

*Customizable Character Class Deck
compatible with 13th Age™,
and The Archmage Engine™*

GENERAL FEATS



GENERAL FEATS CARD DECK

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GENERAL FEAT

FURTHER BACKGROUNDING

ADVENTURER FEAT

LEARNED



Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. (Maximum 5 points per background.)

GENERAL FEAT

CHAMPION FEAT

LEARNED



Add a total of 3 points to backgrounds you already have, or choose 3 points of new backgrounds that make sense for your character. (Maximum 5 points per background.)

EPIC FEAT

LEARNED



Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. These points can take one of your backgrounds over 5, to a maximum of 7.

GENERAL FEAT

IMPROVED INITIATIVE

ADVENTURER FEAT

LEARNED



Gain a +4 bonus to Initiative checks.

GENERAL FEAT

IMPROVED INITIATIVE

GENERAL FEAT

GENERAL FEAT

LINGUIST

ADVENTURER FEAT

LEARNED



You speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle.*

You can also read enough to get by in all these languages.

GENERAL FEAT

**You are not fluent in all these languages, no one will mistake you for a native speaker, and your vocabulary is adventurer-centric (heavy on words connected to danger rather than philosophy or emotions).*

CHAMPION FEAT

LEARNED



You can speak, read, and write all the humanoid languages fluently. Stranger languages are no problem for you either. If someone is speaking it, you can figure it out.

GENERAL FEAT

PRECISE SHOT

ADVENTURER FEAT

LEARNED



When your ranged attack targets an enemy who is engaged with an ally, you have no chance of hitting that ally.

GENERAL FEAT

PRECISE SHOT

GENERAL FEAT

GENERAL FEAT

RAPID RELOAD

ADVENTURER FEAT

LEARNED



Reloading a heavy crossbow now takes only a quick action.
Reloading a hand or light crossbow is a free action.

GENERAL FEAT

RAPID RELOAD

GENERAL FEAT

GENERAL FEAT

REACH TRICKS

ONCE PER BATTLE

ADVENTURER FEAT

LEARNED ✦

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt with a reach weapon such as a longspears or halberd.

To use the stunt, you must roll a 6+ on a d20.

GENERAL FEAT

REACH TRICKS

FEAT USED

ONCE PER BATTLE

GENERAL FEAT

RITUAL CASTING

ADVENTURER FEAT

LEARNED



You can cast any spells you know as rituals.

Classes that are already ritual casters (cleric, wizard)
don't need this feat.

GENERAL FEAT

RITUAL CASTING

GENERAL FEAT

See Rituals for ritual casting rules.

GENERAL FEAT

SKILL ESCALATION

TWICE PER DAY

ADVENTURER FEAT

LEARNED ✨

Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

GENERAL FEAT

SKILL ESCALATION

FEAT USED

TWICE PER DAY

USED



GENERAL FEAT

STRONG RECOVERY

Trigger: You roll recovery dice.

ADVENTURER FEAT

LEARNED ✦

When you roll recovery dice, reroll one of the dice and use the higher result.

At 5th level, reroll two of the dice.

At 8th level, reroll three of the dice.

GENERAL FEAT

STRONG RECOVERY

GENERAL FEAT

GENERAL FEAT

TOUGHNESS

ADVENTURER FEAT

LEARNED



You get additional hit points equal to half your baseline class hit points (rounded down).

At 5th level, the total hp bonus increases to your baseline hp value.

At 8th level, the total hp bonus increases to double your baseline hp value.

GENERAL FEAT

TOUGHNESS

GENERAL FEAT

ELVEN GENERAL FEAT

HERITAGE OF THE SWORD

ADVENTURER FEAT

LEARNED



If you can already use swords that deal d6 and d8 damage without attack penalties, you gain a +2 damage bonus with them. (This bonus doesn't increase miss damage.)

Otherwise, if your class would ordinarily have an attack penalty with such swords, you can now use them without penalties.

ELVEN GENERAL FEAT

HERITAGE OF THE SWORD

ELVEN FEAT

Only Dark Elfs, High Elfs and Wood Elfs may choose this feat.