

FANTASY AGE COMPANION



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FANTASY AGE

COMPANION

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AN EMBARRASSMENT OF RICHES

Welcome to the *Fantasy AGE Companion*! In these pages you will find a variety of optional rules, additional content, and expanded mechanics to customize and augment your *Fantasy AGE* sessions and campaigns. Some of this content has been adapted from other *Adventure Game Engine* products such as *Dragon Age* and *Blue Rose*, while other parts are brand new.

Much of this book is setting-agnostic, so you can use it for most *Fantasy AGE* settings and campaign frameworks. Keep in mind, however, that many elements included here imply something about the setting they are in, so choose appropriately for your campaign, but feel free to add your own flavor, too! For example, a setting or campaign that allows gunfighters and advanced black powder weapons likely has other technologies that the characters will use or experience. A campaign based around death magic and corrupt artifacts is probably a darker world than one focused on airship pirates and romantic intrigue.

This book contains numerous new and alternative game systems, packed into the following chapters.

CHAPTER 1: RACES & BACKGROUNDS introduces the Beastfolk, The Blooded, belong divine or demonic lineages, the dragon-like Draak and the mechanical Orean. The chapter concludes with a selection of new character Backgrounds, introduced into groups which tell the stories of where characters came from.

CHAPTER 2: NEW TALENTS AND SPECIALIZATIONS tells you how to design Talents and Specializations, before introducing the new Talents of Firearms Style, Great Endurance, Inspire, Mighty Thews, and Performance. This chapter also presents 23 new Specializations, from Arcane Dabbler to Totem Warrior.

CHAPTER 3: MAGIC starts with new ways for mages to expand their magical repertoire before presenting new spells to learn. These include new spells for the Arcana in the *Fantasy AGE* Basic Rulebook, and new Arcana, including Death and Illusion. This chapter concludes with rules for minor Arcana, ways to learn magic through Talents and Specializations, and divine magic.

CHAPTER 4: ADVANCED REWARDS discusses social rewards for characters, including heroic Honorifics, Titles and Memberships in organizations, before revealing Artifacts: major magical items whose appearance reshapes your campaign.

CHAPTER 5: THE WORLD AT LARGE brings you rules for mass battles and organizations, where characters can turn the tide on the battlefield or in matters of intrigue.

CHAPTER 6: VEHICLES, CHASES, AND STRUCTURES introduces rules for everything from chariots to steampunk motor cars. It then turns to chases, in vehicles, on foot, or on mounts, before providing rules for attacking structures, just in case walls get in your way, in pursuit or during a siege.

CHAPTER 7: SUPPORTING CAST offers new and expanded rules for building and interacting with NPCs. This includes rules for Relationships and Followers, guidelines for building adversaries, and a cross-section of the common and strange individuals Player Characters might encounter.

CHAPTER 8: PLAY OPTIONS digs into *Fantasy AGE*'s fundamental systems, showing you how to make the action grittier or more heroic with rules for adjusting Health, using Action Points and Stunt Packages, and organizing threats into Mobs.

DROWNING IN THE KITCHEN SINK

Its tempting when opening an expansion book for a role-playing game to simply start throwing every new rule and option into the mix right away. While these “kitchen sink” style campaigns can be a lot of fun, they can be chaotic or overwhelming to player and GM alike.

Some of the rules presented here are not intended to be used together. For example, mixing rules to make combat more lethal can make combat much too deadly, killing the fun of the campaign. On the other hand, mixing those same combat options with cinematic ones may result in combat that’s really no deadlier than default *Fantasy AGE*. Certain races and specializations may not fit a particular setting: an Arthurian-inspired fantasy campaign might not have gunfighters or beastmen, but then again, it might.

It is also OK to use these options selectively. Certain large battles might be replaced with a background description and a transitional scene while others might benefit from the mass combat rules in this book. A particular subspecies of a new fantasy species might exist in your world, but not other subspecies. Mix and match. Combine. Adapt. Use whatever you want and leave the rest for some other time.

EXAMPLE

*Nicole runs a swashbuckling-style Fantasy AGE campaign inspired by Renaissance Europe and the Middle East. Looking at the Fantasy AGE Companion, she decides she wants to introduce all the new Specializations, but the only new race or background she wants to introduce is the Beastmen. Her Beastmen are denizens of a previously unexplored region of the campaign world, and are predominantly peaceful herbivores. She also decides that the Beast Magic Arcana is only known to mystics from the Beastman cultures at first, though she plans to give PC mages an opportunity to learn this arcana in a series of upcoming adventures. To facilitate her game’s swashbuckling tone, she also adopts the minion rules and action points from the **Play Options** chapter.*

ADDING TO EXISTING CAMPAIGNS

This book presents new rules and options, but it doesn’t give one path to including them in an existing campaign or setting. In some cases, this isn’t necessary: you can use the mass battles system by simply introducing a large-scale military action in an existing campaign. Same with most new magic: a mage might simply learn to use Death or Beast Arcana to augment their existing array of spells and enchantments, rather than having to transfer to an entirely new system of magic.

Other options will require some explanation. If beastmen are suddenly playable character races, your players may have some questions that you’ll need to be able to answer. Where do they come from? Are they a new arrival in the world, or were they just hidden? Are they rare? Taking time to answer these questions and figuring out when and where to introduce dramatic new elements before they appear helps transition campaigns into new directions without anyone feeling they’re being pushed aside for the “new shiny.”

EXAMPLE

Jon is adding organization rules to his existing fantasy campaign. He does this by crafting an adventure that ends with the PCs in charge of a local estate after liberating it from a marauding horde of undead. Defending their new realm will also likely involve raising armies from the local population and the occasional mass battle. As the PCs have never risen to such a lofty position before, it is easy to introduce these rules as part of the new status quo once the PCs take power. Jon also wishes to add all the new Arcana from the magic chapter. After discussing this with his players, he decides these magical disciplines always existed in the setting, it’s simply that none of the heroes or the adversaries they faced used this magic before now. This means the next time one of the PC mages learns a new arcana, they can select from the new options without limitation or additional justification.

BUILDING YOUR OWN SETTING

In addition to the advice in the *Fantasy AGE Basic Rulebook*, you can use the options present in this book to help build a campaign world. The rarity and availability of specific specializations helps define what heroes and important characters do in the world. Powerful artifacts might shape the destinies of a single person, or of whole nations of a campaign world, pushing them to incredible heights or vile lows. The presence of a new race has a major impact on your world. Small things can have a huge impact, so choose wisely!

EXAMPLE

Jack is crafting a Stone-Age era Fantasy AGE setting with two advanced kingdoms descended from recently stranded alien races. He decides that humans, orcs, dwarves, and elves are native to the world, while the Draak from the Fantasy AGE Companion are one of the alien races. He then decides the other aliens died out or were destroyed, but not before mixing with native species to give birth to various Blooded individuals (also from the Companion). He decides the world is harsh and dangerous, implementing some of the options in the Companion to make combat more deadly. He also adds the “Heroes Armor” option to help his heroes, often clad in little to no armor due to the setting concept, survive in this deadly world. He then goes through the new specializations, disallowing some and limiting others to only certain backgrounds. For example, only the Draak, who have learned to craft alchemically-powered firearms, can become Gunfighters, while only native species can bond with the local animals and spirits sufficiently to become Beastmasters or Totem Warriors.

BUT THAT’S NOT ALL, FOLKS. . .

It’s actually just the beginning. Remember that this book is intended to enrich your games and offer you new options. No one knows your players or your campaign better than you do, so if something doesn’t feel right, or you see a way to use an element of the book in a new way, go for it. This is a guide and resource that we hope will bring you many more hours of enjoyment, and that means using your own judgment and flavor.

And now, on to the main act.



RACES & BACKGROUNDS

In addition to the six races in *Fantasy AGE*, the *Fantasy AGE Companion* introduces a few more: beastfolk, blooded, draak, and orean. There is information on each of these races in this chapter, including background information and how that race affects your character's abilities in the game. As with the races in the basic rules, the races presented here provide specific effects which will affect the choices you make while creating your character. Typically, your choice of race modifies one or more of your abilities, gives you one or more focuses, guides the languages you speak and write, and provides some other benefits as well. When you choose your race, you get certain benefits automatically, plus a couple others rolled on random tables.

The new races make it possible to customize your setting, by including some or all of them or by substituting these races for some of the six presented in the basic rulebook. Perhaps in your game, there are no gnomes and halflings and they've been replaced by draak and beastfolk. The new races include:

- **BEASTFOLK:** An intelligent race made up of humanoids with animalistic appearances and abilities. They live on the outskirts of civilization in small settlements, often trading with other races.
- **BLOODED:** Also known as Half-Blooded, these beings aren't really a race so much as a people who share half their blood with some other intelligent, (usually) humanoid race, such as giants, dragons, or the like.
- **DRAAK:** A race of beings related to dragons. They are ancient and have a strong connection to magic in all

its forms. They make mighty mages and powerful warriors, but are just as likely to spend their lives in pursuit of some intellectual interest.

- **OREAN:** Living constructs of unknown origin. They are a dying race, with half their population dying in each successive generation. Each orean is humanoid, but made of metal, stone, wood, or similar materials. Their form is usually related to their function, so an orean ratcatcher might be short, while a store clerk might be very tall.

Not all races may be available to you depending on your GM, the setting, or the story being told. Make sure to talk to your GM before choosing one of the races included here.

EXAMPLE

Miguel's GM has told him the races in the Fantasy AGE Companion are fair game for the campaign. Miguel looks at the new races, and decides to play a draak character. This allows him to increase his Willpower from 3 to 4. He can then choose between two focuses: Strength (Intimidation) or Willpower (Self-Discipline). He likes the idea of playing a very serious and disciplined mage, so he chooses Self-Discipline. He then writes down his basic Speed and that he speaks and reads the Common Tongue and Draak. He follows that up with rolling twice on the Draak table and gets a +1 to his Intelligence (bringing it to 3) and the Armored benefit, which increases his Armor Rating by 2. He thinks that looks like a pretty good mix to make his mage stand out.

BEASTFOLK

Beastfolk are unrelated to the barbaric beastkin (see *Fantasy AGE Bestiary*), and are instead creatures of faerie. While they are intelligent beings, they are bestial in nature and exist in tribes or clans comprised of a wide variety of species of animals that would never coexist naturally. This is because when beastfolk mate, their offspring can be of any species and usually doesn't resemble either parent. Each member of the beastfolk closely resembles and has personality traits associated with a specific species.

Although their appearances are chaotic, beastfolk are creatures of habit and tradition who favor the familiar over the new. This has kept them away from civilization, so they're considered rare and unusual by every other race. Despite their isolated existence, beastfolk have a strong sense of hospitality and anyone welcomed into one of their communities is made to feel welcome and safe. Anyone who commits violence against the beastfolk or threatens

the safety of their homes experiences the dark side of the beastfolks' bestial personalities.

Beastfolk who leave their homes do so for a number of reasons, such as if their tribe is wiped out by disease or bandits, because they want to see more of the world, or as part of a rite of passage. Once out in the world, the wandering beastfolk are either able to cope with everything new and different, and enjoy their time among the other races, or are unable to find a way to exist in the outside world and return home as quickly as possible.

Appearances among the beastfolk vary widely, but each member of the race shares a few things in common. They have a lifespan of up to about 80 years, and are all very aware of their surroundings, often possessing extensive knowledge about the natural world. That's where the physical similarities stop, because each beastfolk resembles an animal of one type or another. One member could resemble a wolf, while another resembles a hawk, and another a stag or turtle, and yet all regard the others as equals.

BEASTFOLK NAMES

FEMALE NAMES: Anok, Bekk, Eeve, Faen, Kair, Liyr, Nann, Pell, Syll, Vyrr

MALE NAMES: Borr, Daak, Domm, Garr, Johl, Lax, Olko, Toru, Rahn, Tokk

CLAN NAMES: Boneknife, Clovenhoof, New Moon, Nightcaller, Redhorn, Swampstalker, Whitefang

PLAYING A BEASTFOLK

If you choose to play a beastfolk, modify your character as follows:

- Add 1 to your Perception ability.
- Pick one of the following ability focuses: Intelligence (Natural Lore) or Perception (Seeing).
- Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).
 - You can speak and read Beastspeech and the Common Tongue.
 - Roll once on the **Beastfolk** table for an additional benefit. Roll 2d6 and add the dice together.
- Roll once on the **Beastfolk Species** table. Roll 2d6 and add the dice together. The result tells you the sort of animal you resemble and provides a handful of examples as well as a few options for benefits. Choose two of the listed benefits for the species you rolled.

BEASTFOLK SPECIES

As mentioned above, roll once on the **Beastfolk Species** table to find the type of species you are. You can then determine exactly the sort of animal you resemble. Once you've deter-



BEASTFOLK SPECIES

| 2D6 ROLL | SPECIES | BENEFITS |
|----------|--|--|
| 2 | Avian (cardinal, eagle, hawk) | +1 to Accuracy, <i>Dark Sight</i> , PERCEPTION (SEEING) focus, or if you already have it, gain the Observation talent at Novice rank with PERCEPTION (SEEING), <i>Slow Descent</i> |
| 3 | Reptile (lizard, snake, turtle) | <i>Armored</i> , FIGHTING (BITE) focus, PERCEPTION (SMELLING) focus, <i>Venomous Bite</i> |
| 4 | Primate (ape, baboon, monkey) | <i>Armored</i> , STRENGTH (MIGHT), STRENGTH (CLIMBING) focus, <i>Sturdy</i> |
| 5 | Rodent (beaver, mole rat, rat) | +1 Defense, <i>Dark Sight</i> , DEXTERITY (STEALTH) focus, STRENGTH (INTIMIDATION) focus |
| 6 | Feline (cat, panther, puma, tiger) | Claws (1d6+Str), <i>Dark Sight</i> , DEXTERITY (STEALTH) focus, FIGHTING (CLAWS) focus |
| 7 | Canine/Vulpine (dog, fox) | +2 Speed, PERCEPTION (SMELLING) focus, PERCEPTION (TRACKING) focus, STRENGTH (INTIMIDATION) focus |
| 8 | Ungulate (deer, goat, pig) | +2 Speed, Ram/Gore (1d6+Str), STRENGTH (ATHLETICS), STRENGTH (MIGHT) |
| 9 | Ursine (bear) | <i>Armored</i> , STRENGTH (INTIMIDATION) focus, STRENGTH (MIGHT) focus, <i>Sturdy</i> |
| 10 | Bovine/Equine (cow, bison, horse, zebra, donkey) | +2 Speed, <i>Armored</i> , STRENGTH (MIGHT) focus, <i>Sturdy</i> |
| 11 | Amphibian (frog, salamander) | <i>Hold Breath</i> , <i>Regenerate</i> , STRENGTH (CLIMBING) focus, Swim (at your Speed) |
| 12 | Other (armadillo, bat, sloth, etc.) | Choose any two bonuses listed in the benefit entries above that reflect the abilities of the animal of your choice. |

mined that, you then choose two of the options listed in the Benefits column. Note that the benefits in italics are new and described in the following section.

BEASTFOLK BENEFITS

The **Beastfolk Species** table presents a number of benefits, which appear in *italics* on that table. Here are the descriptions for those benefits.

ARMORED

You have a tough hide, shell, or thick fur that protects you. Your Armor Rating is increased by 2.

DARK SIGHT

You have Dark Sight, which allows you to see up to 20 yards in darkness without a light source. You see everything in shades of black and white in the dark.

HOLD BREATH

You cannot breathe underwater, but can hold your breath for a number of minutes equal to your Constitution (minimum 1 minute) before having to make any tests relating to lack of air, drowning, or similar hazards. If you're not engaged in combat and move no more than half your normal speed, you can triple this duration.

REGENERATE

You heal a number of Health equal to your Constitution (Minimum 1) as a 2+ SP stunt. This stunt may be used multiple times in the same roll if enough SP are available, increasing the healing effect for every 2 SP. You are also able to regenerate limbs over the course of 2d6 weeks. Wounds from fire and acid cannot be regenerated. If a limb is removed and then cauterized, it will never grow back.

BEASTFOLK

| 2D6 ROLL | BENEFIT |
|----------|---|
| 2 | +1 Constitution |
| 3-4 | FOCUS: COMMUNICATION (ANIMAL HANDLING) |
| 5 | FOCUS: PERCEPTION (TRACKING) |
| 6 | Weapon Group: Spears* |
| 7-8 | +1 Fighting |
| 9 | FOCUS: CONSTITUTION (STAMINA) |
| 10-11 | FOCUS: DEXTERITY (INITIATIVE) |
| 12 | +1 Strength |

* If the class you choose provides this already, you can take the focus FIGHTING (SPEARS) instead.

SLOW DESCENT

Your wings don't allow you to fly, but you can use them to slow yourself when falling. You take only half damage from falling if you are conscious and able to use your wings.

STURDY

You are big, solid, and difficult to move. Knock Prone and Skirmish stunts used against you require 1 more SP than normal to work.

VENOMOUS BITE

You have a bite attack that deals 1d6 damage and gain the Venomous Bite Stunt: You can inject venom into a living creature as a special stunt costing 3 SP. The poison slows and partially paralyzes the victim, who suffers an additional 1d6 of penetrating damage and a -1 penalty to Dexterity, Fighting, and Accuracy until the end of the encounter or until the victim receives magical healing.

BLOODED (HALF-BLOODED)

Through magical or other means, it's possible for any creatures usually considered "monsters" in a fantasy world to mate or in some other way combine with another race to create a half-blooded version of that creature. A wizard might perform a rite to create a half-human/half-gargoyle, possessed of traits from both races, or perhaps an ogre mates with an orc or human, resulting in a half-blooded ogre. Additionally, there are creatures able to change their shape, such as changelings, doppelgangers, dragons, and the like who might mate with other races to create half-blooded offspring. In a world rich with arcane magics, anything is possible.

If you'd like to add some unusual and interesting options to your setting, the blooded 'race' is an excellent option. With it, a player can choose a monster and create a humanoid version to use as a player character. Such characters are rare, often unique, but add interesting and useful story options to what might otherwise be a standard fantasy game.

Blooded vary widely in appearance because there is not 'standard' version of the race. All that can really be said about them is that they are humanoid versions of the creature with which they share blood. A blooded basilisk has lizard-

like traits, a powerful build, scaly hide, and claws, while a blooded morlock is quick with preternatural senses, pale skin, and natural armor.

No matter what the half-blooded character is, they are unusual and typically unable to pass themselves off as a normal being of whichever race they most closely resemble.

Due to the fact that there is no standard version of the blooded, their height, weight, lifespan, and other physical traits are determined by the races combined to make them. A human/fire elemental would have a shorter lifespan than an elf/fire elemental, for example.

BLOODED NAMES

There is no typical naming convention for blooded. They use names usually possessed by a member of one of their parents' races. It is also common for blooded to have nicknames that reflect their appearance or origin.

PLAYING A BLOODED

If you choose to play a blooded, modify your character as indicated below. The bulleted list of changes immediately following and the Blooded Origin table don't have specific abilities and bonuses. Instead, when you choose the race of which you are half-blooded, you refer to that creature's game stats. When you're directed to, for example, add 1 to your highest, second-highest, or third-highest ability, you look at the origin creature to find which ability that is for the respective entry and then add 1 to your ability of the same name.

If two or more abilities are tied, you can choose which to take first, but if you roll a second increase to a tied ability, you can't choose to add 1 to the same ability as you have previously.

- For focuses, you find the ability that matches the result of the roll and select one of that ability's focuses. If that ability doesn't have any focuses, then you can choose a different focus possessed by the origin race. Weapon

groups awarded by your origin are also selected based on which weapon groups your origin race has. If the origin doesn't have any listed weapon groups, then take a weapon group that includes one of the weapons the origin race uses.



- Add 1 to your ability that's the same as your origin's highest ability.
- Pick one ability focus possessed by your origin.
- Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).
- You can speak and read the Common Tongue and the language of your origin. If your origin doesn't have a language, then you have the Common Tongue.
- Roll twice on the **Blooded** table for an additional benefit. Roll 2d6 and add the dice together.

SELECTING SPECIAL QUALITIES FOR A BLOODED

On a roll of 10-11 on the Blooded Origin table, you can choose to take a special quality possessed by your origin race. When you do, work with your GM to select one that makes sense and isn't unbalancing or overpowered. The special quality doesn't have to exactly match what the origin race has, but should be similar. For example, if you're a half-blooded demon soldier (see *Fantasy AGE Basic Rulebook*, CHAPTER 9: ADVERSARIES), your GM might suggest giving you the Armored quality, Darkvision, or Claws that do 1d6 + Strength damage; given that none of those are too powerful, your GM may let you take any two of them. Usually very minor abilities such as water-breathing, a swimming speed, darkvision, a small bonus to speed, etc. can be added to a blooded character without making a big impact on their power level compared to other PCs. Plus, those qualities make the blooded character seem more like its origin race and add a bit of flavor.

Some qualities aren't appropriate for blooded characters, such as a dragon's Buffet, Large and in Charge, Tail Bash, and other qualities that rely on physical characteristics the player character lacks. If you like the idea of being dragon-blooded and would like something to reflect the fact that you're larger than normal, you could use the ogre's Big special quality for that purpose—at least the section about how certain stunts affect you.

A good guideline for special qualities can be found in the back of the *Fantasy AGE Bestiary* in the Modifying Monsters section. Not all of those qualities are appropriate for PCs, but that's a good place to start and you can develop your ideas from there. The Beastfolk Benefits sidebar found under the Beastfolk race entry, earlier in this chapter, also offer some excellent options for blooded characters and give a sense of the sorts of abilities appropriate for a player character.

DRAAK

Creatures of might and magic, draak resemble humanoid dragons. They are large and intimidating, with a strong connection to arcane forces. They are typically confident and forceful and make excellent warriors and mages. They prefer to live in comfort, whether that be a fine room in an inn or a home they've customized to their liking. In addition to comfort, they enjoy wealth of all kinds and spend most of their time seeking out wealth to support their lifestyle. Unlike

| BLOODED | |
|----------|--|
| 2D6 ROLL | BENEFIT |
| 2 | +1 Highest Ability |
| 3-4 | Focus: Third-highest Ability focus of your origin creature, or of your choice |
| 5 | Focus: Second-highest Ability focus of your origin creature, or of your choice |
| 6 | Weapon Group: One of your choice possessed by your origin |
| 7-8 | +1 Second-highest Ability |
| 9 | Focus: Highest Ability focus of your origin creature, or of your choice |
| 10-11 | Focus: Third-highest Ability focus of your origin creature, or of your choice or special quality of minimal effect (see Selecting Special Qualities for a Blooded). |
| 12 | +1 Third-highest Ability |

*If the class you choose provides the Weapon Group you chose from your origin, then you can take the focus for that weapon group instead.

a number of other races, they have no interest in working for their wealth and instead prefer to take wealth from others.

Draak have a strong connection to magic and an equally strong affinity for strength of arms. When a draak enters a community, they are often treated with some amount of reverence and often asked to deal with problems that the local community hasn't been able to tackle on their own.

Like dragons, draak are scaled in any number of colors, from black or red to silver or gold and everything in between, including gemstone-colored. No matter their color, draak resemble humanoid dragons, with snouts, scales, and powerful builds. Standing between five and seven feet tall and weighing up to 400 lbs., draak are intimidating beings. Draak live up to 1,000 years.

DRAAK NAMES

FEMALE NAMES: Azzoria, Ellanaraz, Kolra, Nothka, Taneen, Sharlarrak, Ulrua

MALE NAMES: Braal, Charrax, Flagrath, Garkath, Morgarro, Rastilak, Zarrian

FAMILY NAMES: Brightflame, Darktide, Frostfire, Lightning-scorch, Stonescale, Whirlingdeath

PLAYING A DRAAK

If you choose to play a draak, modify your character as follows:

- Add 1 to your Willpower ability.
- Pick one of the following ability focuses: Strength (Intimidation) or Willpower (Self-Discipline).
- Choose Intelligence (Arcane Lore) or Willpower (Self-Discipline) when you create your character. You can choose to use that focus to make tests to resist magical

DRAAK

| 2D6 ROLL | BENEFIT |
|----------|---|
| 2 | +1 Constitution |
| 3-4 | Armored (Armor Rating is increased by 2) |
| 5 | FOCUS: CONSTITUTION (STAMINA) |
| 6 | FOCUS: INTELLIGENCE (ARCANE LORE) |
| 7-8 | +1 Intelligence |
| 9 | Thick Scales: (The Pierce Armor stunt costs +1 SP when someone uses it against you.) |
| 10-11 | FOCUS: INTELLIGENCE (RESEARCH) |
| 12 | +1 Strength |

DRAAK LANGUAGE

Draak is a new language for *Fantasy AGE*. It functions as the language of any “creator” or “ancient” race in your campaign setting. If you have no interest in introducing a new language to your game, substitute elvish or dwarvish as the language of choice for the Draak and Orean races included here.

If you include this language or create a new language of your own, let the players know they can learn it using the Linguistics Talent.

spells and effects instead of using the test called for in the magical spell or effect’s description. Once you’ve chosen the focus for the character, it can’t be changed.

- Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).
- You can speak and read Draak and the Common Tongue.
- Roll twice on the **Draak** table for an additional benefit. Roll 2d6 and add the dice together.

OREAN

Thoughtful, thorough, and slow to anger, oreans are mistakenly believed to be somewhat unintelligent. In truth, they are as intelligent as any other race, but they are more cautious and typically only decide on a course of action after considering all the options.

Oreans have existed longer than written history and their origins are unknown. They are skilled warriors with a strong affinity for weapons of war. It’s generally accepted they were created as a race of warriors, but the truth is a mystery. However they were created or wherever they came from, they are a dying race. After a few hundred years of existence, oreans seek to reproduce. When they do, two (or more) oreans retreat to one of the orean enclaves found in various places across the land and merge together. In a process that takes months to complete, and can’t be stopped once it’s begun, the merged oreans cease to exist and a new orean eventually emerges. Unlike most newborns, the young orean is able to control its body and speak and understand some words, but is kept safe, raised, and educated by the other oreans in the enclave. Every generation, the number of oreans in the world shrinks and even now the sight of an orean is uncommon.

Oreans are living beings comprised of inorganic materials and wood. They are humanoid in shape and stand anywhere from four to seven feet tall, but individual oreans vary widely in appearance; one orean



OREANS & BLACK POWDER WEAPONS

Because Oreans have a close connection to technology, their random benefit may allow them to start with the Weapon Group: Black Powder. If your game doesn't include black powder weapons, replace this result on the Orean benefit table with Weapon Group: Heavy Blades. If the class you chose already provides this, you can take the Fighting (Heavy Blades) focus instead.

may be made of blocky stone marked with arcane runes covering it, another might be packed with brass gears visible inside a skeletal frame, and another could have a mix of metal and wood that flows seamlessly together and is covered in fine filigree. No matter their appearance and physical composition, their ability to maneuver isn't affected.

OREAN NAMES

As with other races, oreans have three names; their first name could be anything from a name common to another race, but are often an onomatopoeic word. Their middle names help to differentiate 'family' lines and are typically only two or three letters long and not capitalized. Their last names are based on what sort of function they perform or were trained to do.

FIRST NAMES: Ank, Curr, Ding, Klink, Pung, Shik, Sree, Tap, Vurt, Zap

MIDDLE NAMES: ag, bin, del, fel, hul, jo, myr, sil, vun

FUNCTION NAMES: Anvil, Awl, Book, Caster, Claymore, Compass, Porter, Quill, Sentry, Teller, Tinker

PLAYING AN OREAN

If you choose to play an orean, modify your character as follows:

- Add 1 to your Constitution ability.
- Pick one of the following ability focuses: Constitution (Stamina) or Strength (Intimidation).
- You are a Living Clockwork and do not need to breathe, although you do need to be inactive (effectively sleep) and eat like any other living race. You recover damage normally and can be healed by magic. Particularly bad damage leaves portions of your body broken, rent, torn, or otherwise scarred. This cosmetic damage can be repaired using Intelligence (Engineering) with a TN determined by the GM, typically between TN 8 for minor blemishes and dents to TN 15 for large holes, rents, or tears. Lost limbs can even be replaced by a skilled repairer succeeding on a TN 15 (or higher).

OREAN

| 2D6 ROLL | BENEFIT |
|----------|---|
| 2 | +1 Accuracy |
| 3-4 | FOCUS: WILLPOWER (COURAGE) |
| 5 | Armored (Armor Rating is increased by 2) |
| 6 | Weapon Group: Black Powder* (see the Oreans and Black Powder Weapons sidebar) |
| 7-8 | +1 Strength |
| 9 | FOCUS: STRENGTH (MIGHT) |
| 10-11 | FOCUS: INTELLIGENCE (HISTORICAL LORE) |
| 12 | +1 Fighting |

* If the class you chose provides this already, you can take the Accuracy (Black Powder) focus instead.

- Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).
- You can speak and read the Common Tongue and one language of your choice.
- Roll twice on the **Orean** table for an additional benefit. Roll 2d6 and add the dice together.



BACKGROUNDS

A collection of numbers and abilities doesn't make a character. It's the story behind that collection that makes a character. When you create your hero for a new campaign, you do so after that character has experienced at least a couple of decades of life. In that time, the character has friends, family, and contacts, been educated in some way, learned skills, figured out his or her strengths and weaknesses, and after all that, is in a place where adventure has found them.

Characters can be from the lowest levels of society to the highest. In *Fantasy AGE*, we represent that with various backgrounds. There are 24 backgrounds found in **CHAPTER 1: CHARACTER CREATION** of the *Fantasy AGE Basic Rulebook*. They're organized by social class and include a handful of options appropriate to each category. The *Fantasy AGE Companion* includes 48 backgrounds, some from the basic rulebook and a number of new ones to help make characters more distinctive and unique.

When it's time to determine your character's background, you can either use the ones from *Fantasy AGE* or those in this book. The backgrounds in the basic rulebook are organized by social class, but the ones presented here are organized by general categories that are appropriate to fledgling heroes. The different groupings include: Arcane, Commoner, Guild, Military, Religious, Outlander, Criminal, and Noble.

As usual, there are a few options for determining your background. First, if your GM agrees, you can choose the one you want without rolling. Second, you can choose one of the groups and then roll randomly on that table.

EXAMPLE

Ali is playing a mage and wants to have a background from the Arcane group, but he likes the idea of the dice determining exactly what his background is. He chooses Arcane. He then rolls a 4 on the Arcane Background table, which makes his character a mage-hunter! Ali hadn't planned on that, but he thinks it will be interesting to build a character around that background.

Lastly, you can roll everything randomly, leaving your background up to chance. This sort of thing can be fun, because you can get result you wouldn't expect, such as a rogue who used to be a member of the guard, or a warrior who grew up as part of a druidic order.

