

# 13TH AGE COMPANIONS

## WHAT IS IT GOOD FOR?

Companions are a simplification of the regular Classes, while retaining all the Stats and the Power to be played alongside with or instead of full-fledged Characters. The main use for Companions is as One-Shot or Guest Characters, where a regular Character Generation would take too much time. Companions are also great if a player wants to take over a Henchmen while his main Character is not present or simply don't like to deal with all the rules.

## COMPANION BASE STATS

Level	Attack	Damage	HP	AC	Defenses	Skill/Ini
0	5	2 (6)	20	16	12	2
1	6	4 (8)	27	17	13	3
2	7	4 (13)	36	18	14	4
3	9	5 (18)	45	19	15	5
4	10	5 (23)	54	21	17	6
5	11	12 (34)	72	22	18	8
6	13	12 (39)	90	23	19	9
7	14	12 (43)	108	25	21	10
8	15	20 (56)	144	26	22	12
9	17	20 (60)	180	27	23	13
10	18	20 (65)	216	28	24	14

- **Attack:** Your Attack Stat. Count's for Melee, Ranged or Spells. The Escalation Die is usually added.
- **Damage:** This is the damage bonus that will be added to your Weapon-Damage roll. The value in parentheses is the average Damage, if you don't want to roll (based on  $d8/lvl + \text{Bonus}$ ). Companions don't inflict Miss-Damage.
- **HP:** Hit Points.
- **AC:** Armor Class
- **Defenses:** Your PD and MD. Can be modified by giving one a +2 and the other a -2 Modifier
- **Skill/Ini:** Is the Base Value for Skill and Initiative Rolls (Level is already included). Add Background Points if you have any.
- The Base Stats are not modified by magical Equipment (Attack, Damage, etc.), Race or other things.
- Companions have no Attributes, Feats or Racial Powers.

## COMPANIONS AS ONE-SHOT / GUEST CHARACTERS

First choose a Companion Class then take the stats from the Table above, modify them according to the Class and write down your Powers/Talents. You also have 8 Recoveries and Background Points. The One Unique Thing and Icon Relationships are optional.

## COMPANIONS AS HENCHMEN

Henchmen are essentially built like Monsters, but with the Table above. Give them some Backgrounds, Equipment and one or two Special Moves and you are finished.

If the Henchmen is a permanent addition to the Group, then its Level should be below the Group, it also doesn't get the Escalation Die Bonus and should use the average Damage Score so that it doesn't steal the spotlight from the PC's.

*Example: Arus a level 3 Swordmaster: Attack +9, Damage 3d8+5 (or 18), HP 45, AC 19, PD 17, MD 13, Skill: 5*  
*Backgrounds: Showing off 4, Seen all the Kingdoms 2*  
*Two Weapon Attack: [Trigger 16+, once per round] Can attack a second time.*  
*Equipment: A variety of Swords, Reinforced Leather Armor, Traveling Gear*

## SPECIAL CLASS RULES

**HP:** Add or subtract that number times your level. At 2nd Level a Berserker would have 42HP, while a Sorcerer only 30.

**DRD :** Your “Damage and Recovery Dice”. Add your level to your Recovery (there is no Con Stat).

**+/-x AC:** Add or subtract this from your AC.

**+x Bkg:** You gain additional Background Points, which have to fit the Class.

**Ranged special Attacks:** are against nearby enemies.

**Spellweaving:** Many Spellcasters have the ability to improvise magical Effects at will. Spellweaving needs a Standard Action (unless otherwise noted) and you have to succeed on a Skill Check where the DC depends on the Power of the Spell (compare it to existing spells).

But the flexibility has its price, a failed Check will result in Damage (impromptu Damage Table) or a unwanted special effect (spell turns against you or does something unpredictably).

If the Spell does Damage, then use the Impromptu Damage Entry and add the Characters Damage Bonus. Direct Damage Spells might also require a successful Attack Roll as part of the same Action.

*Example: A level 4 Sorcerer wants to create a Wall of Fire. The GM thinks that should be a Champion Tier Spell, since it has a big Effect and lasts for a while. The Skill Check DC is therefore 20 and if he succeed he does 2d12+5 (Impromptu Damage for multiple Targets and his Damage Bonus) damage to everyone who runs through it. If he Fails, he either gets 4d6 damage (single target Impromptu Damage) or another effect like summoning the Wall in a bad position. If the Wall is summoned on the top of an enemy then the Sorcerer would also have to make an attack roll to hit.*

## CLASSES

### ARCANIST

**HP -3/lvl, DRD d6, -2 AC**

- **Cantrips:** The Arcanist can cast certain small Spells at will as a quick Action with no fail chance: examples are



Light, Mage Hand, Ghost Sound and Prestigation.

