

Thirteenth Age for Roleplayers

A three-page summary of the game for the system-phobic

What's the setting?

A typical mediaeval fantasy land of humans, elves, dwarves, orcs etc, with a few twists. The biggest is that it's ruled by 13 Icons who are sources of magical, spiritual or physical power. The game will be about the interactions between the Icons and the repercussions for ordinary folk.

What character can I play?

Anyone who would fit into the background, and who is willing to work in an Adventurer group. Adventurers are people who go around helping others – defending them from monsters or bandits, investigating dungeons, righting injustices. You start as an inexperienced scrub and hopefully become a hero of legend (or possibly an antihero) by the end of the campaign.

In practice, I will attempt to shoehorn your character conception into one of the pre-existing **Professions** – fighter, paladin, barbarian, rogue, ranger, wizard, sorcerer, druid, cleric or bard – but if necessary I will invent a complete new Profession just for you.

What dice will I need?

I've changed the system so that you only roll a single die to do anything, including making a skill check, attacking, determining damage and healing. Skill checks and attacks use a d20. Damage and healing use a die dependent on your choice of weapon, spell or profession.

What do all the boxes on the character sheet mean?

The character sheet is here:

https://www.mtvessel.co.uk/roleplay/thirteenthage/character_sheet.pdf

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- **Level:** A number representing your character's level of experience as an adventurer. Starts at 1, goes up to 10.
- **Ancestry:** The group with which your character most identifies (human, dwarf, elf etc).
- **Profession:** Your character's role within the party. See above.
- **One Unique Thing:** Something that you and only you are or possess.
- **Skill Check Modifiers:** A bonus (or penalty) to a d20 roll when you try to do something. The GM will tell you which one to use.
- **Backgrounds:** These are the equivalent of skills and represent your life experiences prior to becoming an adventurer. You can add them to skill checks if they are appropriate, e.g. Sailor for a climbing roll. Whether a Background is "appropriate" is determined by the GM – if you can come up with a story to explain why having been a Sailor might help you talk your way past a guard, please do!
- **AC, MD, PD:** Numbers representing your defence against physical or magical attacks. Your GM may ask you what these are from time to time.
- **Hit points:** A number representing your general state of health.
- **Recoveries:** The number of opportunities to heal that you will typically get during an adventure (you can think of recoveries as long-term stamina). Every time you heal from whatever cause, reduce this number by 1 (unless the GM says it's a "Free Recovery"). You

can still heal if you don't have any recoveries left, but the healing will be much less effective.

- **Healing:** How many hit points you get back when you heal with a Recovery.
- **Melee / Missile Weapons:** The default weapons that you use.
 - **Attack:** The roll that you make when attacking with the weapon (this will be one of your skill checks). The *Escalation Die* is a number that gets added to all attacks from round 2 of a fight onwards.
 - **Hit / Miss:** Your damage if you hit or if you miss (yes, you may still do damage even if you miss an attack – you've tired the opponent out a bit).
- **Powers and Spells:** A brief summary of the cool things that your character can do.
 - **Recharge:** When used, a spell/power is *discharged*. This says when it will recharge.
 - **Used:** Tick this box when the Power has been used. Untick it when it recharges.

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- **Ability Score / Base Modifier:** Numbers used to determine your Skill Check Modifiers. For reference only.
- **Icon Relationships:** Numbers representing your relationships to particular icons and their followers, which can be positive, negative or "complicated". Used when making Icon Relationship rolls (see below).
- **Talents:** A box for recording notes on your chosen profession talents (specialisations).
- **Gear:** Your current money and equipment.
 - **Chakra:** The location or type of a permanent magic item. You can only have one magic item per chakra (if you have two, they will fight).
- **Feats:** Optional specialisations. Ignore this if it feels like too much system.
- **Notes:** A space for roleplaying notes, pictures etc.

Do I have to calculate all these numbers?

Absolutely not – the GM can do it for you (I've got spreadsheets and everything).

What are Powers?

Powers are cool things that your character has trained to do, including spells if your profession uses them. The ones in the book are mostly used in combat. The number and (usually) the strength of your Powers will increase as you level up.

Obviously you are not tied only to the Powers that are in the profession descriptions – as with Everway, we can make up new ones to fit your character.

Powers discharge once invoked and take a while to recharge. When you use a Power, tick the "used" box on your character sheet. You'll be able to use the power again after a short rest or a night's sleep (exception: "at-will" powers can be used again almost immediately).

How do I make a Skill Check?

Out of combat, when you describe what your character tries to do, the GM may ask you to make a Skill Check using one of your abilities.

Roll **d20** and add the **Skill Check Modifier** that the GM asked for. You can also add the value of an "appropriate" **Background** (see above). Tell the GM the total. Also tell the GM if you rolled a

20 (a Crit) or a **1** (possibly a Fumble) on the d20. The GM will say if it's a success, possibly after burbling about the "difficulty class". They may ask you to describe how you succeed.

How do I make an Icon Relationship roll?

The GM may occasionally ask you to "roll your Icon Relationship" with a particular Icon. Roll a **d6** (not a d20) for each relationship point that you have with the Icon. Tell the GM if you roll either a **5** or a **6**. Good things will happen (probably). We'll figure out which Icons you have a relationship with, and what sort of relationship it is, during character creation.

How do I make a Save?

This is a pure luck roll. If the GM asks you to "make a Save", roll a **d20 with no modifiers** and tell the GM the result. The GM will tell you whether you passed or failed the Save. Note: 1s and 20s don't matter.

What do I need to know about Combat?

- At the start, you'll be asked to "roll for initiative". Roll a **d20** and add your **DEX Skill Check Modifier** (no backgrounds). Tell the GM the total.
- On your turn, say what you want to do. The GM may ask you to make a Skill Check if you are doing something Shiskim-like.
- If you want to attack, pick an enemy who is in range and roll a **Skill Check** for the weapon or power you want to use (*don't* add a Background). Tell the GM the total, and also if you rolled a 1 or a 20 on the die. The GM will tell you if you hit or missed.
 - If you hit, roll the **Damage Die** for the weapon or Power and add the **Base Damage**. Tell the GM the total.
 - If you missed and the weapon or spell has **Miss** damage, tell the GM what it is.
- If an enemy hits you and the GM says you take x points of damage, reduce your current hit point total by that amount. If it goes below half your maximum hit points, you are **Staggered** (a bit unwell). If it goes to zero or below, you are **Unconscious**. Some attacks may also give you a **Condition** such as Dazed, Terrified or Wounded.

I'm low on hit points! How do I heal?

- Once per combat, you can spend a turn applying first aid to your wounds by using an action called **Rally**, but it only works reliably once. Otherwise a Power has to be used, either cast by you or an ally.
- Out of combat, you can heal during a Short Rest.
- Each time you heal, reduce your Recoveries by one. If you want to heal and have zero Recoveries, tell the GM.
- To heal, roll the healing die and add the base healing amount as specified on your character sheet. You recover that many hit points. You can't go above your maximum.

Is there anything else I need to know?

Don't think so – I'll talk you through everything else at character creation.