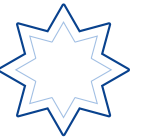


NAME

KIN

DESCRIPTION

LEVEL



ONE UNIQUE THING

Grid for One Unique Thing

ABILITY SCORES

ARMOR CLASS

Ability Score and Armor Class section with six circular templates for Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. Each template has a 'SCORE' box and a 'MODIFIER' box. An 'ARMOR CLASS' box is also present.

DEFENSES & INITIATIVE

Defenses and Initiative section with four shield icons for Physical Defense, Armor Class, Mental Defense, and Initiative.

BACKGROUNDS

BACKGROUND BONUS

Background section with a grid for background bonuses.

AT-WILL SPELL

At-Will Spell section for Physical Defense, including Spell, Hit Damage/Type, Avg, Miss, and Target/Effect.

AT-WILL SPELL

At-Will Spell section for Mental Defense, including Spell, Hit Damage/Type, Avg, Miss, and Target/Effect.

HIT POINTS & RECOVERIES

Hit Points and Recoveries section with a heart icon for Max HP, a grid for Recoveries, and a cross icon for Recovery Dice.

FEATURES, TALENTS, & SPELLS

Features, Talents, & Spells section with a table for Action Name, Trigger/Target/Effect, and Page #.

SKILL CHECK = LEVEL + ABILITY MODIFIER + BACKGROUND

USAGE

Usage section with a table for AT-Will & Recharge, Per Battle, and Per Arc.

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

ICON RELATIONSHIPS

Icon Relationships section with a table for #D6, +/-, Icon, 5+, and Used.

* Cyclic Spell: Do not spend if cast when escalation die is even.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

* + positive, ± conflicted, or - negative relationship.

13th AGE

WIZARD CANTRIPS & UTILITY SPELLS

CANTRIPS

Cantrips represent a wizard's effortless command of magic, producing minor but versatile effects. Wizards can cast a number of *cantrips* equal to their Intelligence modifier each battle (or every five minutes outside combat). Casting a cantrip takes a standard action as a ranged spell.



LEVEL	STANDARD DURATION
1 st -4 th	10 to 60 minutes (1d6×10), plus 10 min per level.
5 th -7 th	2 to 7 hours (1d6+1).
8 th -10 th	5 to 12 hours (1d8+4).

Alarm: Summons a minor watch-sprite that screams when an area is entered or an object touched.

Arcane Mark: Creates a magical sigil on a person or object. It's normally visible, but invisible ones can be created and require a difficult perception or magic check to notice.

Ghost Sound: Creates illusory sounds and noises emanating from somewhere nearby.

Knock: Summons a tiny magical servitor to open locked doors or objects. Requires an Intelligence check against the environment's DC. It doesn't detect or avoid traps.

Light: Produces a 30-foot diameter field of soft light.

Mage Hand: Creates a brief, weak telekinetic force, at best half as strong as the wizard's own hand.

Mending: Summons tiny sprites to repair small broken items over 1d6 rounds. More complex repairs may need an Intelligence check or require *cantrip mastery*.

Prestidigitation: Creates minor magical effects and stage tricks. It's entertaining but lacks real-world force.

Spark: Creates a tiny flame to ignite nearby flammable objects within sight. Ineffective on living beings or resistant materials.

Cantrip Mastery Feat: This feat grows stronger as you advance through tiers, without spending extra feats.

Adventurer Tier: Cast cantrips at-will as a quick action. You can learn new cantrips beyond the core list, roll a normal save (11+) to see if it works.

Champion Tier: You can improvise cantrip-style versions of any spell you've memorized (even if already expended). These versions are non-combat and non-damaging.

Epic Tier: You may replace one of your normal spells with a once-per-arc spell inspired by a cantrip. This spell has greater effect, on par with other spells of that level.

LEVEL 1 — DISGUISE SELF — 1/ARC →

Close-quarters spell. This spell creates a magical disguise lasting about 10 minutes. It improves your check to avoid unmasking by one step (easy instead of normal, normal instead of hard, hard instead of extreme). The effect only alters general appearance, not size, and can mask your features with those of a generic person or kin. Attempting to mimic a specific creature makes the disguise less effective (GM may apply a -2 to -5 penalty, based on difficulty).

LEVEL	EFFECT
1 st -2 nd	Spell lasts 10 minutes.
3 rd -4 th	Spell lasts 1 hour.
5 th -6 th	Smells are replicated; +2 bonus.
7 th -8 th	Vocal patterns and mannerisms; +4 bonus.
9 th -10 th	You can target an ally, and use on up to 2 creatures at once.

LEVEL 1 — FEATHER FALL — 1/ARC →

Close-quarters spell. Free action to cast. Cast to arrest a fall and drift down at a safe, steady pace over a round or two. If falling a great distance, wait to cast until you're close to the ground or you risk the spell ending at the wrong moment.