BACKGROUND GROUPS TABLE

| FIRST D6 ROLL | SECOND D6 ROLL | BACKGROUND GROUP |
|---------------|----------------|------------------|
| 1-3 | 1-2 | Arcane |
| 1-3 | 3 | Noble |
| 1-3 | 4 | Outlander |
| 1-3 | 5-6 | Religious |
| 4-6 | 1 | Commoner |
| 4-6 | 2-3 | Criminal |
| 4-6 | 4 | Guild |
| 4-6 | 5-6 | Military |

Determining your background randomly requires two rolls. First, roll on the **Background Groups** Table. Once you have that result, roll on the appropriate background table. If your character's background is Outlander, for example, roll 1d6 on the Outlander Backgrounds table and record the result on your character sheet. Your background gives you the option of taking one of two ability focuses. Pick the one you want and note it down.

BACKGROUND GROUPS

There are eight different background groups to choose from. Descriptions of these follow. You can read them over and decide on the one that suits your character concept best, or determine your background group randomly to leave it in the hands of fate.

ARCANE

Mystics, mages, warrior mages, or anyone who's spent a number of years studying the magical arts. Usually trained by someone who's mastered the mystic arts, those from this group could have been isolated from the rest of the world while training in a far-off wizard's tower, given private lessons by another family member, or attended a school or university where magic is taught. Characters of the mage class are often from this background, but not necessarily.

COMMONER

This group makes up the largest population in society, and while they typically run farms, work as unskilled laborers, or something equally physically demanding, every now and again a hero rises from their ranks to defend their hometown, stand up to some ancient evil, or to strike out on the road to make a name for themselves. Often looked down on by those of higher standing, a commoner can easily be as clever, quick, strong, or skilled as anyone else.

CRIMINAL

From con-men to ruffians, and highwaymen to street thieves, the criminal element is everywhere. Whether robbing houses, picking pockets, or accosting travelers, these characters are doing what they need to survive. Large cities may have a thieves' guild to protect members and enforce some sort of order, but in other places, criminals operate alone in small groups.

GUILD

A part of the growing population of well-to-do merchants, traders, and skilled laborers that have risen above the common folk and threaten to grow as wealthy as nobles. They are thought of as feeling superior to commoners, but not good enough for the upper classes. Regardless, they provide services that are valuable and earn a good wage. As members of a guild, individuals don't have much power, but the guild protects its own if something happens.

MILITARY

People who have decided to live by strength of arm, whether as a city guard, forest ranger, military scout, or the like. Within military companies there is need of every type of skill, from



armorer to warrior, and from archer to quartermaster. Someone with a military background has been trained to fight with others at their side and certainly maintains connections with those with whom they served—assuming the character wasn't drummed out or everyone else in the company died somehow.

NOBLE

The upper class is small, but wealthy and very powerful. You were born as a member of the upper crust with all of the wealth, connections, and benefits that it entails. You've been told your entire life that you owe the common people protection, just as they owe you their work and fealty. Perhaps you take this duty seriously, perhaps not. Many members of the nobility are indeed noble, while others are lazy, self-absorbed, or black sheep.

OUTLANDER

Those who come from another land, the wilderness, or prefer to wander the world rather than stay in one spot. Outlanders may be on the road by choice or to escape conflict or flee from the law. The only valuables they have are those they're able to carry...at least until they can find a new place to settle down and build a life. Most outlanders understand they may not be welcome in a new community, so are careful to watch for trouble their presence may bring.

RELIGIOUS

Religious orders include a number of different roles and a character with this background spent much of their time working with the church, druidic order, monastery, or other religious

organization. While most characters from a religious background are devout, that's not a requirement and may be cover for other, less-savory interests. The truly pious take their place as counselors, advisors, healers, and community leaders.

BACKGROUND DESCRIPTIONS

A character's background is a starting point and covers a wide range of possibilities. As pointed out in the basic rulebook, each background is open to interpretation based on the character's history and experiences. When you determine your background, think about how you can customize it to make an interesting story unique to your character. A noble with the rake background could be a nasty, disrespectful cad, but they could instead be rebelling against parents who behave in a manner unbecoming a noble, so the rake misbehaves to frustrate their parents.

Give some thought to your character's background. It helps define your character and weaves your hero into the game world. Strong backgrounds help the GM to come up with people, places, and things to introduce to the game, which in turn makes your character more important to the overall story.

The eight tables that follow each include six different backgrounds, the social class of that background, and two focuses you can choose between.

You'll refer to your social class when buying equipment during character creation.

All of the backgrounds are presented in alphabetical order.

ARCANE BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|--------------------|--------------|---|
| 1 | Apprentice/Student | Middle | INTELLIGENCE (HISTORICAL LORE) or INTELLIGENCE (RESEARCH) |
| 2 | Healer | Middle | INTELLIGENCE (HEALING) or INTELLIGENCE (NATURAL LORE) |
| 3 | Hedge Wizard | Lower | COMMUNICATION (PERSUASION) or INTELLIGENCE (ARCANE LORE) |
| 4 | Mage-hunter | Middle | COMMUNICATION (INVESTIGATION) or INTELLIGENCE (ARCANE LORE) |
| 5 | Researcher | Middle | INTELLIGENCE (CRYPTOGRAPHY) or INTELLIGENCE (RESEARCH) |
| 6 | Scholar | Middle | INTELLIGENCE (ARCANE LORE) or INTELLIGENCE (WRITING) |

COMMONER BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|------------|--------------|--|
| 1 | Carter | Lower | COMMUNICATION (ANIMAL HANDLING) or STRENGTH (DRIVING) |
| 2 | Farmer | Lower | COMMUNICATION (ANIMAL HANDLING) or INTELLIGENCE (NATURAL LORE) |
| 3 | Hunter | Lower | INTELLIGENCE (NATURAL LORE) or PERCEPTION (TRACKING) |
| 4 | Laborer | Lower | CONSTITUTION (STAMINA) or STRENGTH (MIGHT) |
| 5 | Miner | Lower | INTELLIGENCE (ENGINEERING) or STRENGTH (MIGHT) |
| 6 | Servant | Lower | COMMUNICATION (ETIQUETTE) or INTELLIGENCE (CULTURAL LORE) |

CRIMINAL BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|------------|--------------|---|
| 1 | Bandit | Lower | DEXTERITY (STEALTH) or STRENGTH (INTIMIDATION) |
| 2 | Burglar | Lower | DEXTERITY (STEALTH) or STRENGTH (CLIMBING) |
| 3 | Charlatan | Middle | COMMUNICATION (DECEPTION) or DEXTERITY (LEGERDEMAIN) |
| 4 | Enforcer | Lower | COMMUNICATION (PERSUASION) or STRENGTH (INTIMIDATION) |
| 5 | Pickpocket | Lower | DEXTERITY (LEGERDEMAIN) or DEXTERITY (STEALTH) |
| 6 | Ruffian | Lower | DEXTERITY (STEALTH) or STRENGTH (INTIMIDATION) |

GUILD BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|----------------|--------------|---|
| 1 | Artisan | Middle | COMMUNICATION (BARGAINING) or your choice of DEXTERITY (CRAFTING) or INTELLIGENCE (BREWING) |
| 2 | Crafter | Middle | COMMUNICATION (BARGAINING) or DEXTERITY (CRAFTING) |
| 3 | Inn/Shopkeeper | Middle | COMMUNICATION (BARGAINING) or PERCEPTION (SEEING) |
| 4 | Manufacturer | Middle | COMMUNICATION (BARGAINING) or your choice of DEXTERITY (CRAFTING), INTELLIGENCE (ENGINEERING), or STRENGTH (SMITHING) |
| 5 | Skilled | Middle | COMMUNICATION (BARGAINING) or your choice of COMMUNICATION (PERFORMANCE), DEXTERITY (ACROBATICS), INTELLIGENCE (WRITING), or STRENGTH (DRIVING) |
| 6 | Trader | Middle | COMMUNICATION (BARGAINING) or INTELLIGENCE (CULTURAL LORE) |

MILITARY BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|-------------------|--------------|--|
| 1 | Cavalry | Upper | DEXTERITY (RIDING) or WILLPOWER (COURAGE) |
| 2 | Guard | Lower | COMMUNICATION (INVESTIGATION) or PERCEPTION (SEARCHING) |
| 3 | Officer | Middle | COMMUNICATION (LEADERSHIP) or INTELLIGENCE (MILITARY LORE) |
| 4 | Ranger | Lower | INTELLIGENCE (NATURAL LORE) or PERCEPTION (TRACKING) |
| 5 | Scout | Lower | INTELLIGENCE (CARTOGRAPHY) or your choice of PERCEPTION (SEEING) or PERCEPTION (HEARING) |
| 6 | Soldier/Mercenary | Lower | INTELLIGENCE (MILITARY LORE) or STRENGTH (INTIMIDATION) |

NOBLE BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|------------|--------------|--|
| 1 | Ambassador | Upper | COMMUNICATION (PERSUASION) or INTELLIGENCE (HISTORICAL LORE) |
| 2 | Courtier | Upper | COMMUNICATION (ETIQUETTE) or INTELLIGENCE (CULTURAL LORE) |
| 3 | Dilettante | Upper | COMMUNICATION (GAMBLING) or CONSTITUTION (DRINKING) |
| 4 | Heir | Upper | COMMUNICATION (ETIQUETTE) or INTELLIGENCE (HISTORICAL LORE) |
| 5 | Lord/Lady | Upper | COMMUNICATION (LEADERSHIP) or INTELLIGENCE (HISTORICAL LORE) |
| 6 | Rake | Upper | CONSTITUTION (DRINKING) or STRENGTH (INTIMIDATION) |

OUTLANDER BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|------------|--------------|---|
| 1 | Exile | Lower | COMMUNICATION (BARGAINING) or INTELLIGENCE (CULTURAL LORE) |
| 2 | Explorer | Middle | CONSTITUTION (STAMINA) or INTELLIGENCE (CARTOGRAPHY) |
| 3 | Raider | Lower | STRENGTH (INTIMIDATION) or your choice of CONSTITUTION (ROWING) or DEXTERITY (RIDING) |
| 4 | Refugee | Lower | CONSTITUTION (STAMINA) or INTELLIGENCE (CULTURAL LORE) |
| 5 | Vagabond | Lower | COMMUNICATION (PERSUASION) or INTELLIGENCE (NATURAL LORE) |
| 6 | Wanderer | Lower | CONSTITUTION (STAMINA) or INTELLIGENCE (NAVIGATION) |

RELIGIOUS BACKGROUND

| D6 ROLL | BACKGROUND | SOCIAL CLASS | FOCUS |
|---------|----------------|--------------|---|
| 1 | Church Officer | Upper | COMMUNICATION (ETIQUETTE) or INTELLIGENCE (RESEARCH) |
| 2 | Druid | Lower | Intelligence (Natural Lore) or INTELLIGENCE (RELIGIOUS LORE) |
| 3 | Friar | Lower | COMMUNICATION (PERSUASION) or INTELLIGENCE (RELIGIOUS LORE) |
| 4 | Initiate | Lower | Intelligence (Religious Lore) or WILLPOWER (FAITH) |
| 5 | Monk | Lower | DEXTERITY (CALLIGRAPHY) or WILLPOWER (SELF-DISCIPLINE) |
| 6 | Priest | Middle | COMMUNICATION (LEADERSHIP) or your choice of INTELLIGENCE (RELIGIOUS LORE) or WILLPOWER (FAITH) |

AMBASSADOR

NOBLE, UPPER

You are an official representative of a nation, city-state, tribe, or other political entity. It goes without saying that you're from the upper class, are wealthy, and well-connected in your native land. The same may not be true of the land to which you've been sent, but you use your natural charm and knowledge to ingratiate yourself and pursue the agenda you've been sent to advance on behalf of your home's leaders.

ARTISAN

GUILD, MIDDLE

You are a worker in a trade such as dyer, brewer, butcher, or seller of specialty foods and drinks. You work with your hands to make the goods you create and have considerable skill. All your goods serve a purpose, but people often purchase them because they're well made. Due to the quality of your goods, you're able to maintain a comfortable income as long as you have raw materials, tools, and a workshop.

APPRENTICE/STUDENT

ARCANE, MIDDLE

You were trained by a spellcaster and on your way to becoming a powerful mage, or you were a student at one of

the colleges that teach magic. No matter what, your education wasn't easy, but you came out the other side with valuable knowledge and experiences that set you apart from those not able or willing to delve into the mystic arts.

BANDIT

CRIMINAL, LOWER

For whatever reason, you live as an outlaw, preying on anyone unlucky enough to pass through the area in which you operate. Perhaps this is the only life you've ever known, or perhaps you've been forced into this life by social or political persecution. Regardless, you've spent a significant portion of your life preying on others in order to survive.

BURGLAR

CRIMINAL, LOWER

Some people live by the sword, you prefer to live by your wits. Unlike some thieves, you prefer to avoid confrontation and instead break into homes and businesses to steal the valuables you need to survive. Sometimes that means you make a good score and other times it means you're interrupted in your business and run with nothing to show for your efforts. Even when you manage to make off with some valuables, you only receive a fraction of their value, so you're always on the lookout for the next job.

CARTER**COMMONER, LOWER**

You support yourself by moving things from here to there, either by hand or with a horse and cart. It may not be an exciting life, but it's steady work and you meet a lot of people, from sailors from every corner of the world to local shopkeepers. Usually you move food, drink, supplies and raw materials of one kind or another, but sometimes you're hired to move things you're sure aren't on the up and up...

CAVALRY**MILITARY, UPPER**

You have been trained to fight as part of a mounted military unit. Like any soldier, you have learned discipline and how to work with your fellow soldiers to achieve your objective. You've also trained to take advantage of your speed, mobility, height and weight advantage, and the fear mounted units put into infantry. The cost of owning and keeping a horse is expensive, so your wealth and high birth makes your profession possible.

CHARLATAN**CRIMINAL, MIDDLE**

You are a fraud, a faker, a mountebank, a con man or woman, and you're good at it. You use your cunning and charisma to trick people into believing your deceptions in order to bilk them of valuables. Whether you're a street hustler performing tricks to take money from the unsuspecting or working a longer con, once you think you've gotten away with as much as you can, you're likely to move to a new locale and start all over again.

CHURCH OFFICER**RELIGIOUS, UPPER**

You work for a church or other religious order, to handle secular responsibilities. You take care of practical and business matters, such as making sure church valuables and artifacts are kept safe, caring for the grounds, and so on. Because you handle those things, the clergy can spend their time working with the congregation, visit shut-ins, deliver rites, and so on. You are likely a member of the church, but not necessarily.

COURTIER**NOBLE, UPPER**

You spend your time at court, nominally because you hope to be noticed by the rulers and called on to advise or serve them in some way. Until that happens, you spend your time playing political games with the other courtiers, digging up dirt to weaken or threaten others, while building yourself up in order to make yourself more valuable and secure.

CRAFTER**GUILD, MIDDLE**

You work with your hands to perform services or create goods that you sell, either from a vendor or shop of your own. Perhaps you're a baker, cobbler, carpenter, painter, apothecary, Chandler, glazier, or something similar. Your skills are specialized enough that you are kept busy and able to support yourself, especially if you are uniquely talented.

DILETTANTE**NOBLE, UPPER**

Being wealthy has afforded you opportunities to indulge in the best of life. You study what interests you, you wear whatever's in fashion, you drink fine wines and eat refined foods, you have the most interesting friends, and you're always on the lookout for the next bit of gossip. Life is fine, indeed. You

may revel in your role as a member of the upper crust, or you may be the black sheep of your family. Ultimately what matters is that you're never bored.

DRUID**RELIGIOUS, LOWER**

You belong to an ancient religion that worships nature, spirits of the natural world, or other powerful natural forces. Your order existed before the current crop of gods grew in popularity, and despite the spread of these new gods, there are still many followers of your religion. You gather in groves or other sacred locations in the wilderness to perform rites and ceremonies. In addition to being tied to other members of your order, you are dedicated to maintaining the health and balance of the wild.

ENFORCER**CRIMINAL, LOWER**

When someone stands up to your criminal organization, you're the one they send in to beat sense into the offending party. You get your name because you enforce the rules of your group. Sometimes you need to collect money, other times you may have to deliver a beating, or maybe you have to make someone disappear. It's nothing personal, and it's not your fault the person you've been sent after did something to incur the wrath of the guild.

EXILE**OUTLANDER, LOWER**

You are a true outcast. Wherever you're from, you or your family did something that resulted in you being exiled. Perhaps you were on the wrong side of a war, had the wrong friends at the wrong time, made some business dealings that didn't end well, or you simply broke some very taboo laws. Whatever it was, you've lived on the road for a while, perhaps years, and know how to make your way in the world.

EXPLORER**OUTLANDER, MIDDLE**

The unmapped, unknown parts of the world call to you and you have answered the call! If you're from the area your game is set in, then you've spent your time away from civilization, exploring the surroundings for caves, tombs, or cyclopean sites from a previous age. If you're not from the area, then you're out exploring the world for undiscovered places. Perhaps you're drawn to wild, unknown, or mystical places, or perhaps you simply have wanderlust and have decided to hit the road.

FARMER**COMMONER, LOWER**

You're a member of a family of farmers. You live off the land and your family has done so for generations. It's likely you don't own the land you live and work on, instead you are one of the workers who are part of the base of society. You produce the food and raise the livestock that allows everyone from the lowliest to the noblest to survive and thrive. For you, however, things have changed for some reason. Now, you're on a new path, one you never expected to be on.

FRIAR**RELIGIOUS, LOWER**

You are a holy man who has sworn to bring word of your god to the common people. Instead of being ensconced in a temple, church, or cathedral, you wander the lands to bring the message of your god to those who work the land, travel the roads, and live in villages and towns across the nation. You are



devout, but you are also practical; life on the road does that. You may have to do things that aren't quite in line with what your god would like, but that's all in service to a greater good.

GUARD **MILITARY, LOWER**

Town, city, praetorian, royal; you have sworn yourself to defend something or someone else with your life—or at least that's the idea. You've received training, weapons, and armor, along with room, board, and pay, in exchange for your service. Or perhaps you had martial training somewhere else previously and now sell your sword to make a living. You may be a bully who lords his strength and authority over others, a coward who runs at the first sign of trouble, a stickler for the law, a mercenary, or someone genuinely interested in defending hearth and home.

HEALER **ARCANE, MIDDLE**

Whether taught to use wild herbs and plants to treat maladies, or educated in the finest universities on how bodies operate and heal, or anywhere between those extremes, you are a trained healer. Your skills are in demand virtually anywhere due to the illnesses, accidents, and violence that are so common. You may not always be able to save your patient or nurse them back to health, but you take your job seriously and help however you're able.

HEDGE WIZARD **ARCANE, LOWER**

You have no formal training in magic, but instead have learned how to convince people you know more than you do about magic, or you actually possess knowledge of magic but are hindered by your...uninspiring...appearance.

HEIR **NOBLE, UPPER**

You are the eldest child of nobility or otherwise are first in line to inherit lands and titles. You are well-schooled in etiquette, heraldry, and the politics of your native land, though your family might not take too kindly to you deciding to risk your family's future on adventuring.

HUNTER **COMMONER, LOWER**

Whether by upbringing or past profession, you are skilled in tracking and trapping prey. Most hunters live and work on the edge of civilization, making a living selling the skins and meat of their kills. Some ambitious and skilled sorts also take bounties on dangerous animals.

INITIATE **RELIGIOUS, LOWER**

Brought up in the church or temple, you began your training to join a religious order at a young age. You were taught religious customs and holy scripture, as well as the rituals and services of your religion. Not all initiates become priests or some higher member of the faith, though they are expected to serve the faith in some way lest they be considered to have left the fold.

INNKEEPER/SHOPKEEPER **GUILD, MIDDLE**

Your family ran a local inn, tavern, or shop. You grew up among relatives and employees, eventually helping out when you were old enough. It was the simple life of an almost stereotypical commoner, but it also gave you an occasional look at the larger world outside your home town via the strange patrons who occasionally passed through.

LABORER**COMMONER, LOWER**

You were born to toil. You performed intensive physical labor, often in dangerous or harsh conditions. It made you tough and resilient, but it also inspired a desire for something better. Few adventuring types who leave this life ever wish to return, though many have a soft spot for those who do such work.

LORD/LADY**NOBLE, UPPER**

You were born into privilege as a member of the nobility of a particular nation or region. You may not be in line to inherit or rule, but you benefitted from a noble upbringing and education. This training usually includes a mix of social and martial skills, as in many nations nobles are looked to both to lead and to defend the realm.

MAGE-HUNTER**ARCANE, MIDDLE**

You or your family engaged in a dangerous yet time-honored profession: hunting those who abuse the mystic arts. In places where magic is banned or strictly regulated, all mages may fall prey to mage-hunters. In others, only the vilest sorcerers are targets. Mage hunters learn how to fight mages and capture them, as well as tricks to identify and resist magic, or they don't last very long.

MANUFACTURER**GUILD, MIDDLE**

You are a craftsman and maker of goods. You might have been a tanner, shipwright, or countless other related professions. If you didn't practice this trade yourself, you learned it from a parent, tutor, or someone else whom you assisted and studied under. You know the ins and outs of your trade and the industries built around it.

MINER**COMMONER, LOWER**

You come from mining country, where precious minerals cut and pulled from the earth form the bulk of industry. As a child, you worked the smallest veins and tightest spaces, and as you grew you worked the big tunnels. You know the trade and craft of mining, as well as having some familiarity with the refinement processes of various minerals, though you are no smith.

MONK**RELIGIOUS, LOWER**

You grew up in a monastery, nunnery, or similar cloister. You were likely a foundling or orphan, though it is possible you were the result of one of the order violating their vows of chastity. You did not necessarily take the holy vows yourself, but you were expected to live and work as the brothers and sisters of the order did. You were trained as a monk in anticipation of one day joining them, which may have included instruction in the martial or mystic arts depending on the order.

OFFICER**MILITARY, MIDDLE**

You were either raised among the officers of a military order or served yourself in the past, or perhaps both. You know military tactics, logistics, history, and discipline. In some armies, officers must purchase their rank, suggesting you come from wealth. In others, merit and valorous service alone can earn promotion. In most places, the military structure is a mix of these extremes.

PICKPOCKET**CRIMINAL, LOWER**

Light-fingered and with a loose respect for personal property, you survived as a cutpurse and pickpocket for years. You may have worked as part of a gang of thieves or alone, but you became well-acquainted with local syndicates, fences, and other criminal types. You still have your light touch, regardless of if you've kept up with your old profession.

PRIEST**RELIGIOUS, MIDDLE**

You took the vows of a religious order and began your life as a priest before becoming an adventurer. Trained in the customs and rites of your faith, you may still practice as a member of your order, though some priests leave their profession for a new life after scandal, calamity, or losing their faith.

RAIDER**OUTLANDER, LOWER**

You were a raider and a reaver, using force of arms to take what you wanted from those who could not defend against you. You might come from a culture with a strong tradition of raiding, or you might have fallen in with a group of mercenaries or renegades who took up raiding to survive in lean times. You learned to fight and survive on long raids or while on the run from the local authorities, some of whom might still have it in for you.

RAKE**NOBLE, UPPER**

A good upbringing and bad impulse control made you a rake and a rogue among the upper classes. Many admired your daring and sense of the dramatic in all times, from romance to dueling. However, others did not appreciate your attitude or tendency to disregard rules and etiquette to advance your own desires. You know courtly intrigue and what drives the upper classes better than most, and surely have connections with some shady characters in and out of court.

RANGER**MILITARY, LOWER**

You were trained not only to live and survive in the wild, but to fight there. Some rangers defend the locals from wild beasts and monsters. Others protect the wilds from exploitation and destruction. In either case, you possess skills in tracking, woodcraft, and survival, especially in environments similar to those you protected.

REFUGEE**OUTLANDER, LOWER**

Regardless of what you once were, something drove you from your home with only what you could carry. You are used to hunger, thirst, prejudice, and being hunted. Your time as a refugee honed your skills at surviving, be it foraging for food, repairing necessary gear, or avoiding those who drove you out of your home.

RESEARCHER**ARCANE, MIDDLE**

You're trained in study and research. Researchers are specialized scholars, focused on examining a particular subject in depth to uncover its secrets or develop new methods. Most researchers are devoted to the study of arcane disciplines and fields such as alchemy, though some might study related fields such as metallurgy and chemistry.

RUFFIAN**CRIMINAL, LOWER**

You are tough, possibly a bully. You trade on your ability and willingness to get physical with a target, hiring out as muscle for other criminals and perhaps the occasional regular citizen. You might be a mugger or a bodyguard, an extortionist or a guard. Over your career you've likely been all those and more. You are skilled in intimidation, fighting effectively and without honor or fanfare, and surviving on the mean streets of your home and other settlements.

SCHOLAR**ARCANE, MIDDLE**

Devoting yourself to the study of various topics, you are known for your academic or arcane knowledge. Scholars tend to serve as advisors and instructors, giving advice and tutelage in the subjects they study. Some scholars study incredibly specific topics, such as the physiology of a particular species of monster. Others are generalists, collecting knowledge on various topics to become experts in different types of lore.

SCOUT**MILITARY, LOWER**

Either freelance or as part of a military unit, you were trained to act as a scout and guide for larger forces. You likely received similar training to common soldiers, though you were also instructed in how to avoid detection and engage in reconnaissance operations. Scouts sometimes also act as messengers or cartographers, though their focus is on traveling quickly and secretly through hostile areas, taking note of enemy movement and resources as they do.

SERVANT**COMMONER, LOWER**

You were trained, and perhaps born, to serve. Either you or your family was in service to someone with more power, money, and influence than you possessed. There are many different types of servants, and they are treated differently based on their respective employers. Some suffer as little more than slaves under sadistic taskmasters, while others are honored and indispensable parts of a wealthy household or noble's entourage. In any case, you learned how to best serve your employers in whatever capacity was needed, often anticipating their needs in advance, either to win praise or avoid punishment.

SKILLED**GUILD, MIDDLE**

You were trained in one of the trades guided by a professional guild. Perhaps you were a scribe, clerk, musician, or tailor. Your trade places you above the common laborer in many societies, and you likely have connections with your former peers, customers, and suppliers.

SOLDIER/MERCENARY**MILITARY, LOWER**

You are a trained fighter. You may be a soldier in a ruler's army, serving out of duty and for regular pay. Or you might be a mercenary, fighting for more gold but with much less financial stability. You understand and possess skills for war; not just the battles themselves, but how to maintain arms and armor, forage for supplies, and how to move effectively across various

terrains, especially in large groups. There are many different types of soldiers, from barely trained rabble to elite warriors.

TRADER**GUILD, MIDDLE**

You either worked as a trader, or grew up in a family of traders. Some traders specialize in specific items such as furs or jewels, while others will trade anything that makes a profit. Most traders travel, though some run trading posts where other bring goods to them. Due to your background, you possess various business and trading skills, as well as familiarity with various forms of bulk transport, from ships to caravans.

VAGABOND**OUTLANDER, LOWER**

You've never had a real, settled place to call home. Whether alone or with your family, you have moved from place to place doing whatever you can to survive. This life is hard, but it often makes vagabonds familiar with a number of jobs, tasks, and places. This familiarity is wide, but shallow—a vagabond who worked for a miner one year might have been a fisherman the next, but they lack the keen familiarity of those who spent years in each profession. Many vagabonds wander because they are outcasts from their native lands.

WANDERER**OUTLANDER, LOWER**

Like vagabonds, wanderers travel far and wide. Unlike vagabonds, they do so more from choice than necessity. Wanderers often take jobs that let them travel and range far from home. This means many fine work as sailors, cattle drivers, caravan guards and workers, and similar professions.

EXAMPLE

Jamie and Jaym are both making characters for Jack's upcoming Fantasy AGE campaign using the expanded backgrounds table in the Fantasy AGE Companion. They roll 3d6, designating one die as their first roll, another second, and third. Jamie gets a 2, 1, 1, and Jaym gets a 6, 2, 4.

Checking the background tables, Jamie discovers his character comes from an Arcane background (2 corresponds to the 1-3 column on the table and then 1 for "Arcane"). The final 1 matches up to Student/Apprentice on the Arcane table. Despite playing a rogue, Jamie's character has some arcane or magical training in his background. Perhaps this will lead him to take a Specialization, such as Arcane Trickster, later. He selects Research as his bonus focus for his background and figures his character often uses these skills to locate mystic artifacts and rare substances to steal, as well as making it easier to rob targets with arcane talents.

Jaym gets Criminal on her background (6 corresponds to the 4-6 column and 2 for "Criminal"). Specifically, her character acted as an Enforcer. As she is a mage, she wonders if her character didn't join a gang at a young age and use her fledgling magical talents to protect her gangmates and intimidate their enemies. To this end she takes the Intimidation focus, and starts to jot down details about her former gang...



NEW TALENTS & SPECIALIZATIONS

This chapter covers many new specializations and some new talents for use when creating and advancing *Fantasy AGE* characters. But first, let's take a look at customizing and creating talents and specializations.

MAKING & MODIFYING

The Talents and Specializations presented here and in the *Fantasy AGE Basic Rulebook* are extensive, but they are not comprehensive. New talents and specializations can be added by GMs, especially if their campaigns introduce themes or house rules. It is generally recommended GMs add no more rules than they must to govern and guide play, but specific campaign concepts and frameworks may require new developments.

When making new specializations and talents, use the existing examples as a guide in creating requirements as well as Novice, Journeyman, and Master degrees. A few useful guidelines are as follows

AVOID REDUNDANCY

New talent or specialization degrees should generally complement but not copy the degrees of other talents and specializations. This is especially important if these degrees could be used together. For example, giving multiple SP reductions for the same stunt might make it too cheap.

EXAMPLE

Jack is creating a new Journeyman specialization degree for a group of elite warriors in his game setting. He considers giving the new specialization the ability to perform Mighty Blow stunts at an SP discount, but he realizes this is already part of the Two-Handed Weapon Style talent. Instead he gives a damage bonus when combat stunts are used. It doesn't make the existing talent less unique and works well with it and other Weapon Style talents that provide SP discounts.

Also, sometimes there is no need for a new specialization or talent. Being especially fearsome might just mean being effective at Strength (Intimidation) tests. Being a skilled swordsman is already covered by a mix of existing focuses, abilities, talents, and specializations. If you don't need a new talent or specialization? Use what works and save the time and work.

AVOID INEQUALITY

If you have a warrior specialization you intend to be useful to any warrior using any fighting style, don't create degrees that only work with Weapon and Shield or Two-Hander Style. If you are making a specialization only useable with certain types of weapons or other qualities, make sure requirements and the description make this clear.

EXAMPLE

Jack is still working on his warrior specialization and needs a Master degree. He starts thinking about something that gives bonuses to using shields in battle but he realizes that not every warrior will use a shield. Instead he looks to create a degree that gives Defense bonuses under certain conditions to all warriors who reach that degree.

EACH DEGREE MATTERS

Even Novice degrees are useful and give some cool power or quality that other characters don't have. These degrees can often bend, but don't break, rules by allowing rerolls of failed tests or additional bonuses or SP discounts. Sometimes unique stunts may be given as part of a talent or specialization but use these sparingly—otherwise play gets bogged down with too many stunts and powers to track.

EXAMPLE

Jack realizes his Novice degree ability for his new specialization requires the use of a particular focus and attribute combo that seem very uncommon and its end effect provides only a very small bonus. He throws out that degree and designs a new one.