- **Arcane Attacks:** You can cast a Destructive Ray vs. PD that does 1d6 dam/lvl against 1d3 enemies. The Attack can be boosted once per Combat: The damage and number of Enemies doubles and you can inflict one special Effect (Weaken, Stuck or make a Wall or Sphere that stays for the scene). You can try the boosted Attack on later rounds again, if it fails.
- **Academic Spells:** You can produce any Effect you wish with a Spellweaving attempt. But you have only one of these Spells per Scene! On the bright side, these ritualized Spells are quite safe, so there are no consequences if the Roll fails.

### BARD

**DRD d8, +4 Bkg**

- **Inspire:** Twice per Battle, you can either give a nearby ally a recovery as a quick action or let an ally reroll an attack as a free action.
- **Battle Chant:** Whenever you hit an enemy you can also hamper or daze it. You also have a magical ranged Attack vs. MD that does 1d6 dmg/lvl.
- **Bardic Magic:** Once per Scene you make an Attacks vs. MD to either Charm someone (save ends) who will even fight for you, change the Mood of a whole mook-crowd (vs. best MD, works for a whole scene) or make a Burst of Sound that does twice your level d12 damage to 1d4+1 nearby enemies.



### BERSERKER

**HP +3/lvl, DRD d12, -2AC**

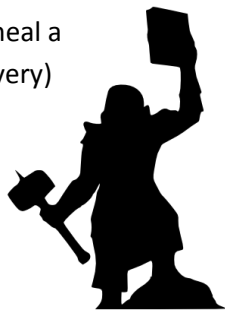
- **Rage:** Can be started with a quick action. Raging triples your Damage Stat. On the downside you are Vulnerable while you are in this state and you have to spend a round without attacking to end the Rage.
- **Massive Strike:** Once per battle you can do an additional 1d6 damage per Level (hit or miss).



## CLERIC

DRD d8, +2 AC

- **Heal:** Twice per battle you can heal a nearby target (it can use a recovery) as a quick action.
- **Blessings:** Choose two Domains of your god (War, Love, Justice, Sun,...). Twice per Scene, as a free action, you can receive or give a blessing to an appropriate Roll. The Target can roll an additional D20 and take the best Result.
- **Miracles:** Once per Day and Domain you can perform a mayor Miracle with Spellweaving (Turn Undead, Make a target unable to Lie, increase Damage Rolls to d12,...), but it has to be appropriate to the Domain. You can try it again in another scene if you fail to invoke your Miracle.



## ELEMENTALIST

HP -3/lvl, DRD d6, -2 AC

- **Element Control:** You can command the Elements. Spellweaving allows you to Form and Conjure an Element of your Choice (Wall of Earth, change the Flow of Water,...).
- **Destructive Ray:** You have a elemental ranged Attack vs. PD, that does 1d10 damage per Level. You can overcharge the Ray to increase the Damage to 2d10/lvl or the number of targets to 1d4+1, but you receive 1d6 dmg/lvl if the first attack misses. You can add both improvements if you spend a whole round to gather the Energy (the spell must be cast in the next round, but you will receive no miss damage).



## ILLUSIONIST

HP -3/lvl, DRD d6, -2AC

- **Illusions:** You can create all kinds of Illusions (all senses except touch) or change the properties of something that already exist (Invisibility, Taste,...) with Spellweaving.
- **Prismatic Spray:** This is an ranged Attack vs. MD that does 1d6 dam/lvl that also dazes or hampers the target.



- **Shadow Creations:** You can create also quasi-real Objects and Creatures. Like Illusions you have to succeed on a Spellweaving attempt, but Shadow Creations are real, obvious and easily broken. A Creature has your Stats and does 1d6 dam/lvl and can immediately attack, but has only a tenth of your hit-points. Objects shatter on any successful hit. You can never have more than one Shadow Creation at the same time.

## KNIGHT

HP +3/lvl, DRD d10, +2 AC

- **Armored:** You can halve the damage against you, twice per Encounter.
- **Battlefield Presence:** Enemies have a -4 modifier to disengage from you.



