

# RACIAL POWERS CARD DECK



RACIAL POWERS

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

## RACIAL POWERS CARD DECK

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**QUICK TO FIGHT**

RACIAL POWER

ONCE PER BATTLE

**EFFECT**

At the start of each battle, roll initiative twice and choose the result you want.

**CHAMPION FEAT**

LEARNED ✦

If you roll a natural 19 or 20 for initiative, increase the escalation die by 1 (usually from 0 to 1 since it's the start of the battle).

**QUICK TO FIGHT****POWER USED**

ONCE PER BATTLE

# THAT'S YOUR BEST SHOT?

RACIAL POWER

ONCE PER BATTLE

FREE ACTION

*Trigger:* After you have been hit by an enemy attack.

EFFECT

Once per battle as a free action after you have been hit by an enemy attack, **you can *heal using a recovery***.

If the escalation die is less than 2, you only get half the usual healing from the *recovery*. Unlike other *recoveries* that might allow you to take an average result, you have to roll this one!

Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

CHAMPION FEAT

LEARNED ✦

If the escalation die is 2+ when you use *that's your best shot*, the *recovery* is free.

# THAT'S YOUR BEST SHOT?

POWER USED

ONCE PER BATTLE

## DARK ELF RACIAL POWER

## CRUEL

RACIAL POWER

ONCE PER BATTLE

FREE ACTION

*Trigger:* You hit a target with a natural even attack roll.

EFFECT

Once per battle, **deal ongoing damage** to a target you hit with a natural even attack roll as a free action.

**The ongoing damage equals 5 times your level.**

(For example, at 3<sup>rd</sup> level you would deal 15 ongoing damage against a single target.)

As usual, a normal save (11+) ends the damage.

A critical hit doesn't double this ongoing damage.

CHAMPION FEAT

USED  LEARNED 

Once per day, you can instead use *cruel* to deal 5 ongoing damage per level against an enemy you miss or that you roll a natural odd attack against.

## DARK ELF RACIAL POWER

## CRUEL

POWER USED

ONCE PER BATTLE

## HERITAGE OF THE SWORD

ELVEN FEAT

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.

HIGH ELF RACIAL POWER

## HIGHBLOOD TELEPORT

RACIAL POWER

ONCE PER BATTLE

MOVE ACTION

EFFECT

Once per battle as a move action, **place yourself in a nearby location you can see.**

CHAMPION FEAT

LEARNED ✦

Deal damage equal to twice your level to one enemy engaged with you before or after you teleport.

HIGH ELF RACIAL POWER

## HIGHBLOOD TELEPORT

POWER USED

ONCE PER BATTLE

## HERITAGE OF THE SWORD

ELVEN FEAT

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 GRACE

RACIAL POWER

ONCE PER TURN

*Trigger:* At the start of each of your turns, roll a die to see if you get an extra standard action

## EFFECT

At the start of each of your turns, roll a die to see if you get an extra standard action. **If your roll is equal to or lower than the escalation die, you get an extra standard action that turn.**

At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

## CHAMPION FEAT

USED  LEARNED 

Once per day, start a battle rolling a d4 for *elven grace* instead of a d6.

## ELVEN GRACE

RACIAL POWER

ONCE PER TURN

## HERITAGE OF THE SWORD

## ELVEN FEAT

## 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.

## CONFOUNDING

RACIAL POWER

ONCE PER BATTLE

*Trigger:* You roll a natural 16+ with an attack.

## EFFECT

Once per battle, when you roll a natural 16+ with an attack, you can also **daze the target until the end of your next turn.**

## CHAMPION FEAT

LEARNED ✨

Instead of being *dazed*, the target of your *confounding* ability is *weakened* until the end of your next turn.

## CONFOUNDING

## POWER USED

ONCE PER BATTLE

## DAZED

You take a -4 penalty to attacks.

## WEAKENED

You take a -4 penalty to attacks and to defenses.

## MINOR ILLUSIONS

RACIAL POWER

AT-WILL

STANDARD ACTION

EFFECT

As a standard action, at-will, you can create a strong smell or a sound nearby.