LIMITATIONS MUST MATTER

It's often appropriate to give a degree a limitation that narrows its focus. This usually is done for degrees that would otherwise be too powerful or unbalancing. However, the limitation needs to matter in play or it's not really a limitation.

EXAMPLE

Redesigning the Novice degree, Jack decides to grant characters with the degree the ability to self-heal a modest amount of damage to represent a "heroic second wind". As this is a pretty useful degree, especially for a Novice degree, he attaches a 5 SP cost to this, creating a special stunt that will not be easily achieved, but is still quite useful when it happens.

DO AS LITTLE AS YOU NEED TO

If you can tweak or alter an existing talent or specialization to fit your needs, do it. You don't need to invent a new specialization or talent every time. Modifying an existing game element saves time and is easier to present and explain than a whole new addition.

EXAMPLE

For the same campaign, Jack wishes to create an Air Pirate specialization, as the setting has flying ships used by various nations. He realizes the existing Pirate specialization is nearly exactly what he needs and simply changes references to seacraft to airships and swaps out mention of Dexterity (Sailing) for his campaign-specific new focus of Dexterity (Piloting) and he's done.

A WORD OF CAUTION

New talents and specializations are easy to create in *Fantasy AGE*, and can be a very cool way to enhance and customize your campaign and world. But do keep in mind that the system is designed to be fast and easy to play. Be careful that you don't add so many specializations and talents that all the choices become confusing for GMs and players alike. Dozens of new specializations and talents with only minor differences between them can easily give players decision paralysis, which won't end up actually enhancing play. The best approach is often to wait until you need new options for your campaign and focus on making those few additions really special.

NEW TALENTS

The following talents can be selected by any character who meets their requirements. In the case of some talents, such as Firearms Style, players should check with their GM to see if the that talent exists in a specific campaign or setting.

FIREARMS STYLE

CLASS: Rogue, Warrior

REQUIREMENTS: Must be trained in the Black Powder Weapons group

Whether throw extensive training or native skill, you know how to shoot accurately and quickly with firearms.

NOVICE: Careful aim with your guns pays great dividends. The Aim action when using firearms grants you a +2 bonus on attack rolls instead of the usual +1..

JOURNEYMAN: You can reload your weapons with unbelievable speed. Any firearms normally taking a Major Action to reload now take a Minor one. All firearms normally taking a Minor Action to reload now take a free action.

MASTER: You can score a bullseye beyond the normal ranges of your guns. You may double the effective long and short ranges of your guns. The exception to this is blunderbusses and other scattershot weapons, they gain a flat 2 additional yards to their range.

MIGHTY THEWS

CLASS: Any

REQUIREMENTS: Must have Strength 2 or higher.

You have developed your physical strength to impressive levels.

NOVICE: You may reroll a Strength (Might) test, taking the better result.

JOURNEYMAN: Your grip strength has developed to the point where you receive a +1 circumstantial bonus to Strength (Climbing) tests and tests to resist the effects of the Disarm stunt.

MASTER: Your strength makes both targeted blows and wild swings hit harder. When using an Aim or All-Out Attack action with a weapon that adds its Strength to damage, you gain an extra +1 damage bonus in addition to the normal effects of those actions.

PERFORMANCE VS. MUSIC TALENTS

The *Fantasy AGE Basic Rulebook* introduced the Music talent as a character option. As presented, the talent possessed no mechanical elements but could still prove useful in a game where musical skills would be important, such as a game based on courtly intrigue. However, the existing talent is admittedly of less utility in other campaigns.

With the introduction of the Bard specialization and to give musically inclined characters a bit more mechanical heft, this book introduces the Performance talent to *Fantasy AGE*. It is recommended that Performance be used in place of Music for most campaigns, and if it is necessary the Music talent's rules on learning and playing musical instruments can be considered part of the Performance talent as well.

GREAT ENDURANCE

CLASS: Any

REQUIREMENTS: Must have Constitution 2 or higher.

While it may or may not be apparent from your external appearance, you have incredible stamina and endurance.

NOVICE: You can reroll any Constitution (Stamina) test and take the better result.

JOURNEYMAN: You can go without rest for much longer than others. You gain a +2 circumstantial bonus to any tests based on resisting fatigue, staying awake for long periods, and other similar tasks.

MASTER: You have become highly resistant to pain, gaining a natural Armor rating of 1. This Armor rating also reduces to damage from poisons and drugs.

INSPIRE

CLASS: Any

REQUIREMENTS: You must have Communication 2 or higher.

You are inspiring to others. You may be a great speaker or leader, but this talent is more about being an exemplar and source of trust, dependability, and stability, than overt interaction skills.

NOVICE: You inspire calm and courage in your friends and allies. As long as you are conscious and they are within sight of you, any allies gain a +1 bonus to all Willpower tests. Any ally directly defending you from harm when you are unconscious or incapacitated receives the same bonus.

JOURNEYMAN: You can inspire greatness in others. As long as you are conscious and they are within sight of you, any ally generating stunt points generates +1 SP. Any ally directly defending you from harm when you are unconscious or incapacitated receives the same bonus.

MASTER: With you around, things don't seem as bad. Once per encounter, you can spend two minor actions to offer words of inspiration to your allies. All who hear these words heal 1d6 + your Communication in Health and gain a +2 bonus on their next test.

PERFORMANCE

CLASS: Any.

REQUIREMENTS: You must have the Communication (Performance) focus or the Intelligence (Musical Lore) focus.

You have a natural talent for music.

NOVICE: You know how to play an instrument, sing, and write and read music. You are also an accomplished actor and performer. In addition, you may perform one of the following roleplaying stunts for 1 SP less than its normal cost: Jest, Stunned Silence, or Sway the Crowd.

JOURNEYMAN: You can get the feel of a room and adapt accordingly. If you have 15 minutes to observe a crowd before performing or speaking in front of them, you gain a +1 bonus to any Communication-based tests to persuade or entertain them. In addition, pick another roleplaying stunt from the Novice degree of this talent to perform at 1 SP less than its normal cost.

MASTER: When performing, you exude confidence and style. You may perform the With a Flourish exploration stunt while entertaining an audience for 3 SP instead of its usual cost of 5, and its effects last until the end of the day.

NEW SPECIALIZATIONS

The specializations follow the same format as those presented in *Fantasy AGE Basic Rulebook*, with one exception: some of the specializations in this section can be used by multiple classes, provided the requirements are met. In other words, while you might need to be a rogue to become an assassin, or a warrior to follow the path of the berserker, anyone could potentially become a pirate, gangster, or diplomat.

ARCANE DABBLER

WARRIOR/ROGUE SPECIALIZATION

While mages have access to magical powers through their class, others may gain mystical talents as well. These arcane dabblers will never have the skill and mystic might of a true mage, but they can develop some interesting tricks to augment their own abilities and talents. One advantage dabblers do have is versatility—they pick up whatever spells and enchantments they can without regard for arcana and dedicated fields of study.

DABBLER TALENT

CLASS: Rogue, Warrior

REQUIREMENTS: Must have and Intelligence and Willpower of 2 or more. Must possess the Intelligence (Arcane Lore) focus.

You have studied some magic alongside your other pursuits.

NOVICE: You gain one Novice spell from any arcana. You also gain Magic Points equal to your Willpower x 5 + Intelligence.

JOURNEYMAN: You gain one Novice spell from any arcana and a may reduce the strain of casting in armor by 3.

MASTER: You gain one Journeyman spell of any arcana. Alternatively, you may take two more Novice spells from any arcana.

BARD

ANY CLASS SPECIALIZATION

You are a poet, storyteller, and musician with an inspirational tale always ready on your lips. You collect folklore and songs wherever you go, and have a breadth of knowledge that can surprise academics.

BARD TALENT

CLASS: Any.
REQUIREMENTS: You must have Communication 2 or higher. You must possess the Performance talent at Novice or higher and at least one Lore-based Intelligence focus.

You can move others with song and verse.

NOVICE: By spending a major action and succeeding in a TN 13 Communication (Performance) test, a bard can spin a tale or sing a song to inspire an ally. This may happen before or during an encounter. An inspired ally may reroll one failed test. If not used by the next encounter, this reroll is lost. Bards may inspire multiple allies by spending additional actions or using the Sway the Crowd roleplaying stunt.

JOURNEYMAN: Bards often remember stories and tales that provide useful insights. They can perform the That Makes Me Wonder exploration stunt for 2 SP instead of its usual cost of 3. Once per encounter, they can also add a +2 circumstance bonus to any Lore-based Intelligence test if they can provide a plausible explanation of how they remember a story, fable, or historical event that provides useful insight.

MASTER: Bards can now inspire or demoralize whole groups with their performances. The bard takes a major action and makes a TN 13 Communication (Performance) test (for allies) or an opposed Willpower (Courage or Morale) test (for enemies) targeted at any group that can hear their performance clearly. Success means the bard can apply one of the following bonuses or penalties to the group, as appropriate: +1 to attack rolls, +1 to damage, +1 to Willpower tests, -1 to attack rolls, -1 to damage, -1 to Willpower tests. Modifiers can't be stacked, but multiple actions can be taken to apply multiple modifiers to a single group. Note that what constitutes a "group" is left somewhat open to Narrator interpretation, but should always include a party of heroes or a group of adversaries of the same type (demon soldiers and fomoiri raiders, etc.)

BEASTMASTER

ANY CLASS SPECIALIZATION

You have established a bond with animals. They generally behave amiably towards you, and at least one has become your boon companion.

BEASTMASTER TALENT

CLASS: Any
REQUIREMENTS: Communication 2 or higher, must possess the Communication (Animal Handling) focus and the Animal Training talent at Novice or higher.



You have a special bond with the animal kingdom and have a unique animal companion to aid you in your adventures. You likely live among the animals and were possibly raised by them, though this specialization can also apply to animal tamers and trainers with an unusual rapport with their pets. Beastmasters are sometimes renamed based on the beasts they take as companions, such as Horselord or Bearfriend. The abilities of the specialization remain the same regardless of what it is called.

NOVICE: Gain an animal companion. This can be any normal animal up to and including a bear or similarly sized large beast. This creature is exceptional, being considered an Elite version of its type (see CHAPTER 9 of the *Fantasy AGE Basic Rulebook*). This animal will fight for you and can perform various tricks. If your companion dies it can be replaced, but finding and training a new beast takes 1d6 - the Beastmaster's Communication months (minimum 1).

JOURNEYMAN: You can communicate with animals, especially those of breeds and types you are most familiar with. You gain a +1 bonus on Communication-based tests with beasts of the same general type as your companion (canines, bears, etc.). In addition, your animal companion becomes Heroic (see CHAPTER 9 of the *Fantasy AGE Basic Rulebook*).

MASTER: Either your animal companion becomes Epic (see CHAPTER 9 of the *Fantasy AGE Basic Rulebook*) or you may attract an additional Heroic beast or two additional Elite ones. Your Journeyman bonus to Communication also now applies to these new animals if they are of a different type.

CHAMPION

WARRIOR SPECIALIZATION

There are many tough and capable warriors, but those who can truly inspire their allies and intimidate their enemies are few. Champions do not just fight, they are a palpable presence on the battlefield. Comrades in arms look to them for strength and courage in the chaos of battle. Foes hesitate and lose heart when facing them. Champions are not unique to any one army or organization. They can be found in all parts of the world, and smart commanders recruit as many as possible into their forces when battle approaches.

CHAMPION TALENT

CLASS: Warrior

REQUIREMENTS: Must have Communication and Strength of 2 or higher.

You are a beacon of strength and resolve on the battlefield, terrifying your enemies and inspiring your allies.

NOVICE: Your battle roar intimidates your opponents. When you take the Charge action, you can shout a war cry that gives all enemies within 8 yards of your charge's final position a -1 on attack rolls on their next turn.

JOURNEYMAN: You can lead your allies in an inspired defense. First, you must use the activate action to enter Rally mode. Your allies within 8 yards gain a +1 Defense and a +1 on Willpower (Morale) tests while this mode is active. You can end Rally with another activate action.

MASTER: Your presence on the battlefield cannot be ignored. When in Rally mode, your Journeyman effects affect allies within 12 yards of you. They also receive a +1 bonus on Willpower (Courage) tests and inflict +1 damage with melee attacks.

COMMANDER

ANY CLASS SPECIALIZATION

You're excellent at leading others in military and combat situations. Some commanders lead from the front, others command from afar, but all lend their keen tactical minds and charisma to the practice of war. Warlords are usually warriors, though they sometimes command great armies as well. Not everyone who leads an army into battle has this specialization, but many of the greatest generals do.

COMMANDER TALENT

CLASS: Any. Rogues possessing this specialization can take the Command talent if they wish.

REQUIREMENTS: Must have Communication at 2 or higher and must possess Intelligence (Military Lore) and Communication (Leadership) focuses.

You have the training, knowled, talent, and will lead to armies into battle.

NOVICE: You gain a special stunt: Inspire. You also gain a +1 bonus in tests to command larger forces in mass combat (see CHAPTER 5).

SP COST

STUNT

2

INSPIRE: Your actions encourage others to acts of heroism and greatness. All allies within sight of you gain a +1 bonus to all **WILLPOWER (MORALE)** and **WILLPOWER (COURAGE)** checks for the rest of the encounter. This bonus cannot be stacked with multiple uses of this stunt.

JOURNEYMAN: You may rally your allies with your words and actions. Once per encounter, when you use the Inspire stunt, each ally in sight of you heals 1d6 + your Communication in Health.

MASTER: You are skilled at creating opportunities for others. You may pass the benefits of the Set-Up stunt to multiple allies in a fight by paying +2 SP per extra ally affected.

DELVER

ANY CLASS SPECIALIZATION

Delvers are professional treasure-seekers and explorers who stalk through the ancient crypts, dungeons, and ruins of the world to find valuable secrets and treasure. Delvers are rarely shiny, heroic types from the storybooks. They are "get it done" pragmatists who are hired to do dirty jobs in dark places. Delvers are expert scavengers, able to find useful gear and valuable insights from scraps others ignore. Most delvers are rogues, but anyone can learn the trade with enough experience and drive.

DELVER TALENT

CLASS: Any

REQUIREMENTS: Must have a Perception and Dexterity of 2 or higher

You are an expert at dungeon-delving, ruins-exploring, and tomb-raiding.

NOVICE: Your scavenging abilities are second to none. You can perform the Resources at Hand roleplaying stunt for 2 SP instead of its normal cost of 4 SP.

JOURNEYMAN: In the field one lives by knowing the way as often as by fighting hard. You may reroll the results of any Intelligence (Cartography) and Intelligence (Navigation) tests but must keep the second result.

MASTER: You are adept at acting during ambush. When you are surprised you still may take a minor action during the surprise round. When you surprise an enemy, you can take an extra minor action during the surprise round.

DIPLOMAT

ANY CLASS SPECIALIZATION

Sometimes, fighting isn't the answer. Other times, fighting *was* the answer, but now you need someone to negotiate terms and treaties. In both cases, the diplomat shines. Part negotiator, part public-relations expert, this specialization is focused on making and keeping allies and connections while minimalizing enemies and nonviolently restricting their effectiveness, especially in political arenas.

DIPLOMAT TALENT

CLASS: Any

REQUIREMENTS: Must have Communication of 2 or higher.

Must have the Linguistics or Oratory talent at Novice or higher.

You are skilled at statecraft and diplomacy.

NOVICE: You are adept at social graces that win friends and avoid embarrassing faux pas. You may reroll tests with any one of the following abilities and focuses (pick one) but must take the second roll: Communication (Etiquette), Intelligence (Cultural Lore), and Intelligence (Heraldry).

JOURNEYMAN: You are excellent at operating within established rules and agreements to get the job done. Any Communication tests you make that take advantage of an established custom, treaty, contract, or agreement gain a +1 bonus and generate +1 SP if doubles are rolled. In addition, you can use your Novice degree with a second ability and focus from the choices from that degree.

MASTER: The easily swayed can't sway others. You may perform the Tower of Will roleplaying stunt for 2 SP instead of the usual 4 SP cost. In addition, you can use your Novice degree with a third ability and focus from the choices from that degree.

GANGSTER

ANY CLASS SPECIALIZATION

While rogues often find work in various criminal institutions, in truth anyone of a certain "flexible and pragmatic moral outlook" can become a gangster. Gangsters are the soldiers and bosses of various criminal cabals and syndicates found in most campaign settings. Gangsters specialize in using fear and intimidation as part of various criminal activities and they're often considered to be more dangerous when working together than when they operate alone.

GANGSTER TALENT

CLASS: Any

REQUIREMENTS: Must have a Willpower of 2 or higher and the Strength (Intimidation) focus or Communication (Deception) focus.

You are an important part of the world's organized crime.

NOVICE: Your jibes and threats are quick, brutal, and hard to ignore. You can perform the Taunt or Threaten stunts for 1 SP instead of their usual cost of 2 SP.

JOURNEYMAN: You are exceptional at taking advantage of opportunities to push others to their limits through threats



and careful lies. Any Communication (Deception) or Strength (Intimidation) tests you make that generate stunt points generate +1 SP than normal.

MASTER: You are one of the movers and shakers of the underworld. You are considered to have the Contacts (Master) talent which you can only use with criminals, thieves, murderers, and other low-lives. If you already have the Contacts talent at Master or gain it later, you instead get a +2 circumstantial bonus with tests involving criminals and using that talent.

GLADIATOR

WARRIOR SPECIALIZATION

You may not have been born in the arena, but you were reborn there. Learning to fight in numerous contests of arms for sport and reward, you are adept at both taking lives and thrilling crowds. Many gladiators began as captives or slaves, but this specialization is appropriate to any pit-fighter or prize-fighter. This specialization can represent both barehanded brawlers and weapon-wielding pit-fighters.

I DO NOT KILL WITH MY GUN...

The Gunfighter specialization works best in a setting where firearms are relatively common and perhaps even more advanced than the basic black powder weapons described in the *Fantasy AGE Basic Rulebook*. While truly modern firearms are more the province of *Fantasy AGE's* sister system, *Modern AGE*, early repeating pistols and rifles can be added to *Fantasy AGE* settings if desired. These weapons use the Black Powder Weapons group, and have the following statistics:

| WEAPON | DAMAGE | MIN. STR | SHORT RANGE | LONG RANGE | SHOTS | COST |
|-----------------|--------|----------|-------------|------------|-------|-------|
| Holdout Pistol | 1d6+2 | - | 6 yards | -- | 2 | 35sp |
| Revolver | 2d6 | - | 16 yards | 23 yards | 6 | 70 sp |
| Repeating Rifle | 3d6 | 1 | 30 yards | 60 yards | 8 | 90sp |

Shots represents the number of times the weapon can be fired before it must be reloaded. Some variations of these weapons carry more or less ammunition, and some may fire slightly more or less powerful ammunition. However, unless a variety of firearms feature prominently in a setting it is recommended GMs keep things as simple as possible and keep the focus on the characters using the weapon more than variations in the guns themselves. Note that more advanced shotguns work much the same as a blunderbuss, just with 2 or more shots and doing +2 additional damage due to their more advanced construction.

Ammunition cost for firearms should be set by the GM based on the setting. It might be plentiful or rare, easily created or hard to produce. By default, assume a box of ten rounds costs around 4 sp, roughly four times what arrows cost and without any chance to reuse them.

GLADIATOR TALENT

CLASS: Warrior

REQUIREMENTS: Must have a Constitution of 2 or higher and the Strength (Intimidation) or Communication (Performance) focus.

You excel in personal contests of arms, especially in front of a crowd.

NOVICE: You excel at disabling and dispatching foes. You can deliver a Coup De Grace as a minor action and when you Knock Out a foe they stay unconscious for twice the usual time (4d6 minutes).

JOURNEYMAN: You know how to land your words as well as your blows. When using the Threaten or Taunt stunts, the effects of each stunt lasts for an additional turn.

MASTER: Are you not entertained? Immediately after defeating an opponent, you can make a Communication-based free action to frighten, persuade, or otherwise influence any onlookers watching the battle. You may use the Sway the Crowd stunt for 1 SP instead of its usual cost of 2 if you generate SP on this role.

GUNFIGHTER

WARRIOR/ROGUE SPECIALIZATION

You have learned to use black powder and other firearms with the same skill as a duelist and his sword. While many can use firearms, you are able to deliver fast and accurate shooting that leaves others envious or dead, depending which side of your gun barrels they find themselves on.

GUNFIGHTER TALENT

CLASS: Warrior, Rogue

REQUIREMENTS: Must have the Black Powder Weapons Group and an Accuracy of 2 or higher.

You have mastered the use of firearms in ways that others seldom match.

NOVICE: You can draw your weapon and bring it to bear in an instant. You may ready a firearm as a free action.

JOURNEYMAN: Your gunplay is a game-changer in combat. When attacking with a firearm, you may use the Seize the Initiative stunt for 3 SP instead of the usual 4 SP cost.

MASTER: Your accuracy combined with the power of your weapons is deadly. The Pierce Armor stunt, when used with your guns, makes the damage Penetrating (it ignores Armor Ratings instead of halving them).

HUNTER

ROGUE SPECIALIZATION

While most rogues are skilled stalkers, the hunter is an artist at trailing a target unseen. They learn how to both relentlessly track their prey and how to quickly bring them down once they catch up to them. Most hunters specialize in a particular type of creature, but the general abilities learned by this specialization are widely applicable.

HUNTER TALENT

CLASS: Rogue

REQUIREMENTS: You must have a Perception of 2 or higher and the Perception (Tracking) focus.

You are a master tracker, a skilled hunter of people, monsters, and beasts.

NOVICE: You can follow trails others miss and pick up lost trails with ease. If you fail a Perception (Tracking) test, you can re-roll it, but you must keep the results of the second roll.

JOURNEYMAN: You can mark a target as your chosen prey. The prey doesn't have to be present for you to mark it, but you must have its trail or something that belongs to it. Spend

a minor action and declare a target marked. You gain a +1 bonus to Perception (Tracking) and Dexterity (Stealth) tests against this target. You may also do +1 damage against this target in combat. You may only have one target marked, but may switch to a new target with a minor action.

MASTER: You are adept at picking up details and exploiting opportunities while you're on the hunt. Any Exploration stunts involving a target you have marked can be performed at -1 SP compared to their normal cost.

MARKED

WARRIOR/ROGUE SPECIALIZATION

While body art is known in many cultures, the Marked take it to a new level. Their tattoos, scars, and other body modifications have been enchanted to provide exceptional abilities. Mages cannot be marked, their internal magic fouls these enchantments. However, some rogues and warriors find the power granted from becoming one of the Marked too good to pass up. Many Marked find work as monster-hunters and bodyguards, their arcane protections making them ideal candidates to face threats others avoid.

MARKED TALENT

CLASS: Rogue, Warrior

REQUIREMENTS: You must have Constitution and Willpower 3 or higher, and the Willpower (Self-Discipline) focus.

Your body is host to numerous enchanted markings, scars, or tattoos.

NOVICE: Gain one Mark from the following list:

- **MARK OF MIGHT:** +1 damage in melee and +1 bonus to all **STRENGTH (MIGHT)** tests.
- **MARK OF SPEED:** +1 speed and +1 bonus to all **DEXTERITY (INITIATIVE)** tests.
- **WARDING MARKS:** Reduce Spellpower of any spell targeting you by 2.
- **BANEMARK:** Gain +2 bonus to attack and damage when fighting a class of creature (dragons, undead, etc.).
- **MARK OF WAR:** Store two one-handed weapons, one two-handed weapon, or a weapon and shield inside a mystical pocket dimension accessed through your mark. You can summon these weapons to your hands as a minor action.
- **MARK OF MAGIC:** You may gain the Arcane Blast power as if you were a mage.
- **SPIDERMARK:** you can move along walls and ceilings at your normal speed.
- **FISHMARK:** you can breathe underwater, suffer no penalties to operate underwater, and move at your normal speed while swimming.
- Another mark of similar power level (with GM's approval).

JOURNEYMAN: Gain another Mark.

MASTER: Gain another Mark. Furthermore, your body is now infused with mystic energies, granting you a natural Armor Rating of 2.

WEAPON GROUP: MARTIAL ARTS WEAPONS

This new weapons group includes a number of Accuracy-based melee weapons commonly used in various martial arts. These weapons are meant to be representative of many fighting styles and variants, and GMs may add to this list if desired.

MARTIAL ARTS WEAPONS

| WEAPON | DAMAGE | MIN. STR | COST |
|----------------|--------|----------|------|
| Staff | 1d6+1 | - | 3 sp |
| Club/Batons | 1d6 | - | 1 sp |
| Fighting Flail | 1d6+3 | 1 | 6 sp |
| Martial Tools | 1d6+2 | 0 | 4 sp |

Fighting flails include nunchaku, three sectional staffs, chain whips, and other weapons made of several pieces of metal or wood linked by chain or rope.

Martial Tools include numerous mundane implements that have been turned into weapons, such as sai, kama, and war fans.

MARTIAL ARTIST

ROGUE SPECIALIZATION

You are highly trained in an esoteric fighting art that uses both unarmed combat and specialized weapons. Some martial artists are holy warriors, though others are simply trained fighters. In many areas, tournaments and competitions between unarmed fighters are popular entertainment. Most martial artists fight for fulfillment and self-defense, but there are aggressive and violent killers who pursue this specialization as well.

MARTIAL ARTIST TALENT

CLASS: Rogue

REQUIREMENTS: You must have Accuracy 2 or higher and the Unarmed Style Talent at Novice or higher.

You are highly skilled in the art hand-to-hand fighting with or without weapons.

NOVICE: You now know the Martial Arts Weapons Group (if you didn't previously) and add +1 damage to attacks using these weapons. Also, when unarmed or using Martial Arts Weapons you gain a +1 bonus to your Defense.

JOURNEYMAN: You are adept at protecting yourself while delivering punishing blows to your opponent. You can perform the Defensive Stance stunt for 1 SP instead of the usual cost of 2 SP. You also gain an additional +1 to your Defense if your armor is leather, or lighter than leather.

MASTER: You are skilled at using positioning and training to eliminate your opponent's advantages and set them up for painful strikes. You can add your Perception to unarmed and martial arts weapon damage.

NECROMANCER

MAGE SPECIALIZATION

You are particularly skilled with magic relating to death, the dying, and the undead. This ability is rooted in the Death Arcana, but it pushes the mage's mastery even beyond that potent and terrifying arcana and can grant benefits when other arcana are used in relation to the dying or dead, such as using bones to divine someone's fortune.

NECROMANCER TALENT

CLASS: Mage

REQUIREMENTS: Must have Intelligence 2 and the Intelligence (Death Arcana) focus.

NOVICE: You can nudge the dying back to life or commit them to eternity. Spend an Activate action and touch a target with 0 Health. They can either be instantly killed or stabilize at 0 Health but are no longer dying (your choice).

JOURNEYMAN: Each time you spend MP to gain an additional effect (additional question of the dead, animate another corpse, etc.) with a Death Arcana spell, you gain double the effect for the same cost (two questions, two additional corpses animated, etc.). You also can converse with any undead within sight regardless of language barriers or physical limitations.

MASTER: Death surrounds and sustains you. Whenever a living creature dies within 6 yards of you, gain either 2 Health or 2 Magic Points. This effect stacks with the Draw Upon Death spell if it is active. If you kill a target with your Novice Necromancer talent, you gain 1d6+2 Health or Magic Points instead.

OUTRIDER

WARRIOR SPECIALIZATION

You are a skilled rider known for speed and fast attacks. This specialization is in contrast to the Knight, as you favor practicality and unity with your mount over chivalrous honor and glory. Outriders make excellent scouts and skirmishers, and some armies employ whole units of them as fast-moving shock troops.

OUTRIDER TALENT

CLASS: Warrior

REQUIREMENTS: You must have Dexterity of 2 or higher, and the Horsemanship talent at Novice or higher.

You ride as if you were one with your steed; together you can outrace the wind.

NOVICE: You and your mount move so well together you seem as one creature. Your Defense while mounted (for both you and your mount) is equal to the highest of your two Defense ratings.

JOURNEYMAN: You strike and retreat with alarming speed. When using the Skirmish stunt to move yourself while mounted, you may move 4 yards per SP instead of the usual 2.

MASTER: When someone attacks you while you are mounted, you (not your attacker) decide if you or your mount takes the damage. You cannot split the damage from a single attack, but you may assign the effects of a Lightning or Dual attack as desired.

PALADIN

WARRIOR SPECIALIZATION

Warriors devoted to a holy or higher cause, the paladin can be a paragon of virtue or the plated fist of an oppressive theology. Heavily armored, battle-ready, and imbued with divine (or infernal) power, this specialization requires a warrior to maintain a strong connection to those they serve, and to hold their oaths to such powers as sacrosanct. Most paladins favor heavy armor and weapons, but this isn't a requirement.

PALADIN TALENT

CLASS: Warrior

REQUIREMENTS: Must have Fighting of 2 or higher and the Willpower (Faith) focus.

You are a holy warrior for a higher power.

NOVICE: You may channel your faith into powerful attacks to smite the unrighteous. When performing a Mighty or Lethal Blow stunt against an enemy of your faith, you may add your Willpower to the total damage done.

JOURNEYMAN: You are protected by your gods against outside corruption. You may always use Willpower (Faith) against attempts to sway you from your sworn duties, mind control, and mind-altering effects from enemies of your faith, regardless of what ability and focus is normally used to defend against such attempts.

MASTER: You can keep others alive by channeling divine energies through your touch as a major action. The target stabilizes and is out of mortal danger. You also have a chance to save the recently deceased. If a target has died, you may attempt a Willpower (Faith) test vs. TN = 5 + (Number of rounds since the target died x3). Success means the target comes back to life. Any stunt points generated by this test are granted to the target as Health. You may only attempt to resuscitate a recently dead character once. If you fail, they remain deceased.

PIRATE

ANY CLASS SPECIALIZATION

You seek fortune and adventure on the high seas, and you're quite good at it. While this specialization isn't required to be a pirate or privateer, many of the most famous pirates have it. Pirates may also exist in non-marine environments where vehicles and merchant convoys are regularly raided by other vessels. Depending on the setting, there may be airship pirates, sand-sailing pirates, or pirates who pilot ships of bone on a sea of lost souls. All pirates are able to sail and fight competently, though their exact role in a pirate crew is likely determined by their class, focuses, and other aptitude.

PIRATE TALENT

CLASS: Any

REQUIREMENTS: Fighting or Accuracy 2 or higher. Must possess the Dexterity (Sailing) focus.

You are a skilled raider and pirate, adept at marine battles and seacraft.



NOVICE: Your well developed “sea legs” and awareness of marine combat make you even more effective on the water than on land. You gain +1 Defense and +1 damage to attacks when fighting on a ship.

JOURNEYMAN: Years at sea make sailing second nature. You may reroll any Dexterity (Sailing) test but must take the second result.

MASTER: You’ve internalized the pirate ideal of “there’s no such thing as a fair fight”. If attacking a foe who is prone, disarmed, or otherwise distracted or impaired (GM’s discretion), you can perform the Mighty Blow, Lethal Blow, or Lightning Attack stunts for 1 SP less than their normal cost.