## MASTER OF ARMS

HP +3/lvl, DRD d10

- **Master Attack:** On a successful Attack you can do one of the following: disengage, push an enemy a short distance, add your damage bonus a second time, daze the target or gain temporary Hitpoints equal to your damage bonus (does not stack).
- **Weaponexpert:** Once per battle you can do a free and automatic successfully Stunt with your Weapon or Armor, like crushing a Shield with a Mace, unhorse a Rider with a Polearm and so on.



## MONK

HP +3/lvl, DRD d10, +2 Bkg

- **Martial Artist:** You fists and Feet count as Weapons and you can strike a second time if your first attack was a 16+.
- **Mystic Training:** You can jump to any nearby place, never take fall damage, run over water and other light substances and meditate so deep that you assume to be dead. You can also take an additional move action two times per battle (1/round).



## PALADIN

HP +3/lvl, DRD d10, +2 AC

- **Lay on Hands:** Once per battle you can use a quick action to use a free recovery on yourself or a touched ally. You can also endow your own recoveries to an ally outside of battles.
- **Smite Evil:** Once per battle you gain +4 attack and can do an additional 1d6 damage per Level (half damage on a miss).



## RANGER

HP +3/lvl, DRD d8, +2 Bkg

- **Quick Strike:** If your first attack is an even roll (hit or miss), then you can attack a second time.
- **Quarry:** Once per battle as a quick action, choose an enemy. The crit range of your attacks against that enemy expands by 2 for the rest of the battle. A mob of mooks counts as a single enemy



## ROGUE

DRD d8, +4 Bkg

- **Backstab:** Add 1d6/level against enemies that are already engaged with one of your allies or against enemies that didn't see you.
- **Light Footed:** You have a +4 bonus for disengage attempts.



## SUMMONER

HP -3/lvl, DRD d8

- **Summoning:** You have bound a Minion, like a Demon, Elemental, Animal or Undead Creature to you, that completely obeys you. It's Base Stats are the same as yours, but gains two additional



special features like flying, talking, a +5 Background like "BIG", claws (1d12 dam) or an area attack (1d4 enemies). You can dismiss it or recall it with one Action (it can immediately attack) and if it is destroyed you can summon a new one with an hour long Ritual or with the sacrifice of something important. Whenever you heal yourself, you heal your Creature for the same amount.

- **Transformation:** You can transform yourself into another Creature with Spellweaving. You assume the look and one special property of (size, claws, armor, flight, immunities, etc.). The Transformation lasts as long as you wish. You can gain two properties if you increase the Difficulty by 5.

## WARLOCK

DRD d10

- **Magic Weapon:** As a quick Action you can either form a Melee or Ranged Weapon of pure Energy (can be magical or elemental).
  - **Melee Form:** When you create the Weapon you gain +2 AC. You can overcharge it to double your Damage Bonus and either Push the enemy or make it Stuck, but you will receive 1d6 dmg/lvl if you miss.
  - **Ranged Form:** Your ranged Weapon can attack (vs. PD) one nearby or far enemy. You can overcharge it to Attack 1d3 Enemies, but you will receive 1d6 dmg/lvl on your first miss.
- **Curse:** You can Curse (save ends) nearby Enemies with a quick Action Spellweaving attempt (DC equals MD). Usual curse-effects are dazing, hampering, vulnerability, confusion (+5 DC) or stunning (+5 DC). Cursing multiple Enemies at once increases the Difficulty by 5. You can always teleport to cursed Individuals as a Move Action (no roll necessary) and they are also Vulnerable to your attacks.



# Quick Name and Personality Generator

## Names

### Male

	1	2	3	4	5	6	7	8	9	10
1	Abudric	Adilan	Adirak	Agreri	Agrin	Argi	Athelstan	Attor	Avenal	Baymas
2	Bellinus	Bersi	Bieven	Bordat	Brogan	Cadedri	Cadmon	Cavia	Cendarwen	Cethien
3	Darius	Deogol	Eder	Edlin	Edlin	Edric	Falmrinth	Faran	Faran	Ferragus
4	Fredek	Fyren	Galan	Gerazan	Gest	Gildas	Godric	Govannon	Grindan	Hakon
5	Harek	Hedin	Hord	Hrut	Jeloth	Karayan	Karolek	Kenric	Ketil	Korian
6	Kurush	Lander	Lar	Laraon	Laromald	Legoreth	Leidus	Letos	Lotheird	Maccus
7	Maks	Mendal	Merand	Micolai	Mirardol	Naviel	Oleg	Penrith	Peri	Prendar
8	Preni	Pyotr	Rabican	Ragnar	Raoch	Rhodia	Rodor	Roeloth	Rykath	Santio
9	Sennet	Shurik	Skapti	Strang	Tamar	Tellan	Thales	Thatram	Thord	Thormod
10	Thrand	Torr	Torsten	Trymman	Tucien	Umassa	Vartan	Yawen	Yazdan	Yiran