Nearby creatures that fail a normal save notice the smell or sound. Creatures that make the save may notice it but recognize it as not exactly real.

## SMALL

Gnomes have a +2 AC bonus against opportunity attacks.

## MINOR ILLUSIONS

REUSABLE POWER

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*



HALF-ELF RACIAL POWER

## SURPRISING

RACIAL POWER

ONCE PER BATTLE

### EFFECT

Once per battle, subtract one from the natural result of one of your own d20 rolls.

### CHAMPION FEAT

LEARNED ✦

You gain an additional use of *surprising* each battle, but you can only use it to affect a nearby ally's d20 roll.

HALF-ELF RACIAL POWER

## SURPRISING

POWER USED

ONCE PER BATTLE

## HALF-ORC RACIAL POWER

# LETHAL

RACIAL POWER

ONCE PER BATTLE

### EFFECT

Once per battle, **reroll a melee attack** and use the roll you prefer as the result.

### CHAMPION FEAT

USED  LEARNED 

If the lethal attack reroll is a natural 16+, you can use lethal again later this battle.

## HALF-ORC RACIAL POWER

# LETHAL

POWER USED

ONCE PER BATTLE

## HALFLING RACIAL POWER

# EVASIVE

RACIAL POWER

ONCE PER BATTLE

*Trigger:* An enemy hits you with an attack.

### EFFECT

Once per battle, force an enemy that hits you with an attack **to reroll the attack with a -2 penalty.**

### CHAMPION FEAT

LEARNED ✦

The enemy's reroll takes a -5 penalty instead.

# SMALL

Halflings have a +2 AC bonus against opportunity attacks.

## HALFLING RACIAL POWER

# EVASIVE

POWER USED

ONCE PER BATTLE

## BREATH WEAPON

CLOSE-QUARTERS

RACIAL POWER

ONCE PER BATTLE

QUICK ACTION

Target: One nearby enemy

Attack: Highest ability score + Level vs. PD

HIT

1d6 × Level damage of an energy type  
that makes sense for your character.

MISS

—

CHAMPION FEAT

LEARNED ✦

Your breath weapon attack targets 1d3 nearby enemies  
in a group instead.

## BREATH WEAPON

POWER USED

ONCE PER BATTLE

ENERGY TYPE

## HALO

RACIAL POWER

ONCE PER BATTLE

FREE ACTION

## EFFECT

Once per battle as a free action during your turn, **gain a +2 bonus to all defenses until you are hit by an attack** (or until the battle ends).

## CHAMPION FEAT

LEARNED ✦

*Halo* also activates automatically any time you *heal using a recovery*.

## HALO

POWER USED

ONCE PER BATTLE

## NEVER SAY DIE

RACIAL POWER

ONCE PER BATTLE

*Trigger:* Your hit points drop to 0 or below.

## EFFECT

Whenever you drop to 0 hp or below, **roll a normal save if you have a *recovery* available.**

On an 11+, instead of falling unconscious, you stay on your feet and can *heal using a recovery*. Add the recovery hit points to 0 hp to determine your hp total.

## CHAMPION FEAT

LEARNED ✦

If you roll a 16+ on your *never-say-die* save, you gain an additional standard action during your next turn.

## NEVER SAY DIE

POWER USED

ONCE PER BATTLE

## CURSE OF CHAOS

RACIAL POWER

ONCE PER BATTLE

FREE ACTION

*Trigger:* A nearby enemy rolls a natural 1–5 on an attack or a save

EFFECT

Once per battle as a free action when a nearby enemy rolls a natural 1–5 on an attack or a save, **turn their roll into a natural 1 and improvise a further curse that shows how their attempt backfires horribly.**

A curse should have about the same impact as a typical once-per-battle ability. For example, a typical curse might lead to the cursed attacker dealing half damage to themselves with their fumbled attack and being *dazed* until the end of their next turn. The GM may reward storytelling flair and/or limit the suggested effects of the curse.

CHAMPION FEAT

LEARNED ✦

Whenever a nearby enemy rolls a natural 1 on an attack against you, you can use *curse of chaos* against them without expending it.

## CURSE OF CHAOS

POWER USED

ONCE PER BATTLE