RAZOR

ROGUE SPECIALIZATION

Assassins and many other sneaky fighters favor the dagger and knife, but none pursue the art of the short blade the way the razor does. Up close or ranged, the razor devotes themselves to the mastery of the knife. Many have particular styles of dagger or knife they prefer, but in truth they are deadly with everything from a fighting dirk to a sharp stick.

RAZOR TALENT

CLASS: Rogue

REQUIREMENTS: Must have an Accuracy of 2 or higher. Must have the Accuracy (Light Blades) focus.

You have mastered the art of fighting with short blades.

NOVICE: In your hands daggers, knives and other small-blade weapons are far more dangerous than their size and reach suggest. Treat any light blade you wield, including improvised ones, as doing 1d6+2 base damage in both melee combat and when thrown.

JOURNEYMAN: Your attacks with short blades are incredibly fast. You can perform the Lightning Attack and Dual Attack stunts for -1 SP less than their normal cost when using knives and daggers.

MASTER: Your mastery of your deadly art is complete. You may treat the Dual-Weapon Style, Throwing Weapon Style, and Single Weapon Style talents as being one degree higher than the highest degree you possess when you use them with a dagger or knife. If you do not possess one or more of these Style talents, you gain the benefits of the the Novice degree in the talents you don’t possess.

SEER

MAGE SPECIALIZATION

You have learned how to see the future, read portents, and influence coming events in small ways. Many seers are not adventurers, though those who are find that the chaotic life makes their powers valuable but not always reliable. Seers often use various tools and methods to divine the future, but the true power lies within them. This specialization may be taught or could represent an inherent awakening of mystical abilities, based on the campaign and setting, but it functions mechanically the same in either case.

SEER TALENT

CLASS: Mage

REQUIREMENTS: Must have a Perception of 2 or higher and the Fate Arcana and Divination Arcana at Novice or higher.

You are adept at seeing the future and manipulating fate with your insights.

NOVICE: Sometimes a fortuitous event doesn't pay dividends until later. You have access to the following unique stunt: Foretell.

| SP Cost | STUNT |
|---------|---|
| 2+ | FORETELL: Your actions trigger a chain of events that will affect future outcomes. You may select an ally (including yourself). Once before the end of the encounter, when they generate stunt points, they gain +1 SP for every 2 SP you spend on this stunt. |

JOURNEYMAN: You can read signs to gain insight to help avoid costly errors. You may spend 5 MP and name a particular ability and focus. For the rest of the encounter you may reroll tests of that type at the cost of 2 MP per test. However, you must take the results of the second roll and cannot reroll any one test more than once – you can push fate only so far.

MASTER: You learn to advise others more effectively with your powers. You may use your Journeyman degree on any ally you can freely communicate with during an encounter.

SLAYER

WARRIOR SPECIALIZATION

All warriors learn to fight. Most learn to kill. Slayers learn to kill a certain type of foe very effectively. Slayers may be driven by vengeance, chosen by fate, or spurred by the thrill of battling a particular category of foes. Slayers often make a living killing their chosen foes for those who wish them disposed of. Depending on the creature and the individual slayer, this may mean they will be heralded as a hero...or reviled as a villain.

SLAYER TALENT

CLASS: Warrior

REQUIREMENTS: You must have a Fighting of 2 or higher and Willpower of 2 or higher.

You have devoted yourself to the destruction of a foe and honed your skills in fighting them.

NOVICE: Pick a category of creature you have chosen to slay. You do +1 damage and gain +1 Defense when battling creatures of that type. Some basic categories are: demons, undead, dragonkind, faerie, giants, shapechangers, and beasts (non-monstrous or non-supernatural animals). GMs and players can work together to expand or refine these categories to suit the needs of their campaigns.

JOURNEYMAN: You may use the Lethal Blow stunt against the category of creature you have chosen to slay for 3 SP instead of the 5 SP. You also gain a +1 bonus to Dexterity (Initiative) tests in combat against such creatures.

MASTER: Treat a combat style (One-Handed, Dual Weapon, etc.) as if it is one degree higher when fighting the category of creature you have chosen to slay.

SOULBOUND

MAGE SPECIALIZATION

You haven't just devoted yourself to the study of magic, you've bartered part of yourself away for mystic power. While this specialization conjures images of selling one's soul to demons and eldritch horrors from beyond time and space, not all soulbound are so sinister. A mage might tie his life-force or mystical energies to a benevolent spirit or deity. In any event, being soulbound means binding oneself to arcane forces in exchange for increased mystical might. In some cultures, priests and clerics are merely soulbound mages who have made a pact with their patron deities.

The exact terms of a soulbound's bargain and what they must do to satisfy its terms are left for the player and GM to work out. It's not an ever-present burden, but it is an eventuality that will need to be addressed.

SOULBOUND TALENT

CLASS: Mage

REQUIREMENTS: You must have a Willpower of 2 or higher and Intelligence (Arcane Lore). In addition, you have made a bargain with a powerful entity that will one day come due.

You are bound to higher forces, gaining power at a price.

NOVICE: Your arcane patron makes it easier for you to channel raw power into your magic. You may perform the Mighty Spell and Powerful Casting stunts for -1 SP.

JOURNEYMAN: You can glean insight from your arcane patron. Once per encounter, you may spend 3 MP to gain a +2 to one test you attempt.

MASTER: Your magical power is bolstered by the bargains you have made. Permanently increase your Spellpower by 2.

SPY

ANY CLASS SPECIALIZATION

Anyone can be a spy, that's part of the effectiveness of the trade. However, you are a master of intrigue and espionage. Spies may work freelance or be employed by a particular organization or kingdom. In any event, they are often the unsung heroes and villains of many crises and events. Without spies, nations would face far more advanced threats without proper preparation.

SPY TALENT

CLASS: Any

REQUIREMENTS: You must have a Perception and Communication of 2 or higher. Must possess the Intrigue talent or Observation Talent at Novice or higher.

You are skilled at secrets, lies, and spycraft.

NOVICE: You are adept at assuming identities and impersonating others. You may reroll any Communication (Disguise)

tests but must accept the second roll. You also learn a new language, one useful to your trade.

JOURNEYMAN: You are trained to gather information quickly and accurately without being discovered. You may perform the Efficient and Speedy Search Stunts for 1 SP each instead of their normal costs of 2 SP each.

MASTER: You are incredibly hard to capture and keep imprisoned. You gain a +1 bonus to any tests that involve evading capture or escaping imprisonment.

TOTEM WARRIOR

WARRIOR/ROGUE SPECIALIZATION

While tribal warriors are renowned for their ferocity and experience, the totem warriors pursue even greater skill by channeling the atavistic power of natural spirits. Embracing a strong spiritual connection to a particular animal, they use rituals and ancient training to help them channel the animal's power through their bodies. This not only adds to their capabilities in combat, but strengthens their connection to the animal itself.

TOTEM WARRIOR TALENT

CLASS: Warrior, Rogue

REQUIREMENTS: Must have Willpower 2 or higher and Constitution 2 or higher

You channel the spirit of a great beast through you, making you fierce and powerful.

NOVICE: Pick an animal that serves as your totem. You are considered to have the Communication (Animal Handling) focus with this type of animal. If you already have this focus, it gives an additional +1 bonus when used with this type of animal. In addition, pick one of the following bonuses based on your totem.

- **GREAT HUNTER (WOLF, TIGER):** +1 bonus on melee attack rolls.
- **GREAT BEAST (BEAR, SHARK):** +1 bonus on melee damage.
- **GREAT BIRD OF PREY (OWL, HAWK):** +1 Speed.
- **GREAT SURVIVOR (STAG, TURTLE):** natural Armor rating of 1.
- **GREAT TRICKSTER (RAVEN, MONKEY):** +1 Defense

JOURNEYMAN: You learn to channel the might and fury of your totem more fully. Each totem can perform the listed stunt(s) for -1 SP cost. Stunts whose cost becomes 0 SP can still only be performed when stunt points are generated.

- **GREAT HUNTER (WOLF, TIGER):** Lightning Attack
- **GREAT BEAST (BEAR, SHARK):** Lethal Blow
- **GREAT BIRD OF PREY (OWL, HAWK):** Skirmish.
- **GREAT SURVIVOR (STAG, TURTLE):** Stay Aware.
- **GREAT TRICKSTER (RAVEN, MONKEY):** Taunt, Set Up

MASTER: Your connection to your totem empowers and protects you. When you are wearing the hides, skins, or ornaments of your totem creature, you are considered to have an Armor Rating = Willpower +2. This armor has no penalties and is considered magical.





MAGIC

The arcana and spells given in CHAPTER 5 of the *Fantasy AGE Basic Rulebook* just scratch the surface of magic's boundless potential. This chapter offers new spells for each degree for each of the twelve arcana from the *Basic Rulebook*, along with entirely new arcana and their associated spells, and options for minor arcana, magic for non-mage characters, and divinely granted or empowered magic, suitable for some *Fantasy AGE* settings and campaigns.

ARCANE TRAINING

With the expanded selection of spell presented in the *Fantasy AGE Companion*, some spellcasters may wish to broaden their spell selection within a particular arcana. The Arcane Training talent covers that eventuality.

ARCANE TRAINING

CLASSES: Mage

REQUIREMENTS: Novice degree in one or more arcana.

Your arcane training and knowledge of spells is expansive.

NOVICE: You learn two additional Novice-degree spells from any arcana you know.

JOURNEYMAN: You learn an additional Novice-degree or an additional Journeyman-degree spell from any arcana you know. The arcana's degree must at least equal the degree of the chosen spell.

MASTER: You learn an additional spell of any degree from any arcana you know. The arcana's degree must at least equal the degree of the chosen spell.

SWAPPING SPELLS

When a character who knows spells advances in level, the player has the option of swapping out an existing spell from an arcana for an equal or lesser degree spell available to that talent. This change in spell selection is permanent until the character gains a new level, and can again swap out a spell.

Since the *Fantasy AGE Companion* expands the selection of possible spells, the Game Master may wish to allow players with existing *Fantasy AGE* characters to swap out their current spells from the character's arcana for some of these new spells.

NEW SPELLS

The following spells are available to the twelve arcana given in the *Fantasy AGE Basic Rulebook*. Given the expanded options, the descriptions of those arcana should be changed to offer a choice of two Novice spells at Novice degree, one Journeyman or Novice spell at the Journeyman degree, and one Master, Journeyman, or Novice spell at Master degree, the same as the new arcana listed in the following section. Characters can choose from any of the arcana's available spells for that degree.

AIR ARCANA

The following additional spells are available for weilders of the Air Arcana.

AIR BUBBLE

REQUIREMENTS: AIR ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You create a bubble of fresh, clean, breathable air within a 3 yard radius around you, which moves with you as you move.

When it comes into being, the bubble pushes away any smoke, mist, dust, toxic gases, or even water (forming a bubble of air underwater) and slight positive air pressure keeps out all such things for up to an hour. You can renew an existing *air bubble* before it expires by recasting the spell, extending its duration for another hour.

WIND NET

REQUIREMENTS: AIR ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 4
CASTING TIME: FREE ACTION **TARGET NUMBER:** 11

At your command, the winds form an invisible net to slow and cushion a fall, allowing you to drop from any height, but land on the ground as softly as a feather.

You can also cast *wind net* to catch a falling object or creature, so long as you can see them and their landing point is within 30 yards of you. *Wind net* has no effect on direct missile weapon attacks, except for things like large falling objects. Each target object requires a new casting of the spell.

WALL OF MIST

REQUIREMENTS: AIR ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You summon up a wall of thick swirling mist within 30 yards of you.

The wall is up to 10 yards long, 4 yards tall, and 2 yards thick, following whatever path you wish. The mist does not impede movement, but does block all sight through and within it. Those moving through the mist lose half (rounded down) of any move distance remaining to them in this action. The *wall of mist* lasts for up to 1 minute, you can spend the spell's MP cost to extend its duration an additional minute.

WHIRLWIND

REQUIREMENTS: AIR ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 11
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: DEXTERITY (ACROBATICS) VS. SPELLPOWER

A powerful vortex of air with a 4-yard radius springs into being at a point you choose within 50 yards of you.

Anyone caught in the area of the *whirlwind* takes 3d6+Willpower damage and may be knocked prone. Those who succeed on a Dexterity (Acrobatics) test vs. your Spellpower are able to remain standing.

DIVINATION ARCANA

The following additional spells are available for the Divination Arcana.

FOREWARNING

REQUIREMENTS: DIVINATION ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 9
TEST: DEXTERITY (STEALTH) VS. SPELLPOWER

Arcane awareness provides warning of immediate danger.

For the rest of the encounter, after successfully casting this spell, you or another subject you touch cannot be surprised (see **Surprise** in CHAPTER 8 of *Fantasy AGE*) except by attackers who are themselves magically concealed, in which case they must succeed on a Dexterity (Stealth) test against your Spellpower in order to surprise you. Additionally, you gain a +2 bonus for the rest of the encounter on all tests to avoid hazards where a moment's forewarning can aid you (see **Hazards** in CHAPTER 8 of *Fantasy AGE*).

SENTINEL

REQUIREMENTS: DIVINATION ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 9
TEST: DEXTERITY (STEALTH) VS. SPELLPOWER

You weave together arcane energies to place a location under surveillance.

When you cast this spell, you place an invisible, intangible arcane sentinel to watch over an area no larger than a 3 yard radius. The spell cannot be placed on an object or creature, only to observe a place. If any circumstance you specify when casting the *sentinel* occurs in that area, you receive a vision of it, as if you were standing where the *sentinel* is placed. Examples include when any humanoid creature enters the area, when a particular door or container opens, or when light enters the area. You can maintain the vision by taking a minor action each round to do so, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. You can maintain a number of active *sentinel* spells equal to your Willpower at any one time, although you can only perceive through one of them at a time.

At Journeyman degree, you can spend an additional 2 MP to allow your *sentinel* to deliver a short message (just a sentence or two) in the voice of your choosing when it is activated.

SCRYING

REQUIREMENTS: DIVINATION ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13+
TEST: PERCEPTION (EMPATHY) VS. SPELLPOWER

SCRYING

TN

SCRYING SUBJECT IS...

- 13 **VERY FAMILIAR:** a close friend or relative, an item made by the caster or owned and used for at least a year, a place where the caster spent at least a year's time, any subject bearing the caster's *blood mark* or *sentinel* spell.
- 15 **FAMILIAR:** a subject the caster has been acquainted with for at least three months, a casual friend.
- 17 **SOMEWHAT FAMILIAR:** a subject the caster has been acquainted with for at least a week.
- 19 **CASUALLY FAMILIAR:** a subject the caster has been acquainted with only briefly.
- 21 **SLIGHTLY FAMILIAR:** a subject the caster has only seen briefly or had described to them in detail.

You can perceive distant events as if you were physically present, using a medium such as a crystal, flame, mirror, cloud of smoke, or liquid surface. You can use *scrying* to sense a particular place, creature, or thing known to you using the TN from the Scrying table. If the casting roll is successful, you can observe the subject as if you were present. The vision lasts for as long as you concentrate, taking a Minor Action each round to do so, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere.

Scrying creates an arcane disturbance, which creatures with Intelligence 1 or greater can sense. Any such creature under observation can make a Perception (Empathy) test against your Spellpower. Creatures with no arcane abilities get the intense feeling of being watched. Those with magic talents see a glowing or shadowy image of you observing them. At Master degree, you can deliberately allow this image to appear to others, if you wish, and speak through it to them as if you were present.

UNVEIL

REQUIREMENTS: DIVINATION ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15

Your sorcery reveals casts aside magic that would shroud your senses from the truth, at least for you.

Upon casting this powerful divination and for the rest of the encounter, you can perceive through all forms of magical deception or illusion. Invisible things are visible to you, illusions revealed as unreal, and even magically created darkness or mist cannot hamper your sight. You remain aware of the presence of such things, but they have no effect on you and you can see them for what they really are. Magically transformed or shape-shifted beings show a ghostly overlay of their true form or appearance.

EARTH ARCANA

The following additional spells are available for adepts of the Earth Arcana.

STONE PORTER

REQUIREMENTS: EARTH ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

This spell forms a slightly concave floating disk of stone between a yard and two yards across out of available earth and stone.

The *stone porter* levitates at the caster's command, carrying up to 200 pounds in weight per degree of Earth Arcana (to a maximum of 600 pounds for a Master). The *stone porter* can follow its caster at the same Speed, or the caster can take a Minor Action to direct the disk to move independently at a Speed of 10 + Willpower. The *stone porter* lasts for the duration of the encounter, but the caster can spend the spell's MP cost again to extend its duration for another encounter.

EARTH PASSAGE

REQUIREMENTS: EARTH ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You touch an earthen or stone surface and open an unseen magical passageway through it.

The *passage* is up to 50 square feet (sufficient to be 7-by-7 feet or 10-by-5) and extends up to 10 feet per degree of Earth Arcana through stone, twice that distance through soil and sand. Both ends of the passage must touch open air or water or the spell does not work (and the caster knows why). Creatures can move through the earthen material in the passage as if it is empty air. The *earth passage* lasts for one minute, or until the last creature within it emerges, whichever comes last.

SHAPE EARTH

REQUIREMENTS: EARTH ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 8+
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11+

You use your sorcery to move dirt (soil, clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting sand dunes, and so forth.

With a successful casting roll, you can move a 150-foot square area, up to 10 feet deep, in the space of 10 minutes. Each additional 150-foot square area you want to move at once increases the TN and MP Cost by +2, up to 900 feet by 900 feet at TN 21, costing 18 MP.

Shape earth does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, and such are mostly unaffected except for changes in elevation and topography.

Rock formations cannot be collapsed or moved. This effect cannot be used for tunneling and is too slow to trap or bury creatures unless they are helpless the entire time the earth is moved.

QUAGMIRE

REQUIREMENTS: EARTH ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11+

All natural, undressed earth or stone in the affected area softens. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded.

You affect an area of 10 square feet, to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Each +2 increase in TN affects another 10-foot square area. Dressed or worked stone cannot be affected. Earth and stone creatures are not affected, either.

A creature in deep mud must succeed on a TN 13 Strength (Might) test or be caught helpless for one round. A creature that succeeds on the test can move through the mud at half Speed. Loose dirt is not as troublesome as mud, but all creatures in the area move at only half their normal Speed. Stone softened into clay does not hinder movement, but does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *quagmire* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. A moderate amount of damage can be dealt to a structure by softening the ground beneath it, causing it to settle suddenly. However, most well-built structures are only damaged by this, not destroyed.

FATE ARCANA

The following additional spells are available for the Fate Arcana.

AGENT OF FATE

REQUIREMENTS: FATE ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You grasp the skein of fate and manipulate the odds for the benefit of you or another.

Choose a subject within 10 yards, including yourself. If you successfully cast *agent of fate*, record the result of the Stunt Die. For the remainder of the encounter, whenever the subject of the spell makes a test that can generate stunt points, they can choose to use the rolled Stunt Die result or your Stunt Die result from the spellcasting. This affects the chances of success, of generating stunt points, and the number of SP gained.

EXAMPLE

Aza receives a casting of agent of fate. The Stunt Die on the casting roll is a 4. So, for the rest of the encounter, whenever Aza's player makes a test for her that can generate stunt points, she can choose to keep the rolled Stunt Die result or make it a 4 instead.

At Journeyman degree, you can cast *agent of fate* to affect an additional subject within 10 yards by increasing the MP Cost by 2 per additional subject receiving the spell's benefits.

FATE'S GAMBLE

REQUIREMENTS: FATE ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

You tug the strands of fate in ways that may benefit you and your allies, but that can be fickle.

For the remainder of the encounter, you and any allies within 10 yards, when you generate stunt points on a test, can choose to immediately "wager" those SP; re-roll the test and, if the second result is successful, you gain additional SP equal to the result of the Stunt Die. However, if the second test fails, you lose SP equal to the result of the Stunt Die, which can reduce your SP to 0. The second test doesn't affect the actual test outcome other than determining how many SP you have to spend.

MANIPULATE FATE

REQUIREMENTS: FATE ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: WILLPOWER (SELF-DISCIPLINE) vs. SPELLPOWER

You manipulate the weave of fate to change the outcome of your foe's actions.

For the remainder of the encounter, when a foe within twelve yards of you generates stunt points, you can choose how those points are spent, although the choice must still be a valid use of those stunt points, and cannot result in forcing the foe to take an action against their will (such as attacking an ally). Enemies can resist *manipulate fate* with a successful Willpower (Self-Discipline) test against your Spellpower (test for each attempt). If the test succeeds, the enemy can spend their stunt points as they wish.

FATE'S FAVORED

REQUIREMENTS: FATE ARCANA (MASTER)
SPELL TYPE: ENHANCEMENT **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 16

You brashly bend the warp and weft of fate to favor your efforts.

Choose a particular ability test and focus. For the duration of the encounter, you and your allies within 10 yards of you generate stunt points equal to the Stunt Die result on *any* successful result for that test, whether there are matching dice or not. These stunt points must be used and spent normally.



FIRE ARCANA

The following additional spells are available for the Fire Arcana.

FLAMING WEAPON

REQUIREMENTS: FIRE ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

A melee weapon you touch bursts into flames which do not harm the wielder, but inflicts additional damage.

When the weapon makes a successful attack, add 1d6 to its damage. The *flaming weapon* spell lasts for a minute, but you can spend half the original MP cost to extend the duration another minute.

At Journeyman degree, you can cast *flaming weapon* on the weapon of an ally within 10 yards without having to touch the weapon. You can also spend an additional +1 MP and increase the spell's TN by +1 to affect an additional weapon within 10 yards. So casting *flaming weapon* on four weapons requires a TN 15 casting roll and costs 8 MP.

SHAPE FIRE

REQUIREMENTS: FIRE ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You can increase the size and intensity of an existing fire.

The base TN is 10 (+ 1 per square foot of increase). Every two square feet increases the fire's damage potential by 1d6. The

fire maintains its increased size and damage as long as you concentrate, taking a minor action each turn to do so, and can even burn in the absence of fuel, but not air; smothering still puts it out. So, a caster who succeeds on a TN 16 casting roll can spread a fire over an additional 6 square feet and it does +3d6 damage.

This spell can also be used to control and suppress fire. Simply use the results of the casting roll to determine how the size and damage of the fire can be reduced rather than increased.

IMMUNITY TO FIRE

REQUIREMENTS: FIRE ARCANA (JOURNEYMAN)
SPELL TYPE: DEFENSE **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13

Your magic protects you from the damaging effects of your arcana's element.

You or the subject touched become immune to the effects of heat and fire for the rest of the encounter. This includes damage inflicted solely by high temperatures, not other side-effects of fire such as suffocation, smoke, or toxic gases.

WALL OF FIRE

REQUIREMENTS: FIRE ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 16
TEST: DEXTERITY (ACROBATICS) vs. SPELLPOWER

You conjure a wall of roaring flames to block your enemies.

This wall can be up to 10 yards long, 3 yards high, and 1 yard deep, starting at a point within 30 yards of you. You can shape the line of the wall however you wish, including forming a

circle or arc. The *wall of fire* blocks sight and inflicts 3d6 + Willpower damage upon any creature crossing or starting its turn within it; those succeeding on a Dexterity (Acrobatics) test vs. your Spellpower take only 1d6 + Willpower damage. A *wall of fire* lasts for one minute, and you can pay an addition 10 MP to extend the spell's duration another minute.

HEALING ARCANA

The following additional spells are available for Healing Arcana.

ANTIDOTE

REQUIREMENTS: HEALING ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

Your touch neutralizes toxins, cleansing poisons from the body.

Any ongoing effects of a toxin end in one subject you touch. *Antidote* does not heal damage or harm the toxin has already inflicted. At the GM's discretion, curing certain exotic, unusual, or magical toxins may have a higher TN and/or MP Cost.

CURE

REQUIREMENTS: HEALING ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You touch a subject and immediately cure any one disease affecting them.

Any ongoing effects of the disease end, but *cure* does not heal damage the disease previously caused. At the GM's discretion, curing certain exotic, unusual, or magical diseases may have a higher TN and/or MP Cost.

REGENERATE

REQUIREMENTS: HEALING ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13

With a touch, you bestow the power of regeneration upon a subject.

For the rest of the encounter, the subject can recover Health as a special stunt, regaining 1 Health per SP spent. Wounds inflicted by acid or fire do not regenerate and Health lost to them cannot be regained using this stunt.

REMOVE DISABILITY

REQUIREMENTS: HEALING ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 20
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 17

You can restore a missing, crippled, or diseased part of the subject's body to complete health and functionality. This includes removing blindness or deafness, restoring limbs, or eliminating scar tissue, to name a few. The spell takes one minute and you must remain in contact with the subject throughout. If the casting is successful, the chosen disability is removed, the subject's body regenerating accordingly.

HEROIC ARCANA

The following additional spells are available for the Heroic Arcana.

HERO'S ARMOR

REQUIREMENTS: HEROIC ARCANA (NOVICE)
SPELL TYPE: DEFENSE **MP COST:** 1-5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

Your arcane energies provides magical protection to you or your allies.

You touch a subject (including yourself) who gains an Armor Rating equal to the number of MP you spent on the spell (up to 5). The benefits of *hero's armor* do not stack with worn armor, only the highest AR applies. The spell lasts for one minute, but you can extend its duration for another minute by spending half of its MP cost (rounded up) as a free action.

HERO'S COURAGE

REQUIREMENTS: HEROIC ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You bolster the nerve of your allies with your power.

Hero's courage infuses a number of allies equal to your Willpower within 6 yards of you with greater courage and determination. You and the affected allies gain a +2 bonus on all Willpower tests for the remainder of the encounter.

HERO'S SPEED

REQUIREMENTS: HEROIC ARCANA (JOURNEYMAN)
SPELL TYPE: ENHANCEMENT **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13

Magical swiftness infuses the subjects of this spell.

Choose a number of allies equal to your Willpower within 6 yards of you; you may include yourself among this number. If the spell is successful, those affected increase their Speed by your Willpower (minimum of 1) for the remainder of the encounter.

CHOSEN CHAMPION

REQUIREMENTS: HEROIC ARCANA (MASTER)
SPELL TYPE: ENHANCEMENT **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15

Your sorcery bolsters an ally's strength and lethality when battling a certain enemy.

You can designate a single ally within 6 yards of you as a chosen champion against a particular foe, also specified when you cast this spell. The champion gains the following benefits:

- +2 bonus to attack and damage rolls against the designated foe.
- +1 SP on any test against the designated foe that generates stunt points.



- The ability to take the Heal action to benefit themselves; the champion rolls a TN 11 Willpower (Courage) test and, if successful, gains Health equal to the Stunt Die + Willpower.
- If the designated foe attacks anyone other than the champion, the target gains +2 Defense.

The *chosen champion* spell lasts until the designated foe is defeated or for the remainder of the encounter, whichever comes first.

LIGHTNING ARCANA

The following additional spells are available for the Lightning Arcana.

LIGHTNING FLASH

REQUIREMENTS: LIGHTNING ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: DEXTERITY (ACROBATICS) VS. SPELLPOWER

You invoke an arc of lightning that flashes between your hands with blinding brightness.

Anyone within 4 yards and looking directly at you when you cast *lightning flash* must make a successful Dexterity (Acrobatics) test against your Spellpower or be blinded for rounds equal to your Lightning Arcana degree. If the test succeeds, there is no effect.

THUNDER BLAST

REQUIREMENTS: LIGHTNING ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: STRENGTH (MIGHT) VS. SPELLPOWER

You unleash a rolling blast of violent thunder in an arc in front of you.

The arc of the *thunder blast* is 6 yards long and 3 yards wide at its end when it manifests. Any creature within the area takes 1d6 + Willpower damage and must succeed on a Strength (Might) test vs. your Spellpower or be pushed up to 2 yards away from you and knocked prone. If the test succeeds, there is no effect.

SHOCKING SHIELD

REQUIREMENTS: LIGHTNING ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: CONSTITUTION (STAMINA) VS. SPELLPOWER

You charge your body with arcane lightning, shocking any enemy with the audacity to touch you.

For the remainder of the encounter, any foe who strikes or grabs you in melee suffers 1d6 + Willpower penetrating damage in the form of a powerful electric shock. A foe who makes a successful Constitution (Stamina) test vs. your Spellpower takes only 1d6 penetrating damage.

LIGHTNING STORM

REQUIREMENTS: LIGHTNING ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: DEXTERITY (ACROBATICS) VS. SPELLPOWER

You conjure a roiling mass of storm clouds overhead, flickering with lightning.

For the next minute after casting *lightning storm*, you can take a Major Action during your turn to call down a bolt of lightning from the storm clouds to strike any target within 20 yards of you. The target takes 2d6 + Willpower penetrating damage. A target that makes a successful Dexterity (Acrobatics) test vs. your Spellpower to avoid the bolt takes only 1d6 + Willpower penetrating damage. *Lightning storm* lasts for one minute, but you can spend the spell's MP cost again to extend its duration for another minute.

POWER ARCANA

The following additional spells are available for casters learning the Power Arcana.

DRAW POWER

REQUIREMENTS: POWER ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You draw additional arcane power into your aura, which glows softly in a color associated with you (and may show faint, shifting arcane symbols).

For the remainder of the encounter after casting *draw power*, your Spellpower is increased by +1.

FALSE AURA

REQUIREMENTS: POWER ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10
TEST: INTELLIGENCE (ARCANE LORE) VS. SPELLPOWER

You place a false aura upon a subject, intended to deceive arcane forms of detection and divination.

For the next day, the *false aura* projects one or more of the following at the caster's option:

- The subject appears either magical or non-magical.
- The subject appears to be under the influence of certain spells or arcane forces.
- The subject appears to be either a mundane or supernatural creature.

The *false aura* can be used to conceal some things, while giving false information about others. Anyone examining the subject with spells like *arcane awareness* perceive the false aura. The examiner must succeed on an Intelligence (Arcane Lore) test against your Spellpower to see the aura as false and perceive the subject's actual aura.

COUNTER-SPELL

REQUIREMENTS: POWER ARCANA (JOURNEYMAN)
SPELL TYPE: DEFENSE **MP COST:** 1+
CASTING TIME: FREE ACTION
TARGET NUMBER: TARGET'S SPELLCASTING ROLL
TEST: SEE DESCRIPTION

You can use your knowledge of magic and arcane forces to counteract the spells of your foes before they take effect.

When a foe within 20 yards of you casts a spell, you can make a casting roll against the casting roll of the target spellcaster and spend MP equal to the cost of the spell they are casting. You apply the ability focus for the arcana of the *target* spell, if you have it, to the casting roll. If you cannot cast the spell your foe is casting, you have a -2 penalty on your casting roll.

If you win the test, your foe's casting roll is considered to have failed. If they win the test, the spell is cast normally. If you do not have sufficient MP to cast a *counter-spell*, then the effort automatically fails and you cannot counter your foe's casting.

ARCANE VOID

REQUIREMENTS: POWER ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 18
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: NONE

You create an area of null-magic, draining and suppressing magical effects.

