

13th Age Combat Cheat Sheet

Actions

On your turn, you can take one standard action, move action, and quick action, and a handful of free actions, in any order.

Standard actions: Typically attacks, or else spells so good that they're worth casting in place of an attack.

Move actions: Moving from one part of the battle to another, or maybe just moving to engage a new opponent. Occasionally, a move action might involve some other type of activity like opening a difficult door.

Quick actions: Drawing weapons, opening unlocked doors, picking something light off the ground, and reloading a light crossbow.

Free actions: Things that take almost no time: dropping something, speaking a few words or commands, taking an extra action as part of a power, or activating most magic item powers. It's up to the GM how many free actions a character can take, as well as how much you can say.

Substitute downward: You can use a standard action to take a move action, and you can use a standard or move action to take a quick action.

Interrupt actions: 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. These types of actions are limited to certain classes and class powers: commander, occultist, rogue.

Other actions when it's not your turn: In certain circumstances (see below), characters can intercept foes moving past them, make opportunity attacks, or otherwise act out of turn. These actions are usually free actions.

Position

A creature's position: the creature's whereabouts, and who it's engaged with in melee.

Whereabouts: Creatures have a general position on the battlefield. Most important is relative position, such as who's in the front rank or which side an ambush is coming from. Combat is dynamic and fluid, so miniatures can't really represent where a character "really is."

Nearby: Typically, all the heroes and their enemies in a battle are nearby. That means they can reach each other with a single move action. Sometimes heroes or enemies can be far away (see below).

Behind: Generally, if you're behind an unengaged ally, and an enemy moves past that ally to get to you, your ally has the option to move and intercept.

Intercepting: You intercept a creature when you move to stop an enemy attempting to rush past you to attack someone else. You must be near the enemy and the person that enemy is trying to reach.

Far Away: Generally, everyone is nearby each other and you can use a single move action to reach any of them (provided no enemy intercepts you). If you want to be far away, two moves away from the enemies, make that clear to the GM and make sure there's room for that maneuver. Wizards and other casters sometimes like to be far away.

Engaged: In a battle, everyone is either engaged (locked in combat with one or more enemies) or unengaged (free).

Miniatures: Miniatures and markers help GM and players agree on where everyone is. Use them more as reminders of what you imagine in your head rather than as game pieces. If you use maps with grids or hexes lined up on them, ignore the markings on the map—fudge movement whenever possible—don't spend time being precise.

When you are engaged:	When you are unengaged:
You draw opportunity attacks 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 that you don't target	You make ranged attacks normally
Your spells draw opportunity attacks (except close-quarters spells)	You can cast spells freely
You can disengage safely as a move action by making a normal save (11+)	You can engage enemies by moving into melee with them
You can't intercept enemies	You can engage 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

You can disengage from more than one foe with a single successful check, but your roll takes a -1 penalty for each foe beyond the first that you are disengaging from.

Rallying

Once a battle, use standard action to rally to spend a recovery. To rally again in same battle, make 11+ save. Miss means you can't, but don't lose an action.

Death and Dying

You are down at 0 hp, and dead at negative half hp.

Death Saves: Make death saves each round (16+) to heal using a recovery. Fail 4 times and roll a new character. Start at 0 hp when healed. On a natural 20, you heal and take a full turn. 16-19, you heal and can move next turn.

Stabilize: Standard action DC 10 healing skill check to stabilize. Stabilized PC is still unconscious, still making death saves, but will not die after failing 4 times, just has to keep rolling until they heal. If you get a 25+ on a stabilize check, it was only a quick action.

Healing Potions: Takes a standard action to pour a healing potion down dying PC's throat.