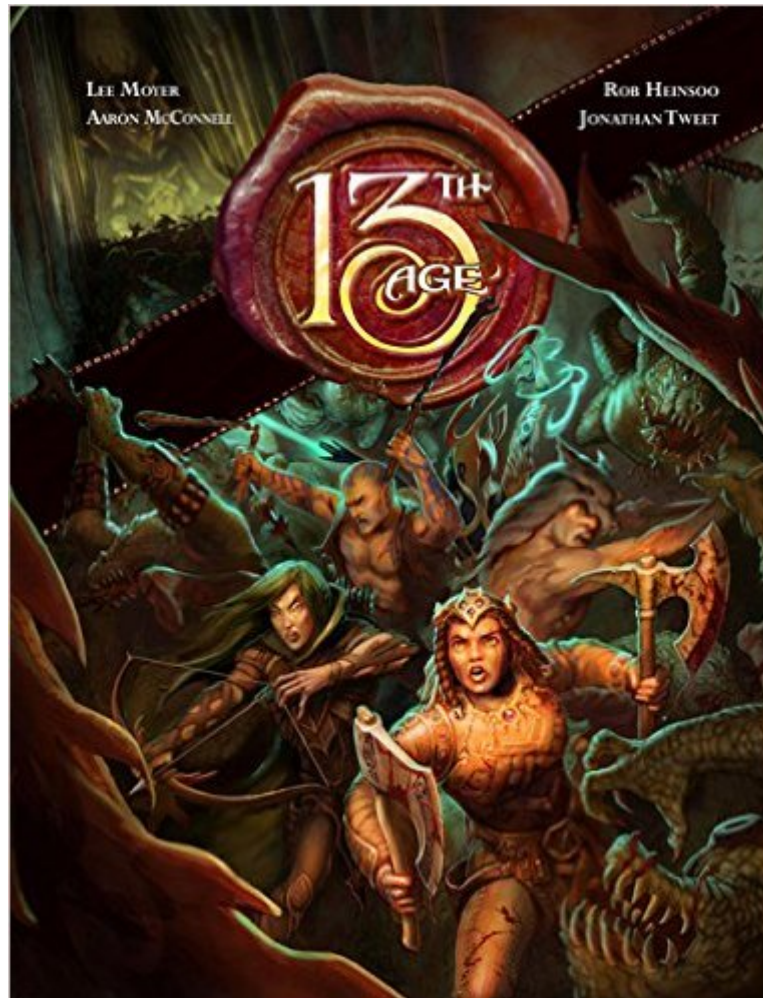


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13th Age RPG Core Book



Synopsis

13th Age combines the best parts of traditional d20-rolling fantasy gaming with new story-focused rules, designed so you can run the kind of game you most want to play with your group. Created by Rob Heinsoo and Jonathan Tweet, 13th Age gives you all the tools you need to make unique characters who are immediately embedded in the setting in important ways; quickly prepare adventures based on the PCs backgrounds and goals; create your own monsters; fight exciting battles; and focus on what's always been cool and fun about fantasy adventure gaming: Icon relationships and One Unique Things offer exciting storytelling possibilities Backgrounds provide a simple, flexible skill system drawn from characters personal histories Escalation dice enable fun, fast-moving d20 combat. Owlbears will rip PC's limbs off to feed their young. In the 13th Age of the world, adventurers seek their fortunes in the Dragon Empire while powerful individuals known as Icons pursue goals that may preserve the empire from chaos, or send it over the edge. Players decide which Icons their characters ally with, and which ones they oppose. These relationships, along with a personal history and a unique trait chosen during character creation, help define an adventurer's place in the world of 13th Age and lay the groundwork for epic stories that emerge through play. There are also fun new rules for hitting orcs and making them go splat. Our goal with 13th Age is to recapture the free-wheeling style of old-school gaming by creating a game with more soul and fewer technical details. 13th Age makes the play group's campaign the center of attention, with a toolkit of rules that you can pick and choose from based on the kind of game you want to play. The mechanics draw from classic games as well as newer, story-based games - Jonathan Tweet, co-designer

Book Information

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Customer Reviews

Summary: This is a great game, with several innovations over tradition d20 games that make it quicker and more immersive. That said, the classes are not equally complex or customizable, and the game depends on joint collaboration and story-telling on the parts of the players and the GM. If you like hard and fast rules, and detailed combat/tactics, this may not be the game for you. On the other hand, if you want to play a fast-paced game that emphasizes flexibility and creativity, and your group is OK with some DM fiat, then this is the game for you. Highly recommended.

Detailed Comments: I ran 13th Age at GENCON earlier this month for two groups who had never seen the rules before we started playing, and I have also played it with my home group. All three groups enjoyed the game, found it easier to pick up and play than other d20 games like DND and Pathfinder, and particularly enjoyed the flexible backgrounds that replace the traditional d20 skill system, the relationships the characters got to choose with the 13 icons (positive, negative, or conflicted), and the "one unique thing" that each player created for themselves that differentiated them from every other character. It is quick to create characters, players choose how they want their characters to be connected to the game world (and these choices matter as there are mechanics built into the game to make sure the game emphasizes and uses the connections the players have chosen), and character creation is designed to flow quickly.

13th Age is the classic swords-and-sorcery tabletop game, modernized. It is a system built for fast, fun combat that also encourages role-playing and improvisation. It tries to balance the races and classes available to players while also making every choice feel distinct. And it trades in-depth simulation of its fantasy world for simple-yet-clever game mechanics. This shouldn't surprise readers once they discover that this game is the brain-child of Jonathan Tweet and Rob Heinsoo, lead designers of Dungeons and Dragons 3rd and 4th edition, respectively. 13th Age is very much a descendant of those games, but it is able to jettison a lot of their baggage. It's simpler and faster than 4th Edition and more tactical and balanced than 3rd. And it also adds mechanics specifically to encourage role-play, something no edition of D&D has ever done. This game is not for everybody. If you prefer an exhaustive fantasy simulation that has tables that list the overland travel speed of a

one-donkey cart or an entire sub-system for grapple rules this is not your game. But if you want a game where a mission from the Archmage finds you fighting storm giants on top of a migratory terrasque, well, you're gonna like this. The major new mechanic of 13th Age is the Icons. The important thing about icons is that every piece of the game relates to them - the setting, the story, the rules... and the players. Each player will pick three Icon Relationships at the start of the game, and they will roll to see which relationships will factor into a given game session. The Icons themselves are fantasy archetypes: the Archmage, the Dragon Emperor, the Great Gold Wyrms and the Prince of Shadows, among others.

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