Choose an area up to 10 yards across within 20 yards of you. If your casting roll succeeds, that area becomes an *arcane void*, deadened to any use of magic. For the remainder of the encounter, any magical talent or ability used in the *arcane void* automatically fails. Ongoing magical effects are suppressed. Summoned creatures in the area are banished to their place of origin. Purely magical beings that enter or start their turn in the *arcane void* take 1d6 penetrating damage as their magic "bleeds" away. The creator of the *arcane void* can dispel it—ending the effect—at any time, as a minor action.

SHADOW ARCANA

The following additional spells are available for the Shadow Arcana.

DARKVISION

REQUIREMENTS: SHADOW ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3+
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: NONE

You imbue a person or group with the capacity to see in low light and even complete darkness.

Choose a number of subjects, including yourself, no greater than your Willpower, within 6 yards of you. For the remainder of the encounter, those subjects gain the benefits of the Darkvision special quality, able to see in complete darkness as if it was normal daylight.

At Master degree, you can choose to cast *darkvision* on a single subject, including yourself, and additionally grant the subject the ability to see through magical darkness. The subject ignores the effects of the *shadow's embrace* and *veil of darkness* spells in addition to gaining the Darkvision special quality. This version of *darkvision* costs 5 MP.

SHADOW'S HOOD

REQUIREMENTS: SHADOW ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: WILLPOWER (ANY FOCUS) VS. SPELLPOWER

Your mystical darkness robs a foe of the sense of sight.

Choose a target within 6 yards of you. If the target fails a Willpower test against your Spellpower, they are blinded for a number of rounds equal to your Willpower (minimum of 1). You can pay an additional 2 MP to extend the duration of a successful *shadow's hood* spell by rounds equal to your Willpower, rather than letting it expire.

SHADOW TENDRILS

REQUIREMENTS: SHADOW ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: WILLPOWER (ANY FOCUS) VS. SPELLPOWER

Tendrils of pure darkness spring up from the ground or floor in an area that you choose.

The *shadow tendrils* appear in a 4 yard by 4 yard space within 20 yards of you. Anyone in the affected area must make a Willpower test against your Spellpower or be immobilized by the grasping tendrils, unable to move from the spot, although still able to take actions. Additionally, any living creature that begins its turn immobilized by the *shadow tendrils* takes 1d6 penetrating damage as the tendrils leech away their life force. The *shadow tendrils* last for a number of rounds equal to your Willpower (minimum of 1). You can spend an additional 5 MP to extend the spell's duration by rounds equal to your Willpower, rather than letting it expire.

SHADOW FORM

REQUIREMENTS: SHADOW ARCANA (MASTER)
SPELL TYPE: ENHANCEMENT **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: NONE

You transform, appearing to merge with and disappear into your own shadow.

For the remainder of the encounter, you have the Shadow special quality, taking half damage from all non-magical attacks, and are able to use the Blending and Regenerate powers in areas of darkness or shadow. In sunlight or the equivalent, you take normal damage, and light-based attacks do an extra 1d6 penetrating damage to you. In *shadow form* you ignore the effects of terrain and can slip through any opening able to accommodate your width, such as through cracks under doors and windows.

WATER ARCANA

The following additional spells are available for those schooled in the Water Arcana.

WATER BREATHING

REQUIREMENTS: WATER ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

Touch a subject (including yourself). For the remainder of the encounter, the subject can breathe and move underwater as easily as they do in air.

At Journeyman degree in Water Arcana, you can extend *water breathing* to multiple subjects within 10 yards of you by paying an additional 1 MP per extra subject.

HEALING WATERS

REQUIREMENTS: WATER ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

You infuse a small amount of pure water (about a cupful) with healing energy.

Any subject who consumes the *healing waters* or applies them directly to an injury within a minute of their infusion regains 3d6 Health.

SHAPE WATER

REQUIREMENTS: WATER ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11+

You can shape and direct the flow of water.

Maintain the effects you created by concentrating, taking a minor action each round to do so.

- **SHAPE FLOW:** You control currents, increasing or decreasing the speed of water vessels by 20% with a TN 11 arcana test, plus 20% per +2 increase to TN. So, with TN 19 test, you can stop water vessels entirely, or double their speed.
- **LOWER WATER:** Water lowers by as much as 2 feet with a successful TN 11 casting roll, plus an additional foot per +1 increase to TN. The water lowers within a 10-foot radius per level. In extremely large and deep bodies of water, this spell creates a whirlpool that sweeps ships and anything else in the water towards the center of the effect, putting them at risk, and making them unable to leave by normal movement for the duration.
- **RAISE WATER:** Waters rise by as much as 2 feet with a successful TN 11 spellcasting, plus an additional foot per +1 increase to TN. The water rises within a 10-foot radius per level. Boats raised in this way slide down the sides of the watery "hump" created. If the area includes riverbanks, a beach, or other nearby land, the water can spill over onto dry land, causing floods.

WATER FORM

REQUIREMENTS: WATER ARCANA (MASTER)
SPELL TYPE: ENHANCEMENT **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15

You transform into a water elemental (see Elementals in the *Fantasy AGE Bestiary*) for the remainder of the encounter, or until you choose to end the spell. You gain the elemental's Speed and Special Qualities, while retaining your own abilities, focuses, talents, and powers. Any equipment or items you carry disappear and meld into your new form and are not usable.

WOOD ARCANA

The following additional spells are available for the Wood Arcana.

WOOD SPEECH

REQUIREMENTS: WOOD ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You can converse with living plants, speaking aloud to them and "hearing" their answers in your mind.

Small and simple plants provide only rudimentary information while larger, older, and more complex ones—such as old-growth trees—can offer much more detail. In addition to any information the plant life can provide you, you gain stunt points equal to the result of the Stunt Die on the casting roll, which you can spend on an exploration stunt triggered by guidance or information from the plant-world.

WOOD WALK

REQUIREMENTS: WOOD ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

Sorcery speeds your passage through even the thickest forest and jungle.

You and a number of creatures, equal to your Willpower, within 6 yards of you can move through natural and wooded surroundings freely at your normal Speed for the duration of the encounter, regardless of terrain, weather, or similar conditions. Your movement is not impeded by plant growth, brambles, vines, or similar obstacles and (at the GM's discretion) you may avoid certain natural hazards automatically (see Handling **Hazards** in CHAPTER 8 of *Fantasy AGE*).

DRYAD'S DOOR

REQUIREMENTS: WOOD ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 14
TEST: NONE

The trees themselves can transport and conceal you.

You can "step into" a mature tree of any size, disappearing entirely, emerging from any other tree within 50 yards of

where you vanished. If you wish, you can remain "inside" a tree for up to a minute per level before re-emerging, but you are unaware of anything happening in the outside world during that time.

TREE FORM

REQUIREMENTS: WOOD ARCANA (MASTER)
SPELL TYPE: ENHANCEMENT **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15

Your body transforms, taking on the form of animated tree.

This transformation lasts for remainder of the encounter or until you choose to end the spell. You gain the equivalent physical abilities and special qualities of an ogre (see CHAPTER 9 of *Fantasy AGE*; use the maul attack to represent blows from the tree's branches), though characters attacking you with fire-based spells or incendiary weapons get a +2 damage bonus against you in this form. Any equipment or items you carry disappear and meld into your new form and are not usable.



NEW ARCANA

The following arcana supplement those magic talents found in the *Fantasy AGE Basic Rulebook*. While these arcana are suited to most *Fantasy AGE* settings, as always, the Game Master is the final arbiter of what new options and abilities from this *Companion* are permitted in play in their particular game.

BEAST ARCANA

The creatures of the wild and their abilities are yours. Game Masters will find the **Beasts of the Land, Sea, and Air** chapter of the *Fantasy AGE Bestiary* useful in conjunction with this Arcana.



NOVICE: You learn two Novice degree Beast Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Beast Arcana spell of your choice. You gain the focus Intelligence (Beast Arcana).

MASTER: You learn one Beast Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Beast Arcana Spells.

BEAST SENSES

REQUIREMENTS: BEAST ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You can access the senses of a creature, using them as if they were your own.

Choose a beast within 20 yards of you that you can perceive or that you know well. You may either: gain one of that beast's Perception focuses or sensory Special Qualities, or perceive through the beast's senses as if you were that beast. Either effect lasts for the remainder of the encounter, even if the beast moves more than the initial 20 yards away from you. If you are perceiving through the beast's senses, your own are shut down and you are unaware of what is happening around you. You can pay the spell's MP cost again to extend its duration for another encounter, even if the beast is some distance from you.

BEAST SPEECH

REQUIREMENTS: BEAST ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: NONE

You can channel your magic to communicate with members of the beast world.

For the remainder of the encounter, your speech becomes intelligible to all beasts and you can likewise understand their vocalizations as if they were speaking to you. Most natural beasts aren't really great conversationalists, and cannot understand or convey complex concepts, but any beast that is not hostile towards you may at least be

persuaded to tell you things it has recently seen or experienced, or things it knows about the local area. Communication tests may be required, and roleplaying stunts involving beasts are possible as a result of these tests.

BEAST SUMMONING

REQUIREMENTS: BEAST ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You send out a mystic call that summons a nearby beast or group of beasts.

A successful casting roll means the beasts hear your call from up to your level in miles away and come to you as quickly as they can under their own power. Summoned beasts are not under your control and behave normally according to their nature when they arrive at your location. You can use other arcana to communicate with the beasts or to convince them to do as you wish. You can choose to limit your summons to a particular type of beast (such as only birds of prey, horses, or wolves, for example) or even to a particular beast known to you, such as a pet or mount.

POWER OF THE WILD

REQUIREMENTS: BEAST ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You magically "borrow" an aspect of a beast to improve your own abilities.

Choose a type of beast with an ability score greater than one of your abilities. For one minute, you gain a +2 bonus to that ability, up to a maximum equal to the beast's ability score. You also gain one focus the beast possesses for that ability. If you already have that focus, then your bonus with it increases from +2 to +3.

EXAMPLE

Harrald the beast-master calls upon the Constitution of the Bear. Harrald has Constitution score of 2, lower than the bear, so he gains a +2 bonus, increasing to Constitution 4. He could go up to a maximum of 6, the same as a bear. He also gains the Stamina focus of Constitution, since that's the only focus bears have for that ability. If Harrald already had that focus (he doesn't), the focus bonus would increase to +3.

Power of the wild normally lasts for a minute, but you can pay an additional 5 MP for it to last an additional minute, once it is cast.

At Journeyman degree, you can cast *power of the wild* on a subject other than yourself by touching them. The spell's effects are the same otherwise.

CHARM BEASTS

REQUIREMENTS: BEAST ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: WILLPOWER (MORALE) VS. SPELLPOWER



You magically charm a beast within 6 yards merely by making eye contact with it.

The beast must make a Willpower (Morale) test against your Spellpower. If it fails, its attitude towards you for the remainder of the encounter becomes friendly and agreeable, as if you had trained it with the Novice degree of the Animal Training talent (see CHAPTER 3 of the *Fantasy AGE Basic Rulebook*).

At Master degree, you can influence a charmed beast as if you had trained it to the Journeyman degree of Animal Training. You can also cast *charm beast* on multiple beasts at once by paying an additional +2 MP per additional beast, up to a maximum of your Willpower.

LESSER BEAST FORM

REQUIREMENTS: BEAST ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You can actually take on the form of a best, gaining all its physical abilities.

You transform into a Minor Threat beast of your choice, remaining in that form for the rest of the encounter or until you choose to reassume your normal form. See the *Fantasy AGE Bestiary* for examples of Minor Threat beasts; examples include bat, boar, cat, crocodile, dog, eagle, or horse, among others. While in beast form, you retain your own Intelligence and Willpower (and focuses) and gain all of the beast's other abilities and focuses. You gain the beast's Perception and Health or retain your own, if they are higher. You cannot use your own physical or class abilities while in beast form, including casting other spells, and any carried or held equipment disappears, melding into your own form, and is unusable until you assume your normal form again.

CURSE OF THE BEAST

REQUIREMENTS: BEAST ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: WILLPOWER (SELF-DISCIPLINE) vs. SPELLPOWER

Your sorcery can transform a foe into the form of a humble beast.

Choose a target within 6 yards of you, who must immediately roll a Willpower (Self-Discipline) test against your Spellpower. If the test fails, the target is transformed into a Minor Threat beast of your choice. The target loses all previous abilities and gains all of the beast's abilities instead.

Each round, the victim of *curse of the beast* may roll a new Willpower test at the start of each of their turns as a free action. Success ends the spell, but four total failures mean the victim is permanently trapped in beast form until you either choose to end the spell or it is removed, such as by *arcane abatement*.

GREATER BEAST FORM

REQUIREMENTS: BEAST ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 15
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

Like *lesser beast form*, except you can transform into a Moderate Threat beast of your choice. See the *Fantasy AGE Bestiary* for options, including bear, tiger, and wolf. At the Game Master's option, you can also transform into a Moderate Threat version of a Minor Threat beast, adding 1 to any three of the beast's abilities, two focuses, and increasing Health by 5.

COLD ARCANA

The powers of Winter, the freezing forces of ice and cold, are yours to command.

NOVICE: You learn two Novice degree Cold Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Cold Arcana spell of your choice. You gain the focus Intelligence (Cold Arcana).

MASTER: You learn one Cold Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Cold Arcana spells.



ICY GRIP

REQUIREMENTS: COLD ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: CONSTITUTION (STAMINA) VS. SPELLPOWER

A cloud of frost and ice swirls forth to envelop a target of your choice.

The target must be within 20 yards, and the cloud lasts for rounds equal to your Willpower. The target takes 1d6 penetrating damage from the cold. Each additional round, at the start of your turn, the target must make a Constitution (Stamina) test vs. your Spellpower. If successful, the *icy grip* spell ends. If the test fails, the target takes another 1d6 penetrating damage and a -2 cumulative penalty to Speed. A target reduced to 0 Health by *icy grip* is frozen solid.

ICE KNIVES

REQUIREMENTS: COLD ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: DEXTERITY (ACROBATICS) VS. SPELLPOWER

You fling a shower of razor-sharp icicles at your foes.

These *ice knives* manifest in an arc from the caster 5 yards long and up to 2 yards wide. Any creature in the area must make a Dexterity (Acrobatics) test against your Spellpower. On a failure, the creature suffers 1d6 + Willpower damage. A successful test results only in damage equal to your Willpower (minimum of 1).

ICE SHEET

REQUIREMENTS: COLD ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: DEXTERITY (ACROBATICS) VS. SPELLPOWER

You mystically create a slippery layer of frozen water on the ground beneath your opponents.

The *ice sheet* can be up to 10 yards in diameter, anywhere within 30 yards of you. Anyone in the area, entering the area, or moving within the area, must make a successful Dexterity (Acrobatics) test vs. your Spellpower or fall prone. Prone

characters can crawl, but standing up requires another test to avoid falling. If you cast *ice sheet* on a body of water, it freezes the surface, creating ice thick enough for a person to walk on, free-floating unless it can touch and anchor to where the water meets land. A 10 yard or smaller diameter area is completely frozen over. The *ice sheet* persists as long as the local temperature allows, melting normally if it is above freezing.

WINTER'S WALK

REQUIREMENTS: COLD ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

Arcane power speeds your passage through frozen terrain.

Choose any creatures within 6 yards of you (including yourself). For the remainder of the encounter, the subjects can all move across ice and snow without any reduction in Speed or any chance of sinking, slipping, or falling. Subjects leave no footprints, even on soft or powdery snow, and are immune to the effects of the *ice sheet* spell.

IMMUNITY TO COLD

REQUIREMENTS: COLD ARCANA (JOURNEYMAN)
SPELL TYPE: DEFENSE **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13

Your magics protects you or others from Cold-based damage.

You, or the subject touched, become immune to the effects of cold and freezing temperatures for the rest of the encounter. This includes damage inflicted solely by cold temperatures, but not by physical weapons made of ice.

FROST WEAPONS

REQUIREMENTS: COLD ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: NONE

Damaging cold energy radiates from the weapons of your allies.

The readied melee weapons of all allies within 10 yards of you exude freezing cold, inflicting an additional 2 points of penetrating damage with each successful attack. The spell lasts for one minute; you can extend the duration by spending an additional 3 MP per additional minute. *Frost weapons* does not harm the weapons themselves or their wielders.

WINTER BLAST

REQUIREMENTS: COLD ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 15
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: CONSTITUTION (STAMINA) VS. SPELLPOWER

You project a blast of freezing mist from your outstretched hands that is 2 yards wide and 8 yards long. Anyone in the area suffers 2d6 + Willpower penetrating cold damage and a -10 penalty to Speed for a number of rounds equal to half your Willpower, rounded down (minimum of 1). Subjects

who succeed on the Constitution (Stamina) test vs. your Spellpower only take 1d6 + Willpower penetrating damage and a -5 penalty to Speed.

BLIZZARD BURST

REQUIREMENTS: COLD ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 20
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: DEXTERITY (ACROBATICS) VS. SPELLPOWER

You conjure a roaring blizzard of swirling ice and snow in a 5-yard radius, centered anywhere within 50 yards of you. Anyone in the affected area takes 2d6 + Willpower penetrating cold damage and must succeed on a Dexterity (Acrobatics) test vs. your Spellpower or fall prone. Targets that start their turn in the area of the *blizzard burst* take an additional 1d6 penetrating damage and must make a Dexterity (Acrobatics) test to avoid falling prone. All melee attacks made into or out of the area of the *blizzard burst* suffer a -2 penalty, while all ranged attacks suffer a -5 penalty. The spell normally lasts for only one round but, for 10 MP, you can extend its duration another round at the start of your turn as a free action.

DEATH ARCANA

Your magic feeds on—and creates—death. The use of Death Arcana often carries significant social stigma. Deal in these magics at your peril.

NOVICE: You learn two Novice degree Death Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Death Arcana spell of your choice. You gain the focus Intelligence (Death Arcana).

MASTER: You learn one Death Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Death Arcana spells.



DRAW UPON DEATH

REQUIREMENTS: DEATH ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 7
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15

You draw upon the life force of the dying to replenish yourself. For the rest of the encounter, whenever a living creature dies within 6 yards of you while the spell is in effect, you can choose to regain either 1d6 Health or 1d6 Magic Points. This replenishment cannot increase either above their normal maximum.

GHOST STRIKE

REQUIREMENTS: DEATH ARCANA (NOVICE)
SPELL TYPE: ENHANCEMENT **MP COST:** 4
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11

You empower your allies to combat incorporeal spirits.

Choose allies within 6 yards of you equal to your Willpower (including yourself). For the remainder of the encounter, those allies' melee attacks can affect Spectral creatures (see the *Fantasy AGE Bestiary*) as if they did not have the Spectral special quality. *Ghost strike* does not benefit ranged attacks, nor does it provide its benefit to other incorporeal or weapon-resistant creatures lacking the Spectral quality.

SPEAK WITH THE DEAD

REQUIREMENTS: DEATH ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15

You touch a corpse and gain the ability to speak with the spirit of the deceased who once inhabited that body.

You may ask questions which the spirit is compelled to answer truthfully, although it cannot relate information it did not know in life. The initial casting of *speak with the dead* gets you one question, but you can spend an additional 5 MP per additional question, up to a maximum number of twice your Death Arcana degree (so two questions at Novice, four at Journeyman, and six at Master).

WARD OFF THE DEAD

REQUIREMENTS: DEATH ARCANA (NOVICE)
SPELL TYPE: DEFENSE **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: WILLPOWER (MORALE) VS. SPELLPOWER

You speak powerful words of command to compel the obedience of the unliving.

Any undead creature able to perceive you when you *cast ward off the dead* must roll a Willpower (Morale) test against your Spellpower. If it fails, the creature cannot approach within 3 yards of you, and must retreat to that distance, if it is already closer. Furthermore, the creature cannot use any Special Qualities on you or anyone within 3 yards of you. If the undead creature succeeds on the Willpower (Morale) test, it is unaffected. You can maintain the effects of *ward off the dead* by taking an activate action on each of your turns, and so long as you maintain it, the effects persist. If you or your allies attack an affected undead creature, the effect of the spell ends for that creature.

ANIMATE DEAD

REQUIREMENTS: DEATH ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: ONE MINUTE **TARGET NUMBER:** 17

You touch a corpse, infusing it with arcane power, causing it to rise as one of the walking dead (see CHAPTER 9 of the *Fantasy AGE Basic Rulebook*).

The walking dead created by this spell obeys your verbal commands while it exists. The corpse remains animated for one minute, but you can extend the spell's effect by an additional minute by spending 2 MP.

At Master degree, you can spend an additional 5 MP when casting this spell for each of the following effects:



- Shorten the casting time of *animate dead* to a Major Action.
- Raise an additional corpse.
- Raise one or more corpses within 5 yards of you without touching them.

You can apply the second and third effects multiple times. The additional MP costs are cumulative.

PESTILENCE

REQUIREMENTS: DEATH ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: CONSTITUTION (STAMINA) VS. SPELLPOWER

You inflict a terrible, sorcerous wasting disease on a target of your choice.

The victim must be within 10 yards of you, and makes a Constitution (Stamina) test against your Spellpower. If the test succeeds, there is no effect. If it fails, the victim immediately falls ill, and they have a -2 penalty on all physical ability tests. Each hour after the *pestilence* takes hold, the victim must make another Constitution (Stamina) test against Spellpower to avoid taking 1d6 penetrating damage, which cannot be healed so long as the disease persists. Victims reduced to half their Health or less have their Speed halved. The *pestilence* lasts until the victim is dead, or the disease is cured using a *cure* spell or similar ability that removes disease.

DEATH CURSE

REQUIREMENTS: DEATH MAGIC (MASTER)
SPELL TYPE: ATTACK **MP COST:** 20
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 21
TEST: CONSTITUTION (STAMINA) VS. SPELLPOWER

You invoke a deadly curse upon your enemies.

Choose either a single target or a 5-yard radius area within 50 yards of you. If you target a single enemy, they suffer 2d6 + Willpower penetrating damage immediately, and 1d6 + Willpower penetrating damage at the start of each of their turns. Additionally, they cannot regain Health by any means while the spell lasts. If the target makes a successful Constitution (Stamina) test vs. your Spellpower, they suffer only 1d6 penetrating damage per turn and can regain Health as usual.

If you target an area, any living creature that enters or starts its turn in that area takes 2d6 + Willpower penetrating damage. If the creature makes a successful Constitution (Stamina) test vs. your Spellpower, they suffer only 1d6 penetrating damage.

The *death curse* lasts for rounds equal to your Willpower, but for 10 MP, you can extend its duration an additional round at the start of your turn as a free action.

STEAL LIFE

REQUIREMENTS: DEATH MAGIC (MASTER)
SPELL TYPE: ATTACK **MP COST:** 12
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: CONSTITUTION (STAMINA) VS. SPELLPOWER

You can replenish your life force by stealing it from others.

The *steal life* spell has two possible effects, as follows.

If you have lost Health, then *steal life* allows you to regain it by taking it from a target you touch on a 1-to-1 basis; for each point of Health you regain, the target loses one. When the target is reduced to Health 0, they die.

If you are at full Health, you can steal actual years of life from your target and reduce your physical age accordingly! The target physically ages while you grow younger and more vital. This is a 1-to-1 transfer if the caster and subject belong to races with the same lifespan, otherwise it is adjusted relative to the caster's lifespan. If you drain a target with a racial lifespan that is half of yours, you gain a year of life for each six months they lose. If you drain a target with ten times your racial lifespan, you gain a year for every 10 they lose, and so forth. A subject aged to their race's maximum lifespan dies. A *remove disability* spell can restore years lost to *steal life*.

Stealing Health occurs instantly when you touch the subject. Stealing years of life is more gradual, at a rate of one year granted to you per round of contact. This usually means your subject must be restrained or helpless to drain them fully. In either case, if the target succeeds on the initial Constitution (Stamina) test against your Spellpower, there is no effect.

ENCHANTMENT ARCANA

Your magic is invested into objects, and you can create temporary and permanent magic items.

NOVICE: You learn two Novice degree Enchantment Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Enchantment Arcana spell of your choice. You gain the focus Intelligence (Enchantment Arcana).

MASTER: You learn one Enchantment Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Enchantment Arcana spells.



ENCHANT ARMOR

REQUIREMENTS: ENCHANTMENT ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

You touch a suit of armor or even article of clothing and temporarily imbue it with arcane protection.

Until the end of the encounter, the item grants a +1 Armor Rating, or a -1 reduction to armor penalty over its usual amount. *Enchant armor* can be cast twice on the same item to provide both the AR bonus and the reduction in armor penalty, but the bonuses do not stack otherwise. An ordinary item of clothing like a cloak or tunic can even be enchanted to provide AR 1.

At higher degrees, you can increase the bonus by spending additional MP: at Journeyman, you can provide a +2 bonus or -2 reduction in penalty for 6 MP, and at Master degree, you can provide a +3 bonus or -3 reduction in penalty for 12 MP.

ENCHANT WEAPON

REQUIREMENTS: ENCHANTMENT ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 10

You touch a weapon and temporarily imbue it with arcane power.

Until the end of the encounter, the affected item grants a +1 bonus to attack and damage rolls. Such enchanted weapons count as magical against creatures harmed or otherwise affected by magic weapons.

At higher degrees, you can increase the bonus by spending additional MP: at Journeyman, you can provide a +2 bonus for 6 MP, and at Master degree, you can provide a +3 bonus for 12 MP.

IDENTIFY ENCHANTMENT

REQUIREMENTS: ENCHANTMENT ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 10

You cast this spell and touch an item. If the spell is successful, you immediately know if the item is enchanted, whether it is a temporary or permanent item, and have a general sense of the nature of its enchantment. If the spellcasting test fails, you do not gain any information about the item, so the GM may wish to make the test secretly so you don't know whether the item is not enchanted, or you simply failed to obtain any information.

At higher degrees, you gain additional information about an enchanted item. At Journeyman, you learn the item's rarity as a measure of its power and you can also make an additional TN 11 Perception test to determine if the item is cursed, adding your Enchantment Arcana focus, if any. At Master degree, you learn everything about the item's enchantment, including whether or not it is cursed, with no additional test required.

You can extend the duration of this spell to identify additional items, taking a minute of examination and another 1 MP per item identified after the first.

SPELL GLYPH

REQUIREMENTS: ENCHANTMENT ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: 1 MINUTE **TARGET NUMBER:** 11

When you successfully cast this spell, you can "store" another spell you know in an item by drawing an invisible arcane glyph or symbol on it.

Spend the MP for both *spell glyph* and the stored spell and combine their casting times. You must succeed on the casting roll for the second spell to store it. Another mage using *arcane awareness* (from the Power Arcana) can perceive the spell glyph and make an Intelligence (Arcane Lore) test against your Spellpower to know what spell it contains. The stored spell can be released from the item by touching it and taking the activate action, or by a preset trigger, chosen when you store it, such as "Whenever anyone crosses this threshold" or "Whenever anyone other than me touches this item." The stored spell has its usual effect, and makes any necessary tests using your abilities at the time it was stored. If the spell is targeted, and is activated by trigger, it automatically targets

whatever triggered it. You can have two active stored *spell glyphs* per degree you have in Enchantment Arcana. To create an additional glyph, you must allow one of your prior ones to expire, dissipating harmlessly and without effect.

SUSPEND ENCHANTMENT

REQUIREMENTS: ENCHANTMENT ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13

You can manipulate mystic energy to suppress both the positive and negative effects of an enchanted item.

With a touch and a successful casting roll, you temporarily suspend any enchantments on a common magic item (see **Rarity of Magic Items** in CHAPTER 10 of the *Fantasy AGE Basic Rulebook*), rendering it mundane and unusable for the remainder of the encounter. After the *suspend enchantment* spell ends, the item regains its normal properties. Among other things, this spell makes cursed items safe to handle while their enchantment is suspended. Any effect triggered by touching or handling the item does not take effect due to touching it to cast this spell so long as the spell is successful. If the spell fails, the item and all its effects (both positive and negative) function as normal.

At Journeyman degree, you can cast *suspend enchantment* at TN 15 to affect common and uncommon items. At Master degree, you can cast it at TN 17 to affect common, uncommon, and rare items. This spell does not affect legendary magic items.

IMBUE ITEM

REQUIREMENTS: ENCHANTMENT ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: 4 HOURS **TARGET NUMBER:** N/A

You can imbue enchantments into objects to make temporary magic items.

You need to cast the spell 10 times and spend 1 *gp* in materials to imbue a common temporary item (see **Temporary Magic Items** in CHAPTER 10 of *Fantasy AGE*). These amounts are doubled for uncommon items, x5 for rare items. You cannot imbue legendary items. Castings of *imbue item* cannot be more than a week apart, otherwise you lose all previous castings for that item and must start over.

DRAIN ENCHANTMENT

REQUIREMENTS: ENCHANTMENT ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 0
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 13+

You can drain some of the magic from a magic item to replenish your own power.

When casting *drain enchantment*, You must be touching or holding the item and make a successful casting roll: TN 13 for a common item, 15 for uncommon, 17 for rare, and 19 for legendary. If the test is successful, the magic item's enchantment is suspended for 4 rounds (as the *suspend enchantment* spell) and you gain MP based on its rarity: 5 for a common item, 10 for uncommon, 15 for rare, and 20 for legendary. If you successfully cast *drain enchantment* on an item five

times in the same encounter, its enchantment is permanently destroyed and it is no longer a magic item.

EMPOWER ITEM

REQUIREMENTS: ENCHANTMENT ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 20
CASTING TIME: 12 HOURS **TARGET NUMBER:** N/A

You can empower objects to make permanent magic items.

You need to cast the spell 10 times and spend 25 *gp* in materials to imbue a common item (see **Magic Items** in CHAPTER 10 of *Fantasy AGE*). These amounts are x2 for uncommon items, x5 for rare items, and x10 for legendary items. Castings of *empower item* cannot be more than a week apart, otherwise you lose all previous castings for that item and must start over.

ILLUSION ARCANA

Deception and illusion are your purview, and your magic is rarely ever what it appears to be.

NOVICE: You learn two Novice degree Illusion Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Illusion Arcana spell of your choice. You gain the focus Intelligence (Illusion Arcana).

MASTER: You learn one Illusion Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Illusion Arcana spells.



DISORIENT

REQUIREMENTS: ILLUSION ARCANA (NOVICE)
SPELL TYPE: ATTACK **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 11
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You distort the senses of one visible character.

A target within 10 yards of you makes a Willpower (Self-Discipline) test against your Spellpower. If the test fails, the target is at -2 to all tests and moves at half speed. The target of *disorient* can make a new Willpower test at the start of each of your turns to shake off the spell; a successful test ends the spell. Otherwise, it persists for the remainder of the encounter.

DISPLACEMENT

REQUIREMENTS: ILLUSION ARCANA (NOVICE)
SPELL TYPE: DEFENSE **MP COST:** 3
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 11
TEST: PERCEPTION (SEEING) VS. SPELLPOWER

You create the illusion that you—or another subject you touch when you cast this spell—are about a yard away from your actual position.