LEVEL	EFFECT
1 st -2 nd	Spell affects only you.
3 rd -4 th	You can target a nearby ally.
5 th -6 th	You can target up to two nearby creatures.
7 th -8 th	You can target up to five nearby creatures.
9 th -10 th	You can guide where a target lands.

LEVEL 1 — HOLD PORTAL — 1/ARC →

Ranged spell. For ten minutes, adventurer-tier creatures can't get through the door, not even by chopping it into splinters with an axe or blasting it with a fireball.

Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going (even if they are not present).

Epic-tier creatures can walk right through.	
LEVEL	EFFECT
1 st -2 nd	Spell lasts 10 minutes.
3 rd -4 th	Spell lasts 1 hour. Champion-tier creatures batter door after caster fails INT check three times. Epic-tier creatures notice such a busted door had magic on it.
5 th -6 th	Champion-tier creatures take a few minutes to force door open. Epic-tier creatures are impeded until caster fails DC 25 check.
7 th -8 th	Champion-tier creatures take 1 hour to cross. Epic-tier creatures require caster failing DC 25 check three times.
9 th -10 th	Epic-tier creatures need 1 hour to force door.

LEVEL 3 — LEVITATE — 1/ARC →

Ranged spell. Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down at about half your normal speed. The spell won't move you horizontally. While levitating you suffer a -2 penalty to your attacks, and you are *vulnerable* to attacks against you.

LEVEL	EFFECT
3 rd -4 th	Spell affects only you.
5 th -6 th	You can target a nearby willing ally instead.
7 th -8 th	Cast as a quick action, and affect 2 targets.
9 th -10 th	You can affect up to 5 targets.

LEVEL 3 — MESSAGE — 1/ARC →

Close-quarters spell. Quick action to cast. You send a one-to-two sentence message to a person you know and have touched within the past week. If you can see them, the message succeeds; if not, make an Intelligence check against the highest-tier environment either of you is in (e.g., DC 25 in a normal epic environment, higher with magical interference). The spell's maximum range is:

LEVEL	EFFECT
3 rd -4 th	Half a city.
5 th -6 th	An entire city and a bit into the countryside.
7 th -8 th	Partway across the Midland Sea, or between any of the cities near each other.
9 th -10 th	Across the full Midland Sea, from any city to any other city, maybe across the Empire.

LEVEL 3 — SPEAK WITH ITEM — 1/ARC →

Close-quarters spell. Quick action to cast. Briefly speak mind-to-mind with a magic item you are touching that belongs to you or one of your allies. If the conversation goes reasonably well, the item's owner gets a free recharge roll for an expended power.

LEVEL	EFFECT
3 rd -4 th	You need to be touching the item.
5 th -6 th	Item can be nearby instead of within touch.
7 th -8 th	The recharge roll gains a +2 bonus.
9 th -10 th	Do not spend spell if recharge roll fails. Can't use on same item until next full heal-up.

LEVEL 5 — PIERCE RESISTANCE — 1/ARC →

Ranged spell. Quick action to cast. Until the end of the battle, 1d3 creatures, including yourself and/or nearby allies, ignore the resistance of any creature they target with an attack.

LEVEL	EFFECT
5 th	1d3 targets.
6 th	1d3+1 targets.
7 th -8 th	1d4+1 targets..
9 th -10 th	1d6+1 targets.

LEVEL 5 — WATER BREATHING — 1/ARC →

Close-quarters spell. Quick action to cast. You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the spell's magic is about to end.

LEVEL	EFFECT
5 th -6 th	Spell affects only you.
7 th -8 th	You and up to 6 nearby allies are affected.
9 th -10 th	The spell lasts 4d6 hours.

LEVEL 7 — SCRYING — 1/ARC →

Ranged spell. You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. It's not infallible and there are areas that may be warded at the GM's discretion. You must have touched the person you wish to spy on within the last month.

If you use a single standard action to cast the spell, you won't get much. Scrying works best as a sort of fast ritual; concentrating on the spell for a while with props like a scrying pool or a crystal ball works better.

To protect yourself from scrying use this spell as a ritual; some GMs may let you noticing scrying attempts with a hard skill check (16+).

LEVEL	EFFECT
7 th	You must have touched the target within the last month.
8 th	You must have touched the target within the last three months.
9 th	Within the last year.
10 th	Within the last 5 years.

LEVEL 7 — INVISIBILITY PURGE — 1/ARC →

Ranged spell. Targets: Any nearby enemies who are invisible, whether you know they are there or not. **Attack:** Intelligence + Level vs. MD, rolled by the GM. This spell attacks invisible targets as if they were visible; there's no 50% miss chance for invisible targets. **Hit:** The target turns visible and cannot become invisible again this battle. **Miss:** If there are invisible creatures nearby, you become aware of their presence. Not where they are or who they are, but that there are invisible creatures present.

LEVEL	EFFECT
7 th	The spell affects nearby enemies.
8 th	The spell also affects far-away targets you would normally see.
9 th	On a miss, you also know the number of invisible creatures.
10 th	On a miss, you also know the types of invisible creatures.