

House rules for 13th Age

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Adaptation to Sword & Sorcery Genre

The Sword & Sorcery genre is characterised by a few elements that can be made possible purely through the narrative and a restriction of the classes or selection within the classes. A central element, however, is magic, which can be dangerous but potentially very powerful and often a very harsh, brutal world.

Arcanists and Warriors - the binarity of essence

This categorisation only defines what the characters draw their essence from, which of course doesn't mean that paladins can't cast spells, for example.

To Do: Restrict selection within the classes, e.g. questionable whether Bard Battle Songs are possible

Arcanists draw essence from their soul	Warriors draw essence from their blood
• Skald (= restricted Bard) • Cleric • Druid • Occultist • Sorcerer • Wizard	• Barbarian • Commander • Fighter • Paladin • Wayfinder (= Ranger) • Rogue

Gaining Corruption

Different actions or enemy attacks will cause PCs to gain corruption points. At the end of an action, when a character gained Corruption, they have to roll a d100 and roll less than their current number of Corruption Points. If they fail, they lose one Recovery permanently and the Corruption Points are set to 0.

Magic is powerful but dangerous

Arcanists have the following additional rule: **Soul Burn**

As a *short action*, Arcanists can take d10 Corruption points to either

- get back a “once per battle” power
- cast a spell on one level higher
- Roll 2 dice when attacking, choosing the result

To support the weirdness, every Magic Spell gets an additional effect by using the Mercurial Magic Table from DCC.

The world and battles are brutal

Warriors have the following additional rule: **Grit**

- As a *short action*, once per battle, Warriors can take d10 Corruption points to get a re-roll on any roll they wish for.

Player Facing Rolls

Why do Player Facing Rolls at all?

Player Facing Rolls means: The GM never rolls the dice, it's all done by the players.

In my opinion, Player Facing Rolls make the game faster and give the characters a stronger feeling that they determine the outcome of a fight which is - in my perspective - suitable for a Sword & Sorcery Style game. 13th Age is already halfway there anyway, because the damage dealt by enemies is fixed.

What do we have to change?

- The changes are based on a unified dice system: Rolling high is always good! A Nat 20 is always a Success, a Nat 1 is always a Fail.
- Mathematically, it makes no difference whether an opponent with Attack +0 **inflicts damage** on AC 11 50% of the time, or whether a character with Armour Defence 11 **avoids damage** 50% of the time, if you keep the idea that the roll must be equal or

above. However, values must be descending when taking the opponent's attacks into account - remember THAC0? :)

- **Example 1:**
 - **Old:** An opponent with a +6 attack attacks a warrior with Armour Class 18. Results 12 upwards inflict damage, i.e. 45% probability.
 - **New:** In a system of Player Facing Rolls, the descending armour value of the warrior would have to be **4 and then modified to 10 by the attack**, thus, the probability to avoid damage is now 55%.
- **Example 2:**
 - **Old:** An opponent with a +5 attack attacks a warrior with MD 14. Results 9 upwards inflict damage, i.e. 60% probability.
 - **New:** In a system of Player Facing Rolls, the descending MD value of the warrior would have to be **8 and then modified to 13 by the attack**, thus, the probability to avoid damage is now 40%.

The formula for Base Values is *22-old value*

- if Base Value was 12, it is now $(22-12) = 10$
- If Base Value was 16, it is now $(22-16) = 6$

Stat	current	new	Example in context
AC / MD / PD	Base Value + Stat + Level (+ additional effects) <i>A level 3 Barbarian with Con of 16 (+3), Dex of 12 (modifier +1), and Wis 14 (modifier +2) would have an AC of $(12+2+3) = 17$</i> <i>Said level 3 Barbarian with Str of 14 (+2), Con of 16 (modifier +3), and Dex 12 (modifier +1) would have an PD of $(11+2+3) = 16$</i> <i>A level 3 Barbarian with Int of 8 (-1), Wis of 11 (modifier +0), and Cha of 10 (modifier +0) would have an MD of $(10+0+3) = 13$</i>	New Base Value - Middle Value - Level (- additional effects) The new Base AC for Light Armor for said Barbarian is 10 so the new Armor Value is $(10-2-3) = 5$ The new Base PD for Barbarians is 11 so the new PD is $(11-2-3) = 6$ The new Base MD for Barbarians is 12 so the new PD is $(12-0-3) = 9$	E1: Attack +0 vs old AC - it inflicts damage on a 17 up, so 20 % probability Attack +0 vs. new Armor Value: Character avoids damage from a 5 up, so 80%. E2: Attack +10 vs. old MD - it inflicts damage on a 3 up, so 90 % probability Attack +10 vs. new MD value of 9: Character avoids damage from a 19 up, so 10% chance to avoid damage.

What about attack skills from monsters?

Just take into consideration the same range of effects at the other end of the d20 spectrum...

Example: Blackamber Skeletal Legionnaire

Old: Natural 16+: something happens

New: Natural 5-: the same thing happens

Values Table

Base Value Old	Inflict Damage	Base Value Player Facing	Avoid Damage	Check
1	95%	21	5%	100%
2	95%	20	5%	100%
3	90%	19	10%	100%
4	85%	18	15%	100%
5	80%	17	20%	100%
6	75%	16	25%	100%
7	70%	15	30%	100%
8	65%	14	35%	100%
9	60%	13	40%	100%
10	55%	12	45%	100%
11	50%	11	50%	100%
12	45%	10	55%	100%
13	40%	9	60%	100%
14	35%	8	65%	100%
15	30%	7	70%	100%
16	25%	6	75%	100%
17	20%	5	80%	100%
18	15%	4	85%	100%
19	10%	3	90%	100%
20	5%	2	95%	100%
21	5%	1	95%	100%
22	5%	0	95%	100%
23	5%	-1	95%	100%
24	5%	-2	95%	100%

25	5%	-3	95%	100%
26	5%	-4	95%	100%
27	5%	-5	95%	100%
28	5%	-6	95%	100%
29	5%	-7	95%	100%
30	5%	-8	95%	100%