### Female

	1	2	3	4	5	6	7	8	9	10
1	Acendra	Adalind	Adryn	Agatha	Aideen	Alwyn	Alyvia	Arabeth	Ardra	Arella
2	Astalella	Belindra	Brenna	Bress	Brielle	Brithael	Bruswen	Cadaewen	Cambree	Caryne
3	Caylin	Chanti	Chevronne	Dagda	Dagwyn	Dallandra	Derris	Diadra	Dydia	Egeria
4	Ellette	Eryke	Fatina	Flouerana	Galatea	Galewen	Gavina	Helinda	Iana	Ibearwen
5	Icava	Ishara	Jaden	Jasara	Jayna	Jonaya	Kaelyn	Kahina	Karran	Kathran
6	Kira	Koali	Kona	Kota	Ladia	Landailyn	Landrea	Laurana	Lodica	Lypilla
7	Madora	Mauriana	Megara	Megenlind	Melia	Mora	Muriel	Nagvar	Narisa	Nerama
8	Nerine	Nidawi	Nordrada	Odlenda	Odriana	Ogma	Olinda	Onua	Oriel	Pala
9	Pari	Radella	Regana	Riberta	Sadi	Sarea	Shaundra	Siveth	Sunita	Talia
10	Terentia	Thana	Thedela	Thieda	Tradith	Tylwyth	Umindra	Vaossi	Vesta	Zawen

## Personality (Table copied from the great OGL game "Fantasy Craft")

	Appearance	Mannerisms	Personality	Props
1	Brawny	Facial tic	Brash	Ornate ring
2	Filthy	Overused saying	Cautious	Multiple piercings
3	Lanky	Intoxicated	Bloodthirsty	Trophy or medal
4	Stunning	Stutter	Shifty	ears/fingers/teeth Necklace
5	Stunted	Booming voice	Fearful	Cool scar
6	Rotund	Gossips	Stormy	Missing limb/digit
7	Ugly	Lisp	Stoic	Huge weapon
8	Refined	Wrings hands	Sorrowful	Lucky charm
9	Immaculate	Poor hygiene	Penitent	Heavily tattooed
10	Noble	Limp	Frantic	Battered armor
11	Military	Fidgets	Talkative	Glasses
12	Flamboyant	Cough/sickness	Haughty	Outrageous hair
13	Poor	Gestures with hands	Learned	Portrait of loved one
14	Impressive	Mumbles to self	Assured	Cane/walking stick
15	Scarred	Tells bad jokes	Impatient	Severe expression
16	Cute	Wheezy voice	Boisterous	Unibrow
17	Sickly	Mute	Grumpy	Distinctive perfume/smell
18	Flushed	Wears distinctive color	Contrary	Fine clothing
19	Scary	Complains constantly	Pessimistic	Easy smile
20	Savage	Hard of hearing	Upbeat	Piercing glare

## Version Changes

1.0: No real changes. After using it for dozens of Session, I consider it ready for Version 1.0! ☺

0.95: Ranged Attacks are only vs. nearby Enemies, Warlocks got toned down a bit

0.9: Nearly all Classes got tweaked. "Flexible Casting" is now called Spellweaving. Summoning Powers (Illusionist, Summoner) are now based on your own stats (easier and quicker). Added a Page with Names and Personalities

0.8: Table Expanded with average damage for Henchmen. Explained who gets to use the Escalation Die Bonus. Flexible Casting might need an Attack roll now. Tweaked a few Classes.

0.7: Overhaul of the Table: Base Stats are now based on Animal Companions instead of Monsters, 0 Level Companions are added and added a description to all entries. Better Explanation for Henchmen usage. Summoned Minions can now be Level 0. Your Level is now added to your Recovery, since there is no Con-Stat. Flexible Casting is now more defined and got an Example.