For the remainder of the encounter, you gain +2 Defense against melee attacks and +5 Defense against ranged attacks while displaced; attacks targeting an area are unaffected so long as you are actually in the area. Any attacker who has

missed the subject at least once while *displacement* is in effect can make a Perception (Seeing) test against your Spellpower as a free action on the start of their turn. Success means they see through the illusion and perceive your true position, although the spell remains in effect for others.

FIGMENT

REQUIREMENTS: ILLUSION ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 10
TEST: PERCEPTION (SEEING) VS. SPELLPOWER

You conjure a single simple visual illusion.

The *figment* can look like anything you've seen or can describe (in the GM's judgment), and can be no larger than 2 square yards in size. It has no substance and makes no sound. Anyone with a reason to believe the *figment* might not be real can roll a Perception (Seeing) test against your Spellpower to see through it. You can impart motion to the illusion by taking a Minor Action each round to manipulate it, and the *figment* lasts for a minute; spend an additional 2 MP to extend its duration for another minute when it expires.

At Journeyman degree, you can conjure a *figment* up to 4 square yards in size and cause it to move without taking an action to do so. At Master degree, you can conjure a *figment* up to 8 square yards in size, and cause it make any sounds associated with that thing or creature as well.

ILLUSORY GUISE

REQUIREMENTS: ILLUSION ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 10
TEST: PERCEPTION (SEEING) VS. SPELLPOWER

You transform the appearance of a touched object or creature (including yourself) into that of someone else, including anything the subject is wearing or carrying.

The subject can look like anything of roughly (+/-20%) of their size. After an hour, the subject's appearance reverts to normal, unless you spend an additional 3 MP to maintain the spell. Anyone with reason to suspect the subject of your *illusory guise* is not what they appear to be can roll a Perception (Seeing) test against your Spellpower to see through the disguise.

At Journeyman degree, this spell can create disguises of roughly +/-50% of the subject's original size, at Master degree, +/-75%, and it can also change how the subject sounds, as well as appears.

ILLUSORY SCENE

REQUIREMENTS: ILLUSION ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: PERCEPTION (SEEING) VS. SPELLPOWER

You transform the appearance of an area, filling the scene with whatever images you wish.

This affects an area up to 10 yards across in any direction, and includes changing the appearance of any creatures or objects within the area to look like something else, from

other creatures to a copse of trees or shambling monsters, as you see fit. You can move the affected area at a Speed up to your Spellpower as a Minor Action each round (to keep pace with moving subjects, for example). Anyone with a reason to believe the *illusory scene* might not be real can roll a Perception (Seeing) test against your Spellpower to see through it.

At Master degree, you affect an area up to 15 yards across and can cause the illusion to make any sounds associated with the scene it depicts as well.

INVISIBILITY

REQUIREMENTS: ILLUSION ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 14
TEST: PERCEPTION (SEEING) VS. SPELLPOWER

You or a subject you touch becomes invisible for the remainder of the encounter.

While invisible, the subject can still be detected using other senses. The invisible character can only be targeted by attackers with some idea where the creature is and, even then, gains a +5 bonus to Defense. An invisible character that makes an attack or casts an attack spell becomes visible until the start of the creature's next turn, whereupon they become invisible again.

HALLUCINATION

REQUIREMENTS: ILLUSION ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 17
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You seize control of the senses of a visible character within 20 yards of you.

If the target fails the Willpower (Self-Discipline) test against your Spellpower, you control everything they sense for as long as you concentrate, taking a minor action each round to do so. You can make the subject perceive anything, and the illusions can range from extremely minor to changing the entire environment, since the hallucination exists entirely in the subject's mind and perceptions. If a target of *hallucination* is given any reason to believe what they are experiencing is an illusion, they can make another Willpower test against your Spellpower on their turn, with success ending the spell.

PHANTASM

REQUIREMENTS: ILLUSION ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 12
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 15
TEST: PERCEPTION (EMPATHY) VS. SPELLPOWER

You conjure an illusory creature that is a manifestation of your chosen target's worst fears.

Each round on your turn, you can use a Major Action to cause the *phantasm* to attack your chosen target: roll a test of the target's Perception (Empathy) vs. your Spellpower. If the test succeeds, the attack from the *phantasm* "misses." If the target's test fails, they take 2d6 + your Willpower penetrating damage. A *phantasm* can only attack one target (chosen when you cast the spell) and its target must be an aware creature. Completely mindless creatures



and objects are immune. The *phantasm* lasts until its target is slain, you dismiss it, or you are no longer capable of taking actions.

PROTECTION ARCANA

Your magic can shield and ward both yourself and others against danger of both the physical and mystical kind.

NOVICE: You learn two Novice degree Protection Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Protection Arcana spell of your choice. You gain the focus Intelligence (Protection Arcana).

MASTER: You learn one Protection Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Protection Arcana spells.



ARCANE SHIELD

REQUIREMENTS: PROTECTION ARCANA (NOVICE)
SPELL TYPE: DEFENSE **MP COST:** 2
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 12

You create an arcane aura of protection against physical harm in around you.

For one round, your magic wraps you in a protective field, and your Defense becomes equal to your Spellpower (10 + Willpower + Protection Arcana Focus). You can extend the duration of your *arcane shield* effect by spending 1 MP per additional round you want it to last.

ARCANE TENT

REQUIREMENTS: PROTECTION ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 4
CASTING TIME: ONE MINUTE **TARGET NUMBER:** 11

You invoke an invisible dome 10 feet high at the center and 10 feet in radius around the point on the ground that you touch while casting the spell. The dome keeps out precipitation, wind, and small insects or other vermin. It also sheds light and warmth equal to that of a campfire, although not capable of setting fires, and its light is not visible outside of the dome. The dome provides shade from any outside light source while remaining invisible. Lastly, if any creature larger than a cat comes within 50 feet of the dome, you are aware of its presence. The *arcane tent* lasts for eight hours, but you can extend its existence another eight hours by spending the MP cost again.

MAGE LOCK

REQUIREMENTS: PROTECTION ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 8
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12

You magically seal a door, shutter, lid, or other closure shut.

Your *mage lock* is as strong as the material it holds closed, so it cannot be opened without breaking the sealed closure by force or removing the spell. You can open anything you have *mage locked* at will, and you can create a password that allows others to do so if they speak it aloud upon touching the closure. Otherwise, your *mage lock* lasts until it is broken or you choose to remove it.

SPELL WARD

REQUIREMENTS: PROTECTION ARCANA (NOVICE)
SPELL TYPE: DEFENSE **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: INTELLIGENCE (CHOSEN ARCANA) VS. SPELLPOWER

Your power protects another from the the magical effects of a certain arcana.

Touch a subject and choose an arcana, such as Cold, Fire, Power, etc. For the rest of the encounter, if the subject is targeted by a hostile spell from that arcana, the spell-caster must win a test of Spellcasting ability vs. your Spellpower; otherwise the spell fails. If the spell-caster wins the test, the spell works normally, although the subject still gets any regular test allowed against the spell.

CREATURE WARD

REQUIREMENTS: PROTECTION ARCANA (JOURNEYMAN)
SPELL TYPE: DEFENSIVE **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: WILLPOWER (COURAGE OR MORALE) VS. SPELLPOWER

You can ward off supernatural creatures, including demons, elementals, spirits, and undead (the exact types of creatures may vary depending on the setting).

So long as you use an activate action each round to maintain your concentration, any such creatures must succeed on a Willpower (Courage or Morale) test vs. your Spellpower to approach closer than 5 yards to you or to directly attack you or any ally within 5 yards of you. Anyone (including yourself) who attacks a warded creature loses the benefit of the ward's protection. The *creature ward* ends once you stop concentrating on it.

MISSILE SHIELD

REQUIREMENTS: PROTECTION ARCANA (JOURNEYMAN)
SPELL TYPE: DEFENSIVE **MP COST:** 3
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 14

An invisible aura of arcane protection wraps a subject you choose

The subject must be within 6 yards of you (including yourself). For the remainder of the encounter, whenever the subject is the target of a ranged attack with a physical missile weapon, you can spend 1 MP per missile to harmlessly turn the attack aside, subtly deflecting the missile so it misses the target. This affects all physical missile weapons, regardless of size, and including magical attacks involving physical missiles, such as the *ice knives* spell, but not purely energy attacks like Fire or Lightning Arcana. If you cannot perceive the subject of your *missile shield* or take a free action at the time, you cannot deflect an attack.

ARCANE BARRIER

REQUIREMENTS: PROTECTION ARCANA (MASTER)
SPELL TYPE: DEFENSIVE **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 18

You surround a subject within 25 yards (which may be yourself) with a protective field of magical force. The *barrier* lasts for one round. During that time, the subject is completely immune to damage, but also cannot move from the spot (as the barrier is immobile), make melee or ranged attacks, or give or receive items. Spells and effects that do not cause direct damage still affect the subject normally, and spells of all kinds can pass out of the barrier. You can extend the *barrier* by spending 5 MP for each additional round you would like it to last.

ARCANE WARD

REQUIREMENTS: PROTECTION ARCANA (MASTER)
SPELL TYPE: DEFENSE **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 18
TEST: SPELLCASTING TEST VS. SPELLPOWER

This spell works like *spell ward*, except it affects *all* hostile spells or magical abilities used against the subject for the remainder of the encounter, not just those of one arcana.

PSYCHIC ARCANA

Your magic touches upon the subtleties of the mind.

NOVICE: You learn two Novice degree Psychic Arcana spells of your choice.

JOURNEYMAN: You learn one Journeyman or Novice degree Psychic Arcana spell of your choice. You gain the focus Intelligence (Psychic Arcana).

MASTER: You learn one Psychic Arcana spell of your choice from any degree. You can also choose one spell stunt you can perform for -1 SP when casting Psychic Arcana spells.



EMPATHY

REQUIREMENTS: PSYCHIC ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 2
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 9
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You can psychically sense the emotions of others.

If you succeed, you know the feelings and mood of a subject you can see. This grants you a +2 bonus on Communication tests with that subject. Additionally, you know when the subject directly lies to you, although you do not detect half-truths or lies of omission. A use of *empathy* lasts for the encounter of interacting with the subject.

PSYCHIC CONTACT

REQUIREMENTS: PSYCHIC ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 9
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You can establish contact between your mind and that of another person.

If you are unable to see the subject, they must be well-known to you personally. If the subject is unwilling to receive contact, they may make a Willpower (Self-Discipline) test against your Spellpower: if they succeed, they're able to shut you out of their mind. While in *psychic contact*, you and your subject can communicate silently at the rate of normal speech, "hearing" each other's thoughts. You can also send a single sensory impression rather than speaking. Both of you can choose to lie or omit information; you're "speaking" and not reading each other's thoughts (see Mind Reading, following).

Psychic contact lasts for up to 1 minute; you can spend the spell's MP cost again to extend its duration for another minute. This also requires a new casting roll, if the target is unwilling.

PSYCHIC SHIELD

REQUIREMENTS: PSYCHIC ARCANA (NOVICE)
SPELL TYPE: DEFENSE **MP COST:** 0
CASTING TIME: NONE **TARGET NUMBER:** NONE

Your mind is shielded from unwanted psychic influence.

When you are the target of any Psychic Arcana, you can make an opposed Willpower test first. This test gets a +2 bonus if you have the Intelligence (Psychic Arcana) focus. If your Willpower test exceeds the caster's Spellpower, the Psychic Arcana fails. If you fail the Willpower test, you still get the usual test against the arcana, if any. So, for example, if your *psychic shield* fails to resist a *psychic contact* spell, you still get the usual Willpower (Self-Discipline) test to resist it.

Psychic shield costs no MP and is always in effect once you learn it. You can choose to "lower" your *psychic shield* to allow friendly Psychic Arcana to affect you.

SENSE MINDS

REQUIREMENTS: PSYCHIC ARCANA (NOVICE)
SPELL TYPE: UTILITY **MP COST:** 3
CASTING TIME: MINOR ACTION **TARGET NUMBER:** 13

You stretch out your awareness to sense the presence of other minds.

If the casting roll succeeds, you sense the presence (or absence) of other minds — creatures with an Intelligence score — within 100 yards, as well as their approximate number, general type (animal, person, etc.), and approximate location. A *psychic shield* test result greater than your casting roll allows that creature to go undetected.

MIND READING

REQUIREMENTS: PSYCHIC ARCANA (JOURNEYMAN)
SPELL TYPE: UTILITY **MP COST:** 5
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You can read a subject's surface thoughts, "hearing" them within your own mind.

You must see, touch, or be in *psychic contact* with your subject. *Mind reading* transcends language; you comprehend the subject's thoughts whether or not you share a

common language. If you fail the test, you cannot read the subject's mind and trying again within the same encounter gives the target a +1 cumulative bonus to their Willpower test against you.

If you can interact with your subject, a successful opposed Communication (Deception) test against the target's Willpower (Self-Discipline) causes the subject to think consciously about a particular piece of information — such as a password, name, or location — allowing you to read it from the subject's surface thoughts.

PSYCHIC ATTACK

REQUIREMENTS: PSYCHIC ARCANA (JOURNEYMAN)
SPELL TYPE: ATTACK **MP COST:** 6
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 12
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You psychically assault the mind of a target within 30 yards or in *psychic contact* with you. The target takes 2d6+Willpower penetrating damage. Targets that make a successful Willpower (Self-Discipline) test vs. your Spellpower take no damage.

MIND PROBE

REQUIREMENTS: PSYCHIC ARCANA (MASTER)
SPELL TYPE: UTILITY **MP COST:** 10
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 13
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

You can psychically probe another's mind for information.

You must see, touch, or be in *psychic contact* with your subject. If you win the opposed test, you can ask any one question and receive the answer from the subject's mind. If the subject doesn't know the answer, then you know that instead. Especially personal or guarded information grants the target a +1 or +2 bonus on the Willpower test. Information the target doesn't consciously know, because it is subconscious or has been forgotten, grants a +3 to +5 bonus, at the GM's discretion. You can maintain the *mind probe* and continue asking questions, one per round, so long as you take a Major Action each round to maintain the spell.

PSYCHIC DOMINATION

REQUIREMENTS: PSYCHIC ARCANA (MASTER)
SPELL TYPE: ATTACK **MP COST:** 15
CASTING TIME: MAJOR ACTION **TARGET NUMBER:** 15
TEST: WILLPOWER (SELF-DISCIPLINE) VS. SPELLPOWER

Your mind can seize control of another's body, controlling their actions completely.

You psychically dominate the will of another creature within 30 yards or in *psychic contact* with you. If you succeed, you control the target's actions for as long as you concentrate, taking a Major Action to do so each round. You can direct the subject to do anything you wish, within the limits of their abilities, and are aware of what the subject experiences via your psychic connection. Subjects forced to take actions strongly against their nature gain a new Willpower (Self-Discipline) test to resist the spell. A subject who succeeds on the test is free of your domination.

OPTION: MINOR ARCANA

While mages learn to master powerful arcana, in some *Fantasy AGE* worlds, they start out by mastering various elementary applications of the arcane arts as apprentices, the sorts of things useful in serving their teachers and performing otherwise mundane day-to-day tasks. While some more experienced mages disdain such minor arcana—*cantrips*, as they are often called—they are still useful from time to time. They're useful from a story perspective as well, allowing mages to display some magical ability with a comparatively small expenditure of effort.

In any setting where minor arcana are available, any character with the Magic Training class power can perform any of the following minor arcana with a minor action at the cost of 1 MP. Minor Arcana without a given duration last up to 8 hours but can be dismissed sooner as a free action.

ARCANE CANDLE

Arcane Candle conjures a point of cold light about as bright as a single candle, of whatever color the mage wishes. Some mages have personal “signature” colors. The arcane candlelight hovers near the mage's head or shoulder, but can move anywhere within 10 yards at the mage's direction.

ARCANE GLYPH

Arcane Glyph allows the mage to trace a single glyph—usually a personal symbol—or pictogram onto a surface as if writing in indelible ink of whatever color the mage wishes (again, some mages have “signature” colors). The glyph lasts until the inscriber removes it with a touch or it is removed with a spell like Arcane Abatement.

ARCANE MANTLE

Arcane Mantle is an outward reflection of the mage's inner magical power, including such momentary effects as flashing or color-changing eyes, a shimmering or shadowy aura, or a hollow and menacing or melodious voice. Such displays can be useful in warning off those who wish to avoid crossing a mage.

ARCANE SERVANT

Arcane Servant can move small objects (up to about a pound in weight) and perform simple household chores like dusting, sweeping, making beds, or picking up.

MAGE'S CLOAK

Mage's Cloak protects the mage from precipitation like an invisible cloak, allowing the caster to walk outside in rain or snow without getting wet. The mantle provides no additional warmth, nor can it repel more moisture than a steady rain—a heavier soaking will still get the mage wet.

MAGE'S COMPASS

Mage's Compass tells the mage unerringly where north lies, and the time until the next sunrise or sunset.

MAGE'S FLINT

Mage's Flint can light a small fire with a snap of the fingers like a highly skilled use of flint and steel. Alternately, it can create a small shower of colorful, but harmless, sparks from the mage's fingertips of whatever color is desired. In the second case, the sparks are not hot enough to ignite fires—they flare brightly and then quickly vanish.

LEVELED MINOR ARCANA

In some *Fantasy AGE* settings, the GM may want to permit minor arcana, but not make them as widely available, restricting how many spells any given mage can access at one time. In these cases, minor arcana may be spread out over a mage's advancement, such as knowing how to perform one or two minor arcana at 1st level, learning an additional one every level (or every other level) thereafter, until the mage knows them all. Thus a mage will know all of the minor arcana by 6th level, or possibly 11th. Mages can acquire the minor arcana in any order.

MINOR ARCANA TALENT

Alternately, you can make Minor Arcana a talent of its own, with the Novice degree providing three minor arcana, and the Journeyman and Master degrees providing two each, in whatever order the player wants. Even if mages acquire minor arcana automatically (all at once or as they advance in level), a Minor Arcana talent might be available to rogue and warrior characters, allowing them to pick up some minor magic (see Option: Minor Magic Talents, following). In the latter case, the Novice degree of the talent also grants the character (10 + Willpower + 1d6) Magic Points, if the character doesn't already have some.

OPTION: MINOR MAGIC TALENTS

In the *Fantasy AGE Basic Rulebook*, only mages have access to magic talents. Rogues and warriors generally only gain magical abilities from items or sometimes from certain specializations. In a “high magic” setting, the GM may want to loosen the restriction on other character classes acquiring magic talents, while keeping mages the experts in those abilities to preserve the class's value. Also, the new specializations in this book open some minor mystical abilities up to certain warriors and rogues who show some ability to channel and use mystic forces.

MAGIC TALENTS AS SPECIALIZATIONS

The primary means of providing minor magic talents for non-mage characters is by making certain spells available as part of a specialization at the appropriate degrees, giving the character use of a magical power, but not access to the full range of abilities of a mage, or even the entire arcana the spell is drawn from. The Specializations in CHAPTER 2 include one such Specialization, the Arcane Dabbler. The Arcane Dabbler can be used to

provide Rogues and Warriors with a small array of spells and a modestly sized MP pool to power them. This specialization can be customized by GMs and players if desired to create variations. In addition, other new Specializations such as Paladin or Marked provide abilities that are similar to arcana and spells, but function somewhat differently.

OPEN MAGIC TALENTS

Another means of allowing non-mages to acquire magic talents is to allow rogues and warriors the option of one or more magic talents as part of their usual talent advancement, starting at 3rd level, when they can choose a new talent. This option is appropriate in high-magic settings where any character can learn a few enchantments or spells, but should be avoided in settings where mages possess a special connection to the Arcane that other characters lack. The three things for the GM to decide when implementing this option are as follows.

AVAILABLE TALENTS

Which magic talents are available to non-mages? It may be all of them, or a specific sub-set, which can be different for rogues versus warriors. This depends on the types of magical abilities you want to encourage for other characters and what best suits your setting. So rogues might be able to choose from Divination, Fate, and Shadow Arcana, for example, while warriors choose from Fire, Heroic, and Power Arcana, or whatever other arrangement you want.

NUMBER OF TALENTS

How many magic talents can non-mages acquire? It may be limited to just one, or as many as they choose. Be aware in the latter case that you're starting to encroach on the niche of mages; they'll still be better spell-casters than non-mages, likely having more Magic Points, better focuses, and class powers related to spells, but throwing open unlimited magic talents to other characters begins to take away some of their unique focus.

MAXIMUM DEGREE

Are non-mages limited in the degrees they can acquire in their magic talents? One good way of protecting the role of mages is by limiting other characters to no more than Journeyman degree in a magic talent, or even just a Novice degree, if all non-mages are mere "dabblers" in arcana. You can combine this with the number of talents option, saying a non-mage can only gain Master degree in one magic talent, a maximum of Journeyman in one or two others, and a maximum of Novice in any additional ones, for example.

NON-MAGES & MAGIC POINTS

Since non-mage characters do not have Magic Points (MP), the general rule for them acquiring and using magic talents is this: If a character without an MP score acquires and can use a magic talent, that character gains an MP score equal to (10 + Willpower + 1d6). Each additional *degree* the character gains in a magic talent increases the character's MP by (Willpower

+ 1d6). Non-mages do not gain MP as they gain levels, they only gain MP if they gain degrees in magic talents.

EXAMPLE

Kate's elf rogue Najah decides to take advantage of her GM allowing non-mages to acquire one magic talent. She thinks Shadow Arcana suits her character well, so, when she next has an opportunity to acquire a new talent, she selects it. Since Najah has no Magic Points, she gains 10 plus her Willpower of 1 and a roll of 1d6, which comes up 3, for a total of 14 MP, which she can use to cast her Novice Shadow Arcana spells. When Najah improves her Shadow Arcana to Journeyman, she gains another (Willpower + 1d6) MP, and again at Master degree.

OPTION: DIVINE MAGIC

The magic rules in the *Fantasy AGE Basic Rulebook* make no real distinction as to the source of a character's magic. It may be the manipulation of unseen forces, knowledge of the secrets of the world, or it could be the blessings of spiritual powers such as deities. Some mage characters may well be scholar-priests of such deities, their arcana gifts from their gods, or drawn from their power of their own faith, or some combination thereof.

Practically speaking, there's no difference between "standard" arcana and divine magic (unless the GM decides there is; see the **Divine is Different** sidebar). Magic is magic regardless of where it comes from. Priestly mages and other wielders of divine magic tend to learn and use arcana related to the particular spheres of influence for their patron deities. So a priestess of the moon goddess who weaves the threads of fate and rules over the beasts of the wild, for example, is most likely to wield arcana like Beast, Divination, Fate, and Shadow, perhaps Water (given the moon's influence on the tides). Likewise, the priest of a fiery war god most likely learns the Fire and Heroic arcana before any others. These arcana are more stylistic suggestions than divinely-ordained restrictions and if you want fire-wielding moon priestesses and ice-commanding war priests in your game, by all means, feel free.

DIVINE STUNTS

Those favored by the divine may occasionally perform miracles in the form of divine stunts. These stunts work just like other stunts, except the character must be a divine spell-caster in order to perform them, much like ordinary spell stunts require a casting roll (and therefore the ability to cast spells).

Generally, in order to have access to divine stunts, a character must be both a wielder of divine magic (however that's defined in the setting) and may have to fulfill some other requirement, usually having the Willpower (Faith) focus for the character's particular religion or ethos. The Game Master may also require membership in a particular religious organization or hierarchy (see Memberships in the following chapter). That may depend on whether or not apostates or upstart prophets and holy folk can also access these stunts in the setting. General good standing with the character's divine patron is also necessary.

DIVINE STUNTS

| SP Cost | DIVINE STUNT |
|---------|--|
| 1+ | ARMOR OF FAITH: Divine fortune turns aside harm; you gain an AR bonus equal to the SP spent until your next turn. |
| 1 | DIVINE SACRIFICE: You may suffer up to 5 points of Health damage to grant an ally of your choice twice that amount in restored Health. |
| 2 | DIVINE INSPIRATION: You and all of your allies gain a +2 bonus on Willpower tests until the end of your next turn. |
| 2 | OVERCOME RESISTANCE: You ignore a target's normal resistance to your attack. So you can miraculously strike a creature immune to physical weapons, for example, and inflict normal damage, or use a fire attack against a creature resistant or even immune to fire. |
| 3 | DIVINE MERCY: The effect of one malign spell or creature ability affecting you or an ally of your choice immediately ends. This only removes ongoing effects, it does not cure damage or other permanent conditions. |
| 3 | SHIELD OF FAITH: Your faith protects you as surely as any armor. You gain a +2 bonus to Defense until the beginning of your next turn. |
| 4 | DIVINE MANTLE: You are so clearly favored by the divine that one foe of your choice hesitates to oppose you, taking only a minor action on their next turn. |
| 4 | DIVINE AWE: You are so clearly favored by higher powers that any foe suffers a -2 penalty to all tests against you until the start of your next turn. |
| 6 | DIVINE INTERVENTION: The divine directly intervenes to aid you! You (the player) may ask the GM (playing the role of your divine patron) for any single favor within your patron's power to grant. The GM chooses the degree to which the divine being fulfills your need, based on your character's faithfulness and the demands of the story. |

CRISIS OF FAITH

Faith can be a challenge to maintain, especially in the face of failure. To reflect this, when a divine spell-caster fails a casting roll, the character suffers a minor crisis of faith and is unable to cast divine spells or perform divine stunts for a number of rounds equal to the result of the Stunt Die.

EXAMPLE

Brother Amox is a faithful servant of the gods. When his attempt to ward off the Wight of the Cold Barrows fails, he experiences a crisis of faith. He cannot cast any divine spells, or perform any divine stunts, for the next three rounds (the result of the Stunt Die on his failed test).

If the faithful character generates stunt points during the crisis of faith, the player may spend 1 SP to inspire the character, casting off any doubts and restoring the character's normal spell-casting abilities, beginning next round.

EXAMPLE

Standing shoulder-to-shoulder with his companions, Brother Amox strikes the Wight, rolling doubles and generating 2 SPs. His player chooses to spend 1 SP to restore Amox's faith and the other on a Skirmish stunt; the mighty blow sends the Wight staggering back. "I said back, foul creature!" Brother Amox roars.

Crisis of Faith increases the amount of factors to keep track of in a scene, but it can also add drama and unpredictable new challenges to divine spellcasters and their companions. However, if a GM is going to use the Crisis of Faith option, it is strongly recommended they also use a more useful and positive option for divine spellcasters as well to balance things out, such as Divine Stunts.

DIVINE IS DIFFERENT

In some *Fantasy AGE* settings, the GM may wish to further separate divine and "arcane" magic, saying that drawing on different sources of power also means those spells interact differently. If so, some or all of the following may be true:

- One type of magic cannot detect or directly affect the other. An *arcane awareness* spell cannot detect divine magic and vice versa, and *arcane abatement* cannot end divine magical effects (and vice versa).
- The *physical* manifestations of spells interact normally: a divinely-sparked fire is still fire, and water can still put it out, whether it is conjured by arcane means or not.
- Magic items are also either arcane or divine in nature, and affected by the same guidelines as spells.
- Some arcana are restricted and only available as arcane or divine magic, and not both. Common examples include Fate, Healing, and Heroic arcana as solely divine, and Elemental (Air, Earth, Fire, and Water), Enchantment, or Illusion arcana as strictly arcane, but there are many other possibilities.
- Divine spell-casters must have the Willpower (Faith) focus in order to cast spells.
- While arcane spell-casters use Spellpower (*Fantasy AGE Basic Rulebook*, p. 67) as the resistance TN for their spells, divine spell-casters use Piety, which equals 10 + Willpower + Faith focus, rather than using a specific arcana focus.



ADVANCED REWARDS

This chapter is devoted to expanding the rewards GMs provide Player Characters during play. Level advancement, magic items, and treasure rewards are discussed in the *Fantasy AGE Basic Rulebook*, but there are other ways to reward a character for exceptional success during a campaign or adventure.

Most advanced rewards take the form of additional abilities that enhance a character in particular situations. Titles, memberships, and honorifics are examples of this type of award. Mystic artifacts are also sometimes used as rewards, providing powerful abilities to their wielders.

HEROIC ADVANCEMENT

As heroes go on adventures and overcome challenges, they learn from their mistakes and draw confidence from their successes. Over time, they grow and become more capable. They learn new tricks and refine old skills. *Fantasy AGE* reflects this development through the awarding of levels.

Essentially, after an adventure or two, whenever you, as GM, feel the heroes have reached a point of development in their story, you can award them an additional level. Generally, heroes should earn no more than one level from a single adventure, unless it is especially long and harrowing, consists of multiple game sessions, or the heroes achieve a truly remarkable success.

Look to find a balance that provides steady improvement. Move the characters up too quickly and they will reach the

upper levels of play before they've had a chance to explore the way each level and its advancements work together to make the character unique. Progress them too slowly and things can begin to get stale and dull for the players. As a guideline, it's a good idea to advance characters a level every two or three game sessions. It's also generally a good idea to go through the first five levels faster than the later ones. These beginning levels are where characters pick up the talents, focuses, and initial specializations which set the tone for how they grow and develop over the rest of the game. You may want to advance the characters a level after each of the first two or three game sessions, so they achieve level 3 by the fourth, fifth, or sixth session. This makes for a full series stretching out over some thirty-six to forty game sessions or so.

Normally, heroes immediately gain all the benefits from their new level—improved Health, ability, focus, and class powers—as outlined under **Gaining Levels** in CHAPTER 5 of the *Fantasy Age Basic Rulebook*. However, the GM can require some training time or preparation before the heroes improve in level. This is particularly true for heroes adding a specialization, as detailed under **Accessing Specializations** in CHAPTER 6.

HONORIFICS

Another way to reward characters is with honorifics: special titles or reputations based on great deeds or important moments in the series. This can be a singular event, such as

saving a village from a dire threat, or it can be a continuing responsibility, such as being recruited a knightly order or a prestigious mage guild. A list of common titles and honorifics is included in this section, though GMs should feel free to use these as inspiration for their own creations.

Some honorifics are simple reputations or awards, but some suggest the influence of higher powers. Mechanically there's not much difference between these two types of honorifics, but GMs should consider the possible ramifications of a character who is beloved or feared by creatures or people versus those who have earned the attention of supernatural forces.

Certainly, players will discover their characters' reputations can open doors for them. Renowned heroes will find many people want to be their friends or seek to reward them for their great deeds. Innkeepers offer them room and board (or at least a drink and a toast) on the house, while merchants offer special discounts or unique items. Artisans may want to paint characters' portraits or sculpt their likenesses, while crafters want to produce some special item for them, be it a weapon, armor, piece of jewelry, or clothing.

BANE OF THE UNLIVING

You are well-known as a tireless foe of the walking dead, vampires, specters, and other unliving threats. You gain a +2 bonus to any Willpower (Courage) tests to resist fear and intimidation from these creatures. Others sworn to fight the unliving treat you favorably, giving you a +2 bonus to any Communication tests with such individuals where their respect and admiration may be an advantage. Similar reputations exist for heroes who have shown themselves staunch foes of demons, giantkin, or other types of creatures.

CHAMPION OF JUSTICE

You are known to risk life and limb to mete out justice, no matter the odds arrayed against you. Criminals—and even those with a guilty conscience—pitted against you suffer a -3 penalty to Willpower (Courage or Morale) tests made in opposition to your appraisal of their moral mettle—including the use of arcana—and in opposition to your retribution.

FAMED ARTIST

You are a famous painter, writer, poet, or actor. Your craft makes you a sought-after guest or performer for various events, and can bring you wealth and fame. You gain a +1 bonus when displaying or performing your art for a crowd—your reputation encourages appreciation and praise. Also, you gain a +2 bonus to social tests at events or gatherings where your status and art are appreciated.

FORTUNE-FAVORED

You are blessed by good fortune or protected due to some great destiny. Once per game session you may add +1 to the result of your Stunt Die if it will lead to doubles being rolled, thereby generating stunt points.

MASTER OF THE BLADE

Wielding a sword (or some other weapon or fighting style), you have few peers and your skill is widely known and respected—even feared. You gain a +1 bonus on Communica-

tion tests with other masters of your chosen weapon. Those who seek to stand against you when you are armed appropriately suffer a -1 penalty to Willpower (Courage or Morale) tests.

PROTECTED BY DESTINY

It seems as if a higher power protects you from mortal danger. Once per game session, a damage roll from an attack or hazard that would kill your character is avoided, reducing the character to 0 Health but leaving them alive. (In game terms, they will not die in 2 + their Constitution rounds, as is usually the case.) In battle, enemy combatants may deliver a coup de grace in later rounds normally, but an extra action is required to do so. In other situations, some contrivance or circumstance keeps your character alive; they land on a rock in the middle of a sea of lava, wash up on a deserted island, and so forth.

WARDEN OF THE WILDS

You are well-known as a defender of the forests and other wild lands. You gain a +2 bonus to any Communication tests involving forest folk, hunters, and natives in such regions. Your time in the area also gives you a +1 bonus to all Intelligence (Cartography or Navigation) tests in wild forestlands. Similar honorifics may exist for other locales.

TITLES

Titles are a subset of honorifics that include additional social authority or power. Extra rights or privileges are often attached to a title and these vary wildly depending on the culture or organization that bestows the title. In some places, titles are required to own land or ask for intervention in certain matters.

Characters may receive different titles as a result of their deeds and achievements, though titles may also sometimes be inherited or purchased. Some of these are covered by goal fulfillment (see the following); for example, reaching a cherished goal like nobility or being inducted into an order of knighthood. Others may be the result of noble or royal decree, either granting a well-known award or creating some special accolade. These may vary depending on where and by whom these awards are given. Different campaign settings will have different titles, as will different locations within a setting. The general categories of titles are as follows.

NOBLE TITLES

Noble titles include both hereditary titles such as Duke or Baron, or bestowed titles such as various knighthoods. Nobles often have great power in the society where they hold title, and the title may come with land or wealth attached to it. Titles of this sort vary greatly between cultures. One land's leaders may have kings, queens, dukes, and barons, while another may have warlords, chieftains, and captains.

Nobles are rarely elected, though in some nations being a noble may grant the character a vote in a noble assembly, council, or some other lawmaking body. In such settings, a title is exceptionally important even if it comes with no wealth or other advantages. These titles are notoriously hard to earn,

and many settings with such noble titles also have other titles to bestow for good service that come with less political power, such as knighthoods.

PROFESSIONAL TITLES

Guilds, armies, and other professional organizations often bestow titles on members, especially highly influential or skilled ones. These titles might be largely political, but they often come with certain guidelines. For example, a master craftsman might be required to make an item of sufficient quality—as determined by their peers—before being granted a particular title. Other titles have requirements based on years of service, political connections, or some combination of social clout and professional skill.

In some settings, professional titles can be purchased. This is especially common in some cultures with military titles, where officers are expected to “purchase a commission” in the military as a way to fund the army and guarantee only those of means command troops.

RELIGIOUS TITLES

Temples and churches love their titles. Often devoted members of a faith are rewarded with titles to show their loyalty and service to their deity and religion. In some cases these titles may be tied to direct selection by a deity, literally being the “chosen” of a god or goddess. However, in most cases, a holy figure or ruling party within a religious order selects candidates and bestows titles.

MAGIC TITLES

Mastery of magic usually carries some sort of title, though this may be formal or informal depending on the setting. In some campaigns, every description of a magic-using character has strict guidelines. In others, titles are loose or even totally arbitrary, with any mage able to call themselves arch-magus or master wizard.

Magical orders and institutions often possess their own hierarchies and titles. A college of magic could have a complex array of titles based on type or magic and experience, while a militant order of wizards could rank their battle mages like an army.

ACHIEVEMENT-BASED TITLES

These titles are related to performing a particular feat that few others can accomplish. Often these titles are also another sort of title (noble, professional, etc.) but they have strict rules as

to who can possess it. A particular action, quest, or task is required to hold this title and often those who hold these titles get respect well beyond their basic social station. A hero who earns a title of noble order by mastering a difficult form of magic might be a commoner by birth, but they now hold a noble title due to their achievement.

In some game settings, titles might be related to killing a particular monster or claiming a rare object from a dangerous area. These titles aren’t usually exclusive and often combine with other honorifics to form an impressive moniker for those who hold them. GMs may even invent new titles during play based on player character achievements. A great hero who kills a terrible threat might be inducted into the leadership structure of their native land with a new title that befits their actions, or the common people in a region may bestow on a character a title and de facto authority after they perform some great service.

MEMBERSHIPS

As the saying goes, membership has its privileges. Heroes who acquit themselves well may be invited to join any number of organizations, such as an order of mystic knights or the local thieves’ guild. There are a number of different groups one can join, but membership works in roughly the same way mechanically. A character who has been invited and accepted into the ranks of an organization is provided with certain perks and privileges of membership. They may call on their fellow members for aid and may be asked to support their organization on quests and missions, or help with certain events or tasks.

Membership is divided into ranks, with most organizations having three ranks that roughly correspond to recruit (rank 1), respected member (rank 2), and authority figure (rank 3). Regardless of the organization’s exact resources, these ranks convey similar abilities:

RANK 1: RECRUIT

Recruits are given the basic perks of membership, but are expected to aid their fellow members and obey the directives of superiors. This usually leads to certain tasks and quests in play and performing well can lead to promotion. A rank 1 recruit should receive any gear, badges of offices, and privileges any member of the group has in the setting. This membership often comes with an honorific or other reward. There is usually a balance between recruit resources and responsibilities. A group that provides its members with arms, funds, equipment, intelligence, and training expects more than a group that only provides a few of those things.

NOT ALL ORGANIZATIONS ARE EQUAL

Not every order, group, and institution are the same or provide the same resources, reputation, or support. An order of mystic griffon riders is far superior to a local militia, for example. In most cases it is far easier to join, advance, and run a small organization than a larger one, and GMs should consider what is best for their series. Should the characters climb the ranks to run a small but effective group? Or would it be better for them to earn membership in a powerful order but perhaps never rise to direct or administer it? Players likely have their own preferences in this area and GMs should talk to them about it—it’s possible none of them want to join any groups, preferring the independence and autonomy of free-spirited adventurers, free agents, or mercenaries.

If the Relationship rules (see CHAPTER 7) are used, those recruited into an organization receive a free Intensity 1 Relationship with that organization, its founder, its leaders, or some other group or person connected to it. If such a Relationship already exists, then it is increased by +1. In addition, the recruit has access to the basic arms, equipment, funds, and support given to all members of the group. This can vary widely based on the organization in question.

EXAMPLE

Marnie has been recruited into the Children of the Sister, an religiously oriented thieves guild in her campaign world that follows an ancient goddess of darkness. Since her game uses the Relationship rules, she gains an Intensity 1 Relationship with other members which she defines as "I give my life to the cause." She also has access to numerous safe houses and some basic arms and equipment, though much of it is stolen or scavenged due to the renegade status of the group.



RANK 2: RESPECTED MEMBER

Those who prove themselves valuable to the organization become respected members who are seen as paragons and exemplars for others to follow. This rank conveys a +2 bonus to any tests involving other members where their respect or admiration would be a benefit, and a similar +1 bonus with any non-members whose respect and admiration for the group would also be a benefit. Respected members are able to secure more support and even recommend missions or quests to the leadership of the group. In some groups, such as small knightly orders, there are only two ranks and the most senior and famous among the respected members set policy for the whole organization.

EXAMPLE

After robbing a duke of the realm and donating part of the pilfered fortune to the group in the name of their goddess, Marnie becomes a respected member of the Children of the Sister. She is now given access to more secrets and resources in the group, and her superiors are more inclined to listen to her ideas on how best to direct their activities to grow their profits and honor their deity. She may even be given her own group of thieves to run.

This rank is often where situational access to arcane items or special resources comes in. Organizations are often reluctant to provide recruits with such equipment, but trusted members can requisition and receive magic weapons, elixirs, and other special gear if they can show need and promise to use it responsibly and in service to the group.

RANK 3: AUTHORITY FIGURE

Authority figures run the show. Those who achieve this rank may not be the sole leader of the organization, but they are among the ruling elite or chosen administrators of the group. Authority figures have the power to recruit new members and call meetings of all the membership, as well as proposing and setting policy. They are often kept quite busy by their duties, making this a sometimes difficult rank for adventuring types to maintain. A rank 3 member of an organization can call on a group of characters from the organization as needed once per adventure to aid them. The exact nature of these characters and their assistance varies with the organization.

EXAMPLE

After much loyal service and evading capture, Marnie has risen to prominence in the Children of the Sister. She, alongside her inner circle members, can guide the group to strike at their enemies, rob the rich, and serve their goddess. She can call on guild members during an adventure as well, to aid with sabotage, spying, or similar operations. She also has great discretion on how to use the group's funds and resources, though she is expected to use the bulk of these to serve the guild and her goddess.

This rank comes with a lot of power and not much oversight, but characters who achieve such rewards must take care to not destroy their organization through mismanagement or neglect. If a character leads too badly, they may also be removed from power. Each organization has their own methods of removal, ranging from votes of no confidence to outright assassination.



ARTIFACTS

Artifacts in *Fantasy AGE* go beyond the normal magical items detailed in the *Fantasy AGE Basic Rulebook*. Artifacts are items or much more substantial power that are integral to how a character functions. Additionally, they can grow in power as the hero that wields them grows and learns to harness more of their hidden potential.

Artifacts are *literally* game changers. At first they grant a few special abilities or bonuses, but as more of their powers are unlocked they and their wielders become extremely dangerous. All artifacts were created by powerful beings, often long ago. Some were even crafted by the gods themselves.

There are two types of artifacts, tiered and locked. Tiered artifacts start with a basic ability, often no more potent than a standard magical item or weapon. However, when wielded by a character of high level or as its wielder goes up in level, the artifact gains more powers, becoming much stronger. By contrast, locked artifacts have an established set of potent abilities any wielder can use as soon as the power within the artifact is unlocked.

Different artifacts have different conditions which unlock them. Some require a blood sacrifice, others are simply lost and must be found and used. The condition that unlocks an artifact can be well-known or it can be hidden in some ancient tome or become a secret lost to the ages.

TIERED ARTIFACTS

Tiered artifacts begin with one power and then gain a new power each time its wielder would gain a specialization talent. This is gained in addition to any specialization talent and other level advancement bonuses. Thus a 1st Level character with a tiered artifact has access to one power from their artifact. Then when they reach 4, 6, 8, 12, 14, and 16 they gain new powers. Ultimately a character would unlock seven powers of an artifact in this fashion. GMs select which power unlocks at each level, but they should pick powers that match how the item is being used by the wielder whenever possible.

EXAMPLE

Jamie's gnome rogue, Bellynbar, has acquired a magic cloak that is in fact an artifact that grows in power as its wielder learns to master its abilities. Bellynbar is currently a level 3 Rogue and has discovered his cloak grants him the Stealth Focus (see Artifact Powers, Prowess). When he reaches level 4 at the end of an adventure, Bellynbar discovers a new power his cloak possesses, in this case the power of Invisibility!

Note that some artifacts may not possess enough powers to unlock one at each of these levels. In this case, powers are unlocked until there are no more and the artifact functions at its full power from that point onward.

OPTION: ATTUNEMENT

As an optional rule, GMs may decide a tiered artifact needs time to attune to even a higher level wielder. In this case, the character starts with one power from the artifact and unlocks one new power per session the artifact is used until the number of current powers unlocked is reached. This can be useful in teaching even a high-level character about the powers of their artifact or allowing GMs to pace the build-up in PC power level artifacts provide.

LOCKED ARTIFACTS

Locked artifacts have a set number of powers, usually from three to five, though more powerful artifacts are certainly possible. They also possess a condition that unlocks the artifact. As soon as that condition is met, all the artifact's powers are available to the wielder.

Conditions can be easily met, like "pick up the sword and strike a living being" or very difficult "bathe the ring in the blood of a dragon." Typically the more powerful the item, the more difficult the condition, though some cursed artifacts have deceptively easy conditions to meet.

ARTIFACT POWERS

Both types of artifacts possess powers. Powers are a collection of abilities that collectively turn an artifact into a magical item into an object of terrible power. GMs can invent other powers for specific artifacts, using these as examples and models.

ARCANE POWERS

This is a catch-all category that grants the wielder a single powerful ability such as a powerful spell or special quality possessed by a particular creature. The ability to shoot blasts of dragon's fire would qualify, as would the ability to use the Shadow Arcana's *shadow slip* spell at will. These powers don't usually cost MP to cast or use, though cursed artifacts may sometimes be powered by a character's Health.

Arcane powers may also grant one exceptionally useful ability that is largely not a direct combat or mystical ability. The ability to generate ample food and water for a dozen people, the ability to allow watercraft to move at greatly increased speeds, the ability to speak any language, and other abilities are very useful, but rarely attached to a particular test or action.

CONTROLLING

Using this power, a character can control a type of creature or character. The wielder must use an Activate action and beat the target in an opposed Willpower (Self-Discipline) or Communication (Persuasion) vs. Willpower (Self-Discipline or Morale) test. Success means the targets will obey a number of commands equal to the result of the Stunt Die. This power also grants a special stunt, **Enslave**, which for 5 SP places an NPC target permanently under the wielder's control until it dies, is released by its new master, or the master dies.

COMBINATION ARTIFACTS

Some artifacts could be neither tiered nor unlocked, but a combination of both. In this case, the artifact would have certain abilities that unlock as the character increases in power and other abilities that only unlock when certain conditions are met. In some campaigns, this may be the most common form of artifact: a powerful item that gains incredible might under the right circumstances.

If this power is taken twice it becomes "Greater Controlling" and can be used on whole groups of the same type of creature at once, such as a horde or undead or mob of goblins and granting a +2 bonus to all attempts to control a target.

DAMAGING

This artifact either deals terrible damage itself or empowers the wielder so their strikes cause terrible damage. More powerful artifacts deal even deadlier blows with this power. For each power an artifact has, including this one, attacks do +1 additional damage.

FLYING

The artifact grants the character the ability to Fly at double their normal speed.

INVISIBILITY

This power renders the wielder invisible. Characters cannot detect the PC without succeeding in a Perception (Hearing or Smell) test vs. the character's Dexterity (Stealth). This test can only be attempted when a character has a reason to suspect the character is present but invisible—many characters just ignore the wielder unless they do something visible and dramatic. Even when a character's presence is known or general location can be determined, they gain a +2 Defense against any attacks that rely on sight and a +2 bonus of any rolls where being unseen would be useful.

IMMUNITY

The artifact renders the wielder immune to some specific hazard or type of attack, meaning the wielder suffers no damage or ill effects from them. This immunity is narrow but useful, and offers protections such as being immune to fire, falling, poisons, drowning, or blows struck by someone betraying you. Magical versions of these attacks are usually exempt from this Immunity, though if a power is taken twice it applies.

MASTERY

This power reduces the cost of two stunts by 1. If this reduces the cost of the stunt to 0 SP, it may be performed during any appropriate action for no SP cost, but only on rolls where SPs are generated. This power may be taken multiple times, affecting the same stunts or different ones.

POWERFUL

The artifact grants ability bonuses to the wielder, granting 1 rank in an ability every time it is applied. This power may be applied more than once.

PROTECTING

This artifact protects the wielder by its very nature (armor) or by generating some form of protective field of mystic power. The more powerful the artifact, the more protection is granted. For each power an artifact has, including this one, the wielder gains +1 rank of Armor Rating. This Armor Rating is mystical in nature and ignores the Penetrating effect and can even reduce the damage from poisons and other harmful attacks.

PROWESS

The artifact grants the wielder a new focus. If the character has the focus, it is now an improved focus. If the character already has an improved focus, they instead gain the Powerful power with the ability the focus uses. This power may be taken multiple times to either grant a new focus or turn an existing focus into an improved focus.

REGENERATING

This power heals the wielder. By using an Activate action, the character recovers Health equal to their Constitution or Willpower, whichever is higher.

SLAYING

This power does terrible damage to a certain type of creature (undead, dragons, etc.). Every creature of this type takes an additional 1d6 damage from attacks by the wielder and these attacks automatically halve the creature's Armor Rating (and eliminate it if the Pierce Armor stunt is also used).

SUPREMACY

This power allows a character to treat a talent as if it was a higher rank as long as the artifact is wielded. If the character doesn't have the talent, they gain a rank in it. Supremacy may be taken multiple times. Each time to either grants an additional talent rank in the same talent or a new talent. When a wielder is already a Master in a talent they instead gain the Mastery power.

LIMITATIONS

Certain artifacts may only work under certain conditions. These artifacts are treated like unlocked artifacts, but they can essentially be switched "on and off" when the conditions go away. Such artifacts tend to be extremely powerful when active. Alternatively, some artifacts might allow some of their powers to be used all the time while others require certain conditions.

EXAMPLE

The Pale Hunter's Horn gives its wielder Immunity to the effects of cold weather and grants Supremacy with the Scouting talent and Prowess with the Perception (Tracking) focus. It also possesses the Greater Controlling power toward all natural predators (bears, wolves, etc.) with the Limitation that it only works during the Winter. During the other seasons, it lacks this power.

SAMPLE ARTIFACTS

Some sample artifacts are presented in this section. They may be used as tiered or unlocked artifacts. In the case of unlocked artifacts, suggested conditions are provided. Any of these artifacts may also be cursed (see **Cursed Artifacts**) and some or all of their powers may be subject to Limitations.

EYE OF MEDUSA

This golden orb is imbued with the power of an ancient and powerful monster.

The orb can either be worn or used to replace the wielder's own eye. In the latter case, it serves as a functioning eye in addition to its other powers. This artifact is one of many such similar artifacts that duplicate the effects and powers of a particular monster. Like the *eye*, these artifacts can often replace a lost or disabled body part.

- **POWERS:** Arcane Powers (Petrifying Gaze stunt, see Medusa in *Fantasy AGE Core*), Immunity (all petrification save by the *Eye* itself), Immunity (Poison), Prowess x2 (Seeing focus, Intimidation focus)
- **CONDITIONS:** Replace existing eye (cannot be worn to gain any or most powers), face a medusa while wielding the *eye*.

HAND OF GRUM

This left-handed gauntlet was once possessed by the ogre king, Grum. When Grum killed a demon with a mighty blow from his armored gauntlet, the object was imbued with some of the creature's power. Since Grum's death centuries ago, the gauntlet has seen multiple owners.

The *hand of Grum* is a leather and iron gauntlet that still bears the stains of blood of the demon whose death empowered it. It can be worn surprisingly comfortably by ogre and human-sized wielders alike, though it appears noticeably oversized on the latter.

- **POWERS:** Damaging, Controlling (Ogres), Mastery (Mighty Blow and Knock Prone), Powerful (Strength), Prowess (Strength: Might)
- **CONDITIONS:** Bathe the artifact in the blood of a demon, defeat an ogre in single combat

MIMM'S NEEDLE

This bone needle is about six inches long, and was carved from the ulna of a famed saint and healer.

The *needle* can be used as a dagger in a pinch, but its true power lies in the fantastic healing powers it grants to its wielder. It is most useful in the hands of someone with training in the healing arts or a knowledge of healing magic, but the needle can impart the basics of these abilities to the uninitiated as well. While perhaps not as actively sought as some artifacts, never underestimate how far powerful individuals will go to ensure the health of themselves and their loved ones.

- **POWERS:** Immunity (Disease), Supremacy x2 (Heal Arcana, may cast each spell once per day if not a mage), Supremacy x2 (Chirurgy), Prowess (Healing)



- **CONDITIONS:** Trying to heal another gravely wounded character, dip the needle in the blood of the dying king.

RING OF YOL

The vile necromancer Harnalus Yol crafted this ring to increase his own powers and it has survived both his mortal death and his final destruction after his resurrection as a lich.

- **POWERS:** Arcane Powers x3 (Chilling Touch, Incorporeal, and Terror, as per Spectre in *Fantasy AGE Basic Rulebook*), Greater Controlling (Undead), Regenerating
- **CONDITIONS:** Killing an innocent, praying to the gods of the Underworld for power during a new moon, touching the ring to the ashes of Yol.

SWORD OF SARETH

Sareth was an ancient priest-king whose empire fell to an army of the undead. When he died, his gods imbued his sword with some of his might so that perhaps one day a new warrior may prove themselves worthy of raising a kingdom in their name.

The sword is a beautiful two-handed, single-edged sword with a prayer to the beast-gods of Sareth's religion etched into the blade in a long-forgotten tongue.

- **POWERS:** Damaging, Supremacy x2 (Two-Hander Style), Supremacy (Command), Slaying (Undead)
- **CONDITION:** Find Sareth's throne and sit upon it holding the sword, kill one of Sareth's descendants with the sword, be descended from Sareth or one of his captains.

ADDICTION & DEPENDENCE

Artifacts are addictive and all wielders of an artifact acquire a new statistic, Dependence. That much power is hard to give up and even the most stalwart heroes often cannot surrender even a cursed or evil artifact. At the end of every game session an artifact is used, an artifact's wielder should make a Willpower (Self-Discipline) with a TN equal to 9 plus the number of active powers an artifact has. Thus an artifact with three active powers would require a TN 12 roll.

Each time this roll is failed the wielder's Dependence goes up by one. Dependence determines a penalty suffered to all actions if the artifact is cast aside, destroyed, or stolen. This penalty also applies to the Willpower (Self-Discipline) test to resist gaining more Dependence. Regaining the artifact removes this penalty. See the **Artifact Dependence and Addiction Penalties** table on page 64 to determine the exact penalty.

EXAMPLE

Crystal's character Corda has managed to get her hands on the Godcutter, a single-edged sword of incredible sharpness fabled to have once cut a god—hence the name. Godcutter is a tiered artifact and Corda has unlocked four of its powers to date. After using Godcutter on an adventure, Corda must succeed in a Willpower (Self-Discipline) vs. TN 13 (9 plus the 4, the number of powers of the artifact). Failure means Corda's Dependence on Godcutter goes up by 1.

This roll also provided an opportunity to remove existing Dependence, if the roll to resist Dependence succeeds and

ARTIFACT DEPENDENCE & ADDICTION PENALTIES

| WIELDER'S DEPENDENCE | PENALTY |
|--|------------|
| No Dependence | No Penalty |
| Less than wielder's Willpower | -1 |
| Equal to wielder's Willpower but less than double Willpower | -2 |
| Double wielder's Willpower but less than triple Willpower | -3 |
| Triple wielder's Willpower but less than quadruple Willpower | -4 |

generates SPs. In this case, the character may use a special stunt called *I am the Master, Not You*. This stunt can be very useful for counteracting the effects caused by certain cursed artifacts.

| SP COST | EFFECT |
|---------|--|
| 3+ | I AM THE MASTER, NOT YOU: Remove 1 Dependence per 3 Stunt Points spent. |

Dependence is also reduced by extended time and experiences away from the artifact. Every adventure or month of in-game time a character does not use the artifact reduces their Dependence by 1. This is automatic, but during this time they suffer any penalties from being removed from the artifact until their Dependence reaches 0.

However, should a character ever take up the artifact again, they regain Dependence equal to the greatest rating they ever possessed. The lure of the artifact's power is just too great to "take a break" and continue to use it later.

Aside from these two methods, Dependence can only be reduced or removed by some sort of exceptional intervention by mystical or divine forces. Be careful with artifacts. They are often the very definition of a double-edged sword.

CURSED ARTIFACTS

Some artifacts aren't all positive. In fact, many artifacts carry some sort of ancient curse that affects their wielders in some negative way. Curses on artifacts work the same for both tiered and locked artifacts, they begin affecting their wielder quickly, though some artifacts may have a brief "honeymoon period" where the effects of the curse are slight or undetectable. Most curses may get worse over time, but some start out terrible.

Most curses apply some minor but persistent, or erratic but significant, penalties to those who suffer them. Often the Dependence a wielder accumulates on the artifact strengthens the curse's effects. A character who grows uglier as they use an item might find their Dependence and Addiction penalty now applies for all social interactions as they become less attractive, due to their growing connection to the artifact grows. Another artifact might slowly change a character into another species, granting some abilities but causing various problems. Yet another might make a character more blood-thirsty and crazed with each life it takes while in the wielder's hands. Many artifacts have curses which combine multiple

effects, such as turning a character into a monster prone to fits of insanity.

While curse progression is often linked to increasing Dependence, this is simply a convenient way to track its progress. Curses are their own phenomena and once all or part of a curse is inflicted on a character, it remains even if a character manages to lose or otherwise distance themselves from the artifact.

EXAMPLE

Joe's character Vedun has picked up a cursed artifact, the Helm of Kannik, a few adventures back. It turns out the helm was cursed and transformed anyone who wore it into a fearsome man-beast prone to bouts of madness. Later Vedun manages to lose the artifact but he is still cursed to remain a man-beast unless a way to lift the curse is found.

Curses aren't simply mechanical penalties or changes to Abilities. Curses have flair. GMs are encouraged to get creative with their curses. A curse might even provide a small bonus that comes with some terrible drawbacks. For example, instead of making a character ugly, perhaps an artifact makes them supernaturally beautiful. This would grant various bonuses to Communication tests, but soon they would find themselves hunted by would-be suitors, jealous and vain villains, and numerous others.

There is no standard model for artifact curses, but some examples are as follows.

ATTACHED

The artifact cannot be dropped, removed, or otherwise taken from the character as long as they possess any Dependence on it. A sword with this curse would never leave the wielder's hand. Armor with the curse can never be removed. And so on. This curse can range from inconvenient to deadly depending on the artifact. Removing the part of the body attached to the object usually works, but often has deadly effects and may be impossible in many cases. This curse is often combined with other curses to make it very hard for a wielder to escape the artifact that dooms their existence.

CORRUPT MIND

Every time a character gains Dependence on the artifact, they are in fact slowly coming under the control of a malevolent intelligence that exists within. When a character has accumulated Dependence equal to twice their Willpower, they are under the control of this intelligence. This usually means the PC becomes an adversary and NPC.

FRAILTY

Even as the artifact makes the character more powerful in some ways, it disables them in others. This curse assigns the normal penalties for Dependence and Addiction to all tests and uses of a particular ability (Strength, Constitution, etc.). Particularly nasty curses may affect more than one ability.

MADNESS

This artifact drives a character slowly insane, creating delusions, paranoia, and other symptoms. For each -1 penalty a

bearer suffers on the Dependence and Addiction chart, the GM may take control of the wielder for one action during a session. These bouts of madness often result in embarrassment, harm to others, or place the wielder in dangerous situation.

TRANSFORMATION

The wielder is slowly transformed into another creature or individual. Each time the character's Dependence increases they become a bit more like their new form. This starts small, with changes in eye color, excess hair growth, or similar cosmetic changes. As the curse progresses, the character becomes less and less like they were until they are completely transformed. The exact amount time to transform can vary, but complete transformation usually occurs when a character accumulates Dependence equal to twice or more of their Willpower.

Instantaneous versions of this curse exist, afflicting a wielder as soon as they pick up or use the artifact. These versions can usually be temporarily or permanently removed when a certain event occurs (true love's kiss, devoting oneself to particular god or cause, etc.).

LIFTING CURSES

Lifting a curse on an artifact is never as simple as casting a spell or taking a trip to your local temple. It requires a grand adventure, usually one that involves a great sacrifice and often results in destroying or locking away the artifact that caused all the trouble. Once a curse becomes too much for a wielder to bear, the GM should determine how the curse can be broken and what must be done to do so. No curse can be broken the same way. If a wielder is too damaged or impaired to perform the actions necessary to lift a curse, his friends and companions may do so.

EXAMPLE

Joe wants to lift the curse placed on his character by the Helm of Kannik. The GM crafts a grand adventure for Joe's PC and the other party members that involves a visit to a lost library, the acquisition of a rare herb, and a quest to receive the blessing of a legendary witch who lives deep in an enchanted forest. If the characters can succeed in this quest, Joe's PC will be free of his curse!

One thing is certain; once a curse is broken, the now former wielder of the artifact can never use or even touch it again. To



do so would result in the curse coming back full force, immediately.

DESTROYING ARTIFACTS

Characters may wish to destroy cursed or dangerous artifacts. This can be done, but it is very difficult. Even the most flimsy-looking artifacts are indestructible by conventional means. Only by extraordinary circumstances can an artifact be destroyed. The requirements to destroy an artifact vary, but usually involve either unmaking it in a process similar to its construction or taking it to a place or creature of great power who can do away with it. This is usually an adventure by itself, and may place the characters in the path of those who would see the artifact survive.



THE WORLD AT LARGE

This chapter presents rules that allow Player Characters to interact with a campaign setting on a larger scale. As heroes gain levels, power, and influence, they may come to lead armies, join or found large orders or organizations, and otherwise lend their skills to groups that can change the face of a world. Characters with particular titles or honorifics may be called on to provide leadership to everything from a band of rag-tag peasants to a vast order of mystic warriors. This chapter helps translate these opportunities and responsibilities into mechanical terms, providing rules for running mass battles and directing large organizations.

MASS BATTLES

The clash of armies is an occasional but highly dramatic occurrence in *Fantasy AGE*. Armies of rival nations, hordes of monsters, or even legions of the undead may clash on battlefields across a campaign world. Playing out the tactical moves of individual units of soldiers is a game of its own, and one not all roleplayers are keen to engage in.

Still, the excitement and drama of a mass battle can add a lot to a campaign and drive home the epic nature—and the stakes—of high-level play. This section gives a highly narrative system for playing out large battles in *Fantasy AGE*. It is not a precise simulation of battlefield conflict. Rather, it is designed to give you a fairly quick way to resolve mass battles while giving the player characters a chance to shine and really affect the outcome with their heroics.

PLANNING OUT A MASS BATTLE

If you want to feature a mass battle in your campaign, you need to plan it out ahead of time. The fight is handled as a series of advanced tests and encounters and you should expect that playing it through to conclusion will take at least one session.

The first thing you should do is familiarize yourself with advanced tests in the CHAPTER 8 of the *Fantasy AGE Basic Rulebook*. These are important for battle resolution, so make sure you understand how they work before trying to stage a battle.

Fantasy AGE breaks up a battle into three stages: **Opening Moves**, **Main Engagement**, and **Finishing Moves**. Each stage is handled as an advanced test between the rival commanders. The army that wins at least two of the three advanced tests is the victor of the battle. You can run an entire battle as this series of tests between commanders, but that would be like viewing the whole affair from a distance and we want the players to feel like they are right there in the thick of it. To give them that agency, you identify one to three crisis points and play those out as normal combat encounters. The results affect the commanders' tests, as well. This gives the PCs a real chance to turn the tide of a battle with their own heroics.

THE COMMANDER

Each army must have a commander. This can be a player character or a NPC. If the commander is not fighting in one or more crisis points, all you need to know is the commander's

Communication and Intelligence abilities and whether or not they have the Leadership and Military Lore focuses respectively. A commander who will fight in a crisis point will need full game stats like any other character in a combat encounter.

THE ARMIES

When using this system, it is not important to create a full order of battle for each side or to know the number of troops down to the man (or monster). That's something best left to wargames. You only need to know three things about each army: a rough estimate of the total number of troops, their primary troop type, and whether they have specialists that can help in the different stages of the battle. You'll want to fill out a Battle Card for each army. A sample Battle Card is shown at right. It consists of the following entries:

- **ARMY NAME:** If the army has a formal name, note it here. If it does not, use the commander's name (The Grand Army of New Devirna or Regnar's Raiders, for example).
- **COMMANDER:** Name the army's commander here, be it PC or NPC.
- **COMMANDER'S COMMUNICATION (LEADERSHIP):** Write the total of the commander's Communication ability and Leadership focus here.
- **COMMANDER'S INTELLIGENCE (MILITARY LORE):** Write the total of the commander's Intelligence ability and Military Lore focus here.
- **NUMBER OF TROOPS:** Give a rough total of the number of troops in the army.
- **PRIMARY TROOP TYPE:** Note the main troop type of the army here. These are the common soldiers of the force who do the bulk of the fighting.
- **STAGE 1 SPECIALISTS:** These troops provide a bonus on the battle's Opening Moves. They are generally scouts and skirmishers.
- **STAGE 2 SPECIALISTS:** These troops provide a bonus on the battle's Main Engagement. They are generally heavy shock troops.
- **STAGE 3 SPECIALISTS:** These troops provide a bonus on the battle's Finishing Moves. They are generally mobile reserves and hard-hitting cavalry.

A reproducible sheet of Battle Cards is provided in the back of this book.

STAGES OF BATTLE

There are three stages to a typical battle: opening moves, main engagement, and finishing moves. The winner of each phase is determined by an advanced test known as a battle test. As with all advanced tests, you must determine the success threshold and test difficulty for each stage of the battle. The success threshold is based on the size of the engagement, while the test difficulty is based on the enemy's primary troop type in the battle. These are summarized in the accompanying tables. The length of time each test represents varies, but ten minutes per test is typical. This can be extended to as much as a full day for something like a siege.

| MASS BATTLE CARD | |
|---------------------|--|
| ARMY NAME | |
| COMMANDER | |
| PRIMARY TROOP TYPE | COMMANDER'S COMMUNICATION (LEADERSHIP) |
| STAGE 1 SPECIALISTS | COMMANDER'S INTELLIGENCE (MILITARY LORE) |
| STAGE 2 SPECIALISTS | NUMBER OF TROOPS |
| STAGE 3 SPECIALISTS | |

As is always the case with advanced tests, you can modify each side's test to take circumstances into account. Most commonly, an army receives bonuses if it has appropriate specialist troops for that stage of the battle. You can also take into account terrain, disparity in numbers, weather, and other factors. Common modifiers are summarized on the accompanying table. You can add others as appropriate to the circumstances.

You will note that the some of the same troop types appear on both the Test Difficulty for Battles table and the lists of example specialist troops. This is intentional. Test difficulty is determined by the primary troop type in the army. While this commonly will be something like heavy infantry and beastfolk, you may have cause to run battles where the primary troop types are more elite. This is why examples like the Queen's Finest and ogres are given, though they are more likely to show up in battles as specialist troops due to their relative rarity.

STAGE 1: OPENING MOVES

BATTLE TEST: Intelligence (Military Lore).

EXAMPLE SPECIALIST TROOPS: *Goblin Skirmishers, Elite Elven Scouts, Light Cavalry*

In this stage, the opposing forces are moving into position and launching preliminary attacks. Scouts and skirmishers are important, as they are gathering intelligence about the enemy's movements. The side that wins this stage of the battle has learned more about the enemy's forces and intentions and has used the information effectively. This may allow the winner to identify key pieces of terrain and maybe even occupy them with fast-moving troops.

During this stage of the battle, a commander's mind for strategy and tactics is most important. This is why the advanced test is based on Intelligence (Military Lore).

STAGE 2: MAIN ENGAGEMENT

BATTLE TEST: Communication (Leadership).

EXAMPLE SPECIALIST TROOPS: Elite Infantry, Ogres, Berserkers

With the two armies in position, the main engagement begins. The major forces of each side clash and there's no going back. This is not the time for fancy maneuvers or

tactical moves. This is a slugging match, and the side that maintains the most discipline and motivation is likely to win. The advanced test for the main engagement is thus based on Communication (Leadership).

The winner of the main engagement receives a major advantage: they can decide if Stage 3 is based on Communication (Leadership) or Intelligence (Military Lore). This allows the commander to play to their strengths in the final push.

MASS BATTLE SUCCESS THRESHOLDS

| TASK DIFFICULTY | BATTLE SIZE | SUCCESS THRESHOLD |
|-----------------|--|-------------------|
| Easy | Skirmish (50-250 total combatants) | 5 |
| Average | Small Battle (251-1000 total combatants) | 10 |
| Challenging | Large Battle (1001-5,000 total combatants) | 15 |
| Hard | Huge Battle (5001-20,000 total combatants) | 20 |
| Formidable | Epic Battle (20,001+ total combatants) | 25 |

MASS BATTLE TEST DIFFICULTY

| TEST DIFFICULTY | SAMPLE TROOP TYPES | TEST DIFFICULTY |
|-----------------|---|-----------------|
| Routine | Non-combatants | 7 |
| Easy | Brigands, Militia | 9 |
| Average | Men-at-Arms, Lesser Undead, Barbarian Marauders | 11 |
| Challenging | Knights, Elite Infantry, Lesser Demons | 13 |
| Hard | Elite Cavalry, Rangers, Ogres | 15 |
| Formidable | Elite Royal Guard, Most Demons, Ogres | 17 |
| Imposing | Giants, Griffon Cavalry | 19 |
| Nigh Impossible | Greater Demons, Master Vampires, Dragon Cavalry | 21 |

MASS BATTLE TEST MODIFIERS

| CIRCUMSTANCE | MODIFIER |
|-----------------------------|-------------|
| Specialist Troops | +1 per type |
| Battlefield Surprise* | +1 to +3 |
| Enemy Outnumbers you 2 to 1 | -1 |
| Enemy Outnumbers you 3 to 1 | -2 |
| Enemy Outnumbers you 4 to 1 | -3 |
| Enemy occupies high ground | -1 |
| Enemy in prepared positions | -2 |
| Enemy in fortifications | -3 |
| Poor Weather | -1 to -3 |

* For example, an ambush, fresh reserves, or an attack from the rear.

STAGE 3: FINISHING MOVES

BATTLE TEST: Communication (Leadership) or Intelligence (Military Lore).

EXAMPLE SPECIALIST TROOPS: Elite Cavalry, Dragon Riders, Battle Mages

In this stage the battle comes to a conclusion. This is when flanking maneuvers, counter attacks with reserves, surprise allies, and battlefield ruses that can change the tactical situation come into play. The fate of the losing side is then decided. They may break off and live to fight another day, rout and be run down by fast-moving troops like cavalry, or face utter annihilation.

It is possible that an army will lose Stages 1 and 2 and so have no hope of winning the overall battle. You should still roll for Stage 3, however, as the results will help you determine the consequences of the battle. An army that loses all three stages is defeated in detail, while one that wins only Stage 3 likely makes an orderly retreat.

As noted above, the advanced test for this stage can be either Communication (Leadership) or Intelligence (Military Lore). The winner of Stage 2 decides.

CRISIS POINTS

The previous section described the basic mechanics of a battle at a high level. With two battle cards and a series of dice rolls, you can determine the winner of a large battle. While that will give you results relatively quickly, it does not put player heroes in the thick of things. That's what the crisis points are all about. These are normal combat encounters that happen in the midst of the battle, in which the PCs can have a major impact on the result.

The first thing you should decide is how many crisis points you want to play out. You can create one for each stage, so a battle will feature from one to three points in total. Plan for one crisis point if you want to resolve the battle quickly, two if you want it to feel like an important event, and three if you want to really challenge the players with an epic slugging match.

In each stage of the battle, the commanders make an advanced test as previously described. A crisis point is triggered when an army is within 5 of the success threshold. At this point you should describe the situation and play out the crisis point. Whichever side wins the combat encounter adds 5 to its advanced test total. This can decide the winner of the stage or at least stave off defeat for an army faring poorly.

Note that skirmishes have a success threshold of 5, so a crisis point can be substituted for any of the advanced tests. The winner of a crisis point then automatically wins that stage of the battle.

EXAMPLE

An Orc scouting party is fighting an undead horde in a small battle, so the success threshold of each stage is 10. The commanders begin rolling their battle tests for Stage 1: Opening Moves. After several rolls, the undead total rises to 7, while the orcs stands at 4. Since the undead force's total is within 5 of the battle's success threshold of 10, this triggers the GM's planned crisis point. The GM describes how the undead have overrun the orc positions and how even now some of the fallen orcs are beginning to rise as undead themselves. The orc commander desperately attempts to light the horde afire, destroying their own casualties before they can rise and burning many more undead in the process, in hopes of turning the tide. The spearhead of this plan is played out as a combat encounter, with characters trying to protect, spread, and then light casks of oil all the while fighting off numerous undead. The orcs fight with heroic savagery but cannot successfully use fire to turn back the undead. The undead victory lets them add 5 to their previous total of 7. With 12 they pass the success threshold and thus win Stage 1 of the battle. Not an auspicious start for the orcs.

Each crisis point is a combat encounter, and you should base the particulars on what's going on in the larger battle. A Stage 1 crisis point might revolve around seizing a strategic hill, for example, while a Stage 3 crisis might have the PCs making a surprise attack from an unexpected quarter. These encounters are happening within the context of the larger battle, so try to play that up when describing the action. If you have a crisis point planned for Stage 3, be aware that the battle could be decided already if one side wins Stages 1 and 2. When this occurs, you can skip the crisis point if you like, or play it out if dramatically appropriate. You might make it a valiant rear-guard action, for example, in which the actions of the PCs have the opportunity to save much of the army to fight again another day.

If you want to, you can have crisis points that consist of several linked encounters but you should do this sparingly, as getting the timing right can be tricky. You want the players invested in the battle, and the longer a crisis point takes to resolve, the more distant from it they may feel.

STUNTS IN CRISIS POINTS

For the most part the stunts used when fighting out a crisis point have no effect on the larger battle. They are used as normal and can help win the combat, but their impact is limited to the confines of the encounter. Sometimes, however, a character will do something so awe-inspiring that it can affect the battle as a whole. This is represented by a new stunt, which can be used as either a combat stunt or a spell stunt.

SP COST

STUNT EFFECT

WE ARE THE CHAMPIONS: You perform a stunt that is so impressive that it inspires your troops and intimidates those of the enemy. Your commander adds 1 to their advanced test total for this stage of the battle.



EXAMPLE: THE BATTLE OF THE EMERALD OASIS

The following is an extended example to illustrate how this system works. In this battle a desert garrison is attacked by the forces of an evil sorcerer. The fight takes place in the ruins of a half-buried ancient city with a nearby oasis which the soldiers were using as a temporary base of operations while hunting bandits and brigands in the area. Discovering the “bandits” were actually an army raised by an evil sorcerer intent on conquering nearby settlements, the soldiers must take a stand here against this terrifying foe. The garrison captain is Jallim, a young but canny captain whose force is primarily made up of scouts, skirmishers, and light cavalry. The evil sorcerer, a power-mad elf named Gashan, has his personal guard of elven swordmasters leading a force of goblins, brigands, and cultists. In addition, Gashan has summoned and imprisoned a small force of djinn to aid him, and his army has a small group of enslaved ogres to use as shock troops.

Now we’re ready to look at the Battle Cards for each army. You need these to run the battle properly, so they are a good first step. As you’ll note, the forces of the Desert Garrison have advantages in leadership and specialists they can employ early in the battle, but Gashan’s Raiders have numbers and some alarming shock troops on their side.

OPENING MOVES

In Stage 1 of the battle, Gashan’s Raiders approach the Desert Garrison. Jallim has scouts and light cavalry who have scouted the battlefield, giving her a slight edge. Stage 1 is an advanced test using Intelligence (Military Lore). Captain Jallim has a +4 total (+5 for her ability, +1 for the scouts, +1 for cavalry, but -3 because her forces are outnumbered at least 4 to 1). Gashan has no specialists, so his total is +3. The battle has 1750 combatants, which makes it a large battle and sets the success threshold for each stage at 15.

To determine the outcome of this stage, the GM now has the two leaders make an advanced Intelligence (Military Lore) test. The test difficulty is 11 for Gashan and 9 for Jallim, as their primary troop types are skirmishers and raiders respectively. The GM rolls for Gashan and lets the players roll for Captain Jallim. In the first five rolls, Gashan fails two of the tests and succeeds on three, with Stunt Die results of 2, 3, and 5. This gives him a total of 10 towards the advanced test, two thirds to the 15 needed to win. Captain Jallim does much better, succeeding on all five tests and getting Stunt Dice results of 2, 3, 3, 4, and 6. That gives her a total of 18. As the first to get to the success threshold, Captain Jallim wins Stage 1 of the battle.

SAMPLE BATTLE CARDS

| MASS BATTLE CARD | |
|---|---|
| ARMY NAME | Desert Garrison |
| COMMANDER | Captain Jallim |
| PRIMARY TROOP TYPE | Desert Skirmishers (Test Difficulty 11) |
| COMMANDER'S COMMUNICATION (LEADERSHIP) | +6 |
| STAGE 1 SPECIALISTS | Light Cavalry |
| COMMANDER'S INTELLIGENCE (MILITARY LORE) | +5 |
| STAGE 2 SPECIALISTS | None |
| STAGE 3 SPECIALISTS | None |
| NUMBER OF TROOPS | 250 |

| MASS BATTLE CARD | |
|---|---|
| ARMY NAME | Gashan's Raiders |
| COMMANDER | Gashan |
| PRIMARY TROOP TYPE | Goblin and Brigand Infantry (Test Difficulty 9) |
| COMMANDER'S COMMUNICATION (LEADERSHIP) | +4 |
| STAGE 1 SPECIALISTS | Light Cavalry |
| COMMANDER'S INTELLIGENCE (MILITARY LORE) | +3 |
| STAGE 2 SPECIALISTS | Elven swordmasters, Ogre Warslaves |
| STAGE 3 SPECIALISTS | Summoned Djinn |
| NUMBER OF TROOPS | 1500 |

The GM decides that the Jallim's forces engaged the front of the Gashan's forces with their scouts and attacked from the rear and sides with their cavalry. These harrying attacks don't inflict a lot of damage but they got Gashan's attention and lured his forces to the battle site that Captain Jallim had chosen in the ruins. As the armies maneuver for Stage 2, the desert winds begin to pick up, causing a moderate sandstorm.

MAIN ENGAGEMENT

Now the main forces of the armies clash and the battle test is based on Communication (Leadership). Captain Jallim's total is +2 (+6 for her ability, -3 because her forces are outnumbered 4 to 1, and -1 for poor weather). Gashan's total is +3 (+4 for his ability, +1 for elven swordmasters, +1 for the ogre warslaves, -1 for poor weather, and -2 for fighting enemy with prepared positions). As with Stage 1, the Test Difficulties are 9 and 11 and the success threshold is 15.

Once again the players roll for Captain Jallim, and the GM for Gashan. In the first six rolls, Gashan fails two of the battle tests and succeeds on four with Stunt Die results of 3, 4, 4, and 2. This gives him a total of 13 towards the advanced test. Captain Jallim succeeds on five of the six battle tests and gets Stunt Dice results of 2, 3, 3, 4, and 2. That gives her a total of 14. Both commanders now have a total within 5 of the success threshold of the battle, so there is the potential for a crisis point.

The GM describes how garrison scouts continue to fire arrows and fling javelins at the advancing horde, seeking to break the invaders' attack. However, Gashan sends his personal guard, a group of elven swordmasters, into the fray to break the attack and slaughter the scouts. This creates a crisis point where the PC heroes must rush to defeat or drive off the swordmasters before they can deal a terrible blow to the garrison forces.

This battle is the crisis point of Stage 2 of the battle. In this case, the heroes fell several swordmasters, but not before they devastate the garrison scouts, killing and wounding many. The heroes must soon retreat from the fray, dragging only a handful of wounded and demoralized marksmen with them. Thus Gashan's raiders win the crisis point. Gashan adds 5 to his 13, and his total of 18 wins Stage 2 of the battle (the success threshold, as you may recall, was 15).

Now the battle is on a knife's edge, with each side having won one stage. With his victory in Stage 2, Gashan can decide what the advanced test is going to be for Stage 3. He chooses Intelligence (Military Lore), since Captain Jallim is slightly weaker in that. Furthermore winning this stage and the crisis point causes the GM to rule that the garrison's prepared positions have partially collapsed. They will grant no bonus in the Finishing Moves portion of the battle.

FINISHING MOVES

In the final advanced test of the battle, only Gashan has specialists in the form of his summoned djinn. Captain Jallim has a +1 total (+5 for her ability, -3 because her forces are outnumbered 4 to 1, and -1 for poor weather). Gashan now also has a +3 total (+3 for his ability, +1 for

djinn, and -1 for poor weather). Again, the Test Difficulties are 11 (Gashan) and 9 (Jallim), and the success threshold is 15.

Now Gashan has the advantage. He succeeds in his first five battle tests, getting Stunt Dice results of 2, 3, 1, 4, and 4 for a total of 14. Captain Jallim now has the numbers against her and succeeds at only three battle tests, with Stunt Dice results of 3, 4, and 5 for a total of 12. Another crisis point is played out now: the last stand of Captain Jallim and any surviving heroes against Gashan, his djinn, and the remainder of his elven guard. Though Jallim falls in battle, the other heroes slay Gashan and his forces, causing the enemy to fall back. This is enough to win the crisis point, adding 5 to Jallim's side and winning the Finishing Moves and, ultimately, the battle. That Jallim herself died doesn't change this, the bonus for winning the final crisis point was enough to end the round.

The GM claims that with Gashan dead his forces scatter and fall back. The defenders are greatly reduced in numbers and their commander has fallen, but they survived and have kept their homeland safe from this dire threat.

OPTIONAL BATTLE RULES

The battle system as described so far is broad by design. It is designed to give a narrative framework for using mass battles in your campaign. It is not a tactical simulation, nor does it try to be. Your players may, however, want a bit more detail than the basic system provides. If that's the case, consider using the following optional rules.

SUB-COMMANDERS

Each side only has one commander in the basic battle system. Again, this makes things easy but it gives the commander a level of battlefield control that is somewhat unrealistic. One commander can't be everywhere at once, after all. As an option, you can allow each commander to appoint up to two sub-commanders. Each can then be assigned to one stage of the battle and is considered the commander for purposes of its advanced test. A plus of this system is that it allows several player heroes to share command duties in a battle, giving each a chance to have a moment of glory.

WORKING OUT CASUALTIES

The basic battle system does not work out specific numbers of casualties. It is left for the GM to describe the outcome of the battle based on advanced tests and crisis points of each stage. In many battles the exact numbers of wounded and dead is not important to the larger story. There may be times when that information is valuable, however. Maybe you are running a campaign in which the PCs lead a guerilla force in a desperate campaign. Since each soldier is a precious commodity, knowing how many fall in each battle is important information.

To determine casualties, have each commander make an Intelligence (Military Lore) test with the same TN as the battle. This roll determines how smartly the general used their troops. On a successful test the army's casualties are equal to 35%, -5% for each degree of success. On an unsuccessful test,

TEST MODIFIERS FOR CASUALTIES

| CIRCUMSTANCE | MODIFIER |
|-------------------------------|----------|
| Each stage of the battle won | +1 |
| Each stage of the battle lost | -1 |
| Enemy Outnumbers you 2 to 1 | -1 |
| Enemy Outnumbers you 3 to 1 | -2 |
| Enemy Outnumbers you 4 to 1 | -3 |
| Enemy has Stage 3 specialists | -1 |

the casualties are equal to 30%, +5% for each point the test was failed by. These tests are modified using the accompanying table, **Test Modifiers for Casualties**. Casualties include the wounded and the dead. In general you can assume that one third of the casualties are dead and two-thirds are wounded. The fate of the wounded depends largely on who is left in control of the battlefield.

EXAMPLE

Returning to the Battle of the Emerald Oasis, the GM decides he'd like to know the number of casualties caused. Captain Jallim and Gashan each make an Intelligence (Military Lore) with TNs of 11 and 9 respectively (the same as that of the battle). Captain Jallim has a total of +2 (+5 for her ability, +2 for winning Stage 1 and 3, -1 for losing Stage 2, and -3 because her forces are outnumbered 4 to 1, -1 because of the enemy's Stage 3 specialties). Gashan has a total of +2 (+3 for his ability, +1 for winning Stages 2, -2 for losing Stage 1 and 3).

Gashan rolls and gets a 9 on the test, failing by 2. That means his casualties are 30% plus 10% for failing by 2, or 40%. The forces started the battle with 1750 troops, so that means they suffered 700 casualties.

Now Captain Jallim rolls. OK, technically she's dead but the GM still uses her stats, as she was the general throughout the battle. She rolls poorly (being dead can take a lot out of you), getting a total of 6. This means the casualties of the defenders are a horrific 45% (30% plus 15% for failing the test by 3), or 113 troops (rounding up). 113 dead and wounded soldiers are left on the field, leaving 112 battered but alive troops to hold against any future attacks until they can resupply and return home for reinforcements.

REALMS & ORGANIZATIONS

As characters grow in power and influence the campaign world, they may find themselves in charge of important institutions. These might be lands bestowed upon them by a ruler or other noble. It might be a business, knightly order, or secret society. They might found these organizations themselves or they may inherit responsibility or be chosen to lead. In *Fantasy AGE*, realms and organizations of various sorts use the same general rules to determine their capabilities and ability to affect the world around them. These rules are abstract and favor speedy play over minute details. They take things out

of the hands of regular characters and put leadership into the hands of groups run or influenced by important figures such as powerful PCs and NPCs.

ORGANIZATIONAL STATISTICS

Each organization, group, or realm has a number of abilities that represent its power and resources in various areas. These are rated on a scale similar to PC ability scores, with -2 or worse being very poor and 4 or greater being exceptional. Most organizations will have scores in the 0 to 5 range, though those with exceptionally powerful or weak aspects will have ability scores above or below this range. There are five primary abilities for realms and organizations: **Might**, **Wealth**, **Influence**, **Intrigue**, and **Weird**.

In addition to these abilities, there are four other secondary abilities organizations have; Structure, Stability, Focus, and Scope. Structure represents how put-together an organization is, making it harder to destabilize or undermine. Stability represents how much damage can be done to an organization before it collapses into ruin and chaos. In character-oriented terms, Structure is akin to an Armor Rating and Stability to Health. Focus works like a character's focus and reflects specialized traits that help an organization perform certain tasks. Various focus examples will be described shortly. The fourth ability, Scope, is a measure of the group's size and is discussed in the following section.

MIGHT

Might represents military power, armed guards, and other things an organization can use to attack others or defend its holdings from physical assault. Might need not be a dedicated or standing garrison; a merchant house with a long-standing contract with a group of mercenaries would use its Might to reflect this. Large noble houses and military orders tend to have high Might.

WEALTH

Wealth represents buying power and riches. Stores of gold, valuable goods, and significant assets all help determine Wealth. Note that this score represents assets that can be actively used in play; a noble house whose riches are mostly tied up in long-term investments or with significant expenses might have low Wealth. Merchant houses and noble houses with many holdings usually have high Wealth.

INFLUENCE

Influence is a measure of political power. Allies in various kingdoms, secrets with political value, and friends among influential groups are included in Influence. Like Wealth, Influence only represents what an organization can throw around to make things happen; an ancient noble house with few modern allies might be respected and yet still have low Influence. High Influence is possessed by many large and successful organizations with noble houses and merchants often having exceptionally high scores.



INTRIGUE

Intrigue is all about intelligence gathering, secrets, and underhanded operations. Whereas Influence tends to happen out in the open, Intrigue is what goes on in the shadows and behind closed doors. Spies, little black tomes full of dirty secrets, and similar resources help determine Intrigue. Public organizations with no hidden arm, such as most city watches and small town governments, have low Intrigue. Conversely, secret orders or covert organizations attached to more public entities have high Intrigue, as do many criminal organizations.

WEIRD

Weird determines an organization's mystical resources, magic power, and other unconventional assets. This includes mages, potions, magical items, and spells. However, this also covers arcane secrets, monsters with strange powers, divine powers, ancient technologies lost to the conventional world, and anything else deemed too strange and unusual to fit into another category. The exact nature of what Weird encompasses will vary with each setting. In a techno-magic setting like *Titansgrave*, it may include both science and sorcery, while in a more horror-inspired setting it may represent a legion of specters or squad of specially trained lycanthropes. Mage orders, magical academies, and other such organizations tend to have high Weird, as do some criminal and political organizations led or directed by supernatural forces.

SCOPE

Not all organizations are created equal. A small-town bandit gang might be a big deal among the settlements in a region, but they pale in comparison to the might of the Orlesian Empire or even a medium-sized syndicate from a major city such as Kirkwall. Some of this difference in power is represented in other ability scores, but there is also Scope. Scope is rated in four categories: Local, Regional, National, or World. It determines how wide the organization's reach is, and acts as a bonus when trying to affect things smaller than themselves. Local covers a town or small city, Regional covers part of a nation or a large city such as a major trading port or capital. National deals with everything within the borders of a nation, while World is reserved for kingdoms and other organizations who can affect large areas of the campaign world.

BUILDING A PC ORGANIZATION

Unless the PCs inherit or take over leadership in an existing organization, they will want to generate their organization's abilities. There are three ways to do this.

OPTION ONE: FREEFORM

Working with the GM, the players can assign abilities to their organization as required. They shouldn't take every ability at high levels and will want to leave some room to grow and

ORGANIZATIONS & MASS BATTLES

GMs using both the Mass Battles and Organization rules will want to determine how an organization's abilities translate into troop types and numbers. General guidelines are that an organization can muster a number of troops equal to sum of their Might, Wealth, and Influence multiplied by a modifier determined by their Scope.

The exact numbers can be influenced by a variety of factors, including the nature of the organization itself. A noble house likely has more troops at its disposal than a merchant guild. Also, these numbers don't necessarily represent every single soldier an organization can recruit, but the largest force they can muster, supply, and mobilize without leaving their holdings undefended and coffers and larders bare.

An organization's focuses and general concept help determine what, if any, troops they have available. The Might (Specialty Troop) focus should definitely provide such troops, but if it makes sense the GM can allow other focuses to provide soldiers as well.

TROOPS & ORGANIZATIONS

| SCOPE | NUMBER OF TROOPS AVAILABLE |
|----------|------------------------------------|
| Local | (Might + Wealth + Influence) × 10 |
| Regional | (Might + Wealth + Influence) × 25 |
| National | (Might + Wealth + Influence) × 50 |
| World | (Might + Wealth + Influence) × 100 |

expand, but if everyone can agree, this is a quick and easy way to generate a PC-operated organization. Stability should be at around 25 to 45 and Structure between 2 and 6 for most organizations. Select two focuses that make sense for the organization as envisioned by the players.

OPTION TWO: ASSIGN POINTS

With this option, PCs take 3 in one primary ability, 2 in another, 1 in two more, and 0 in the last one. They can also lower one ability by 1 to increase another by 1. Starting Structure is 3, Stability 25 + 2d6 + the organization's highest ability score. Scope is Local unless the GM determines a larger scope is warranted by the campaign. Select two focuses, one of which must be for the organization's highest ability.

OPTION THREE: RANDOM GENERATION

With this option, the PCs roll for their abilities in order as if they were making a character (use the table on page 11). As with character creation, they can then switch two ability scores with each other. Starting Structure is 1d6 - 1 and Stability is 25 + 2d6 + the organization's highest ability score. Scope is determined by a d6 roll: 1-4: Local, 5-6: Regional. Organizations won't randomly have a larger Scope, though GMs might increase this if the campaign warrants. Select 2 focuses, one of which must be for the organization's highest ability.

ORGANIZATIONAL FOCUSES

This section gives examples of organization focuses for the five abilities. Each can be used as-is or as examples for PCs and GMs creating their own focuses.

MIGHT FOCUSES

GARRISON: Used to defend the organization from physical attack.

RAIDERS: Used to harass and attack others.

SIEGE: Used when laying siege and attacking fortified locations.

SPECIALTY TROOPS: Pick a special military or guard unit (honor guard, rangers, elite cavalry, etc.) that provides a bonus in situations where their expertise grants an advantage.

WEALTH FOCUSES

TREASURY: Coin of the realm used for purchases, bribes, and other transactions.

GOODS: Used for lucrative trade deals, influencing economies, and supplying others.

SERVICES: Used for making goods and trading skills and manufactured goods.

SPECIAL ASSETS: Pick a special good or service (expert stonemasons, rare alloys, etc.) that provide a bonus in situations where these economic resources are a distinct advantage.

INFLUENCE FOCUSES

RELIGION: Used when influencing churches, temples, and other religious organizations.

COMMONFOLK: Used when dealing with peasants, craftsmen, artisans, servants, and other non-noble or religious groups.

CULTURE: Pick a particular culture important to the setting (Northern Barbarians, the Dwarven Kingdoms, etc.) This focus provides a bonus to dealing with this culture.

STATE: Used when dealing with politicians, nobles, and government entities.

FOREIGN POWER: Used when dealing with powerful forces from faraway lands. Pick a nation or other major organization when this focus is taken.

INTRIGUE FOCUSES

SPIES: Used for surveillance, sabotage, and conducting various covert operations.

COUNTER-SPIES: Used to protect your own organization from the spies and assassins of others.

ASSASSINS: Used to eliminate troublesome individuals through killing or abduction.

SECRETS: Used to discover and leverage secrets and scandals through blackmail and deal-brokering.

UNDERWORLD: Used when dealing with criminal operations such as smuggling, extortion, and

WEIRD FOCUSES

ARTIFACTS: Used when using or studying magic items, relics, lost technology, and other such rare and often unstable devices.

- DEMONS:** Used for summoning, controlling, or studying demonic and malevolent extradimensional forces. Depending on the setting, this may include elementals, djinn, and certain types of noncorporeal undead.
- ENCHANTERS:** Used for producing enchanted weapons, armor, potions, and similar items.
- ESOTERