

GM Game Reference for 13th Age

Skill Check DCs and Impromptu Damage

Tier	Degree of challenge	Skill check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	15	+5	2d6 or 3d6	9
Adventurer	Hard	20	+10	3d6	10
Adventurer	VERY hard	25	+15	3d6 or 4d6	12
Champion	Normal	20	+10	4d6 or 4d8	16
Champion	Hard	25	+15	4d8	18
Champion	VERY hard	30	+20	4d8 or 2d20	19
Epic	Normal	25	+15	2d20 or 3d20	26
Epic	Hard	30	+20	3d20	32
Epic	VERY hard	35	+25	3d20 or 4d20	37

Loot per character level per full heal/session

1	2	3	4	5	6	7	8	9	10
100gp	125gp	175gp	210gp	520gp	325gp	425gp	500gp	650gp	850gp

Consumable Magic Items

Magic item note: Prepping and using a magic item/potion is generally a standard action. Using an oil or rune is a quick action

Healing Potions let the character drinking it use one of their recoveries, but may only regain HP up to the HP Cap for that tier.

Resist Potions give energy resistance of a type (chosen at creation) for 1 battle. Enemies in higher tiers ignore lower tier resistance.

Potion Note: Drinking any potion ends the effect of any other potion that is currently affecting the character.

Oils: Provide their bonus to weapon, implement or armor for one battle when applied.

Runes: Provides the same bonus as oils, plus roll % or 1d10 for an additional random effect. One rune allowed at a time per item

Tier	Healing Potions		Resist Potions	
	Cost	Effect	Cost	Effect
Adventurer	50gp	Recovery+1d8 (30 max)	100gp	Resist 16+
Champion	100gp	Recovery+2d8 (60 max)	200gp	Resist 16+
Epic	200gp	Recovery+3d8 (100 max)	400gp	Resist 16+
Iconic	300gp	Recovery+4d8 (130 max)	600gp	Resist 16+

Tier	Magic Oils		Magic Runes	
	Cost	Effect	Cost	Effect
Adventurer	100gp	+1 Atk & Dmg, or AC	150gp	Oil + Random bonus
Champion	200gp	+2 Atk & Dmg, or AC	300gp	Oil + Random bonus
Epic	400gp	+3 Atk & Dmg, or AC	600gp	Oil + Random bonus
Iconic	600gp	+4 Atk & Dmg, or AC	900gp	Oil + Random bonus

% Roll	D10 Roll	Rune Effect on Armor	Rune Effect on Weapon
1-20	1-2	Bonus applies to PD	+4 with attacks of opportunity this battle
21-40	3-4	Bonus applies to MD	Bonus energy damage of player's choice this battle (1d4 adventurer tier, 2d6 champion, 5d6 epic)
41-60	5-6	Bonus applies to PD & MD	+4 attack on first combat round after applying the rune
61-80	7-8	As 41-60 and you can reroll one failed save this battle	Bonus damage this battle while Escalation Die is 3+ (1d10 adventurer tier, 4d6 champion, 3d20 epic)
81-100	9-10	Use your first rally this battle as a quick action (or free if already a quick action)	Reroll one missed attack roll this battle

Monsters

Monster Equivalents: To use the table, select a monster level adjustment (relative to character level) from the column for the tier the characters are in. Then find the value for that row in the column for the type of monster being used. Repeat for each monster in the fight, and the total value should come out close to the number of characters in the party. Increase/decrease by up to about 50% for an easier or more difficult fight. Larger adjustments can be made based on group, but be careful with high level monsters.

Example: For a level 3 (Adventurer tier) party of 4 characters, a level 5 standard monster has a Difficulty Value of 2. So two level 5 standard monsters (total value of 4 because there are 4 characters in the party) would be an average fight.

Another Example: For a level 6 (Champion tier) party of 5 characters, a level 7 monster has a Difficulty value of 1. So five level 7 monsters would be an average fight, or you could replace 2 of them with a single level 9 monster.

Monster Level Adjustment in Character Tier	Difficulty Value for Monster type					
	Adventurer	Champion	Epic	Standard	Mook	Large
-2	-1	+0	0.5	0.1	1	1.5
-1	+0	+1	0.7	0.15	1.5	2
+0	+1	+2	1	0.2	2	3
+1	+2	+3	1.5	0.3	3	4
+2	+3	+4	2	0.4	4	6
+3	+4	+5	3	0.6	6	8
+4	+5	+6	4	0.8	8	12

Mooks: Mook HP is combined into a single total. Every time damage equal to a single mook's HP accrues against the total group HP, a mook dies. Mooks generally do not have a Fear threshold. Otherwise, mook stats are basically the same as Standard monsters.

Large and Huge Monsters: For Large monsters, double the HP and damage of a Standard monster after rolling. For Huge monsters, triple both. Attack bonuses, defenses and Fear threshold remain unchanged for Large and Huge monsters.