Thieves' tools (champion)	20 gp
Thieves' tools (epic)	200 gp
Torch (1 hr.)	1 gp
Torch (6 min)	1 sp

Food/Lodging

Item	Cost
Loaf of bread	1 cp
Road rations (1 day)	5 sp

Creating your Character

Item	Cost
Meal, common	1 sp
Meal, good	3 sp
Meal, excellent	8 sp
Meal, feast (for 5)	8 gp
Ale/beer, poor (pitcher)	2 cp
Ale/beer, good (pitcher)	6 cp
Ale/beer, dwarven (pitcher)	1–3 gp
Wine, poor (bottle)	4 cp
Wine, good (bottle)	1 sp
Wine, elven (bottle)	1–5 gp

Inn (per person per day)

Item	Cost
Poor, common room	1–3 sp
Good, shared room	8–14 sp
Excellent, private room	2–5 gp
Suite (sleeps 4 to 8)	5–20 gp

Mounts (including gear)

Item	Cost
Dog, guard	10 gp
Dog, riding	15 gp
Donkey/pack mule	10 gp
Horse, riding	20 gp
Horse, battle trained	80 gp
Feed for mount (per day)	2–4 cp

Weapons, Melee (average quality)

Item	Cost
Battle gauntlets	4 gp
Battleaxe	6 gp
Club	5 sp
Dagger/knife	1 gp
Double axe	12 gp
Flail	6 gp
Greataxe	10 gp

Creating your Character

Item	Cost
Greatsword	10 gp
Handaxe	3 gp
Longsword	7 gp
Mace	5 gp
Maul	10 gp
Morningstar	4 gp
Pick	4 gp
Polearm	8 gp
Rapier	10 gp
Sap	5 sp
Scimitar	5 gp
Shortsword	4 gp
Spear	2 gp
Staff	1 gp
Trident	4 gp
Two-bladed sword	15 gp
Warhammer	7 gp

Weapons, Ranged (average quality)

Item	Cost
Bow: Longbow	14 gp
Bow: Shortbow	9 gp
Crossbow: Hand crossbow	8 gp
Crossbow: Light crossbow	10 gp
Crossbow: Heavy crossbow	15 gp
Javelin	2 gp
Net, weighted	3 gp
Sling	2 sp
Shuriken	7 sp
Throwing axe	3 gp
Throwing hammer	3 gp

Armour (average quality)

Item	Cost
Cloth/padded	1 gp
Leather	10 gp

Creating your Character

Item	Cost
Studded leather	15 gp
Hide	10 gp
Light chain	20 gp
Heavy chain/ring	30 gp
Scale	40 gp
Half-plate	45 gp
Plate	50 gp
Shield	5 gp

Services

Item	Cost
Bath, with servants	1 gp
Bodyguard (d)	2 gp
Carriage/coach, one ride	2 sp
Carriage/coach	2 gp
Courier (intercity)	5 sp
Courier (long distance)	5 gp
Courier (urchin)	5 cp
Courtesan	1–100 gp
Guide, urban (d)	1 gp
Guide, wilderness (d)	5 gp
Herald (in city only)	1 gp
Lantern bearer (in city) (d)	5 sp
Mercenary, soldier (d)	5 gp
Mercenary, thug (d)	1 gp
Moneylender (cost per 100gp)	5 gp
Oracle/seer/fortune teller	5 cp to 100 gp
Personal chef (d)	1 gp
Sage	5–50 gp
Valet/manual laborer	5 cp to 5 gp
Cleric (divine spells/rituals)	Varies
Wizard (arcane spells/rituals)	Varies

Magic Shop

Item	Cost
Healing Potion, adventurer	50 gp

Creating your Character

Item	Cost
Healing Potion, champion	100 gp
Healing Potion, epic	200 gp
Resistance Potion, adventurer	100 gp
Resistance Potion, champion	200 gp
Resistance Potion, epic	400 gp
Oil, adventuer	100 gp
Oil, champion	200 gp
Oil, epic	400 gp
Rune, adventurer	150 gp
Rune, champion	300 gp
Rune, epic	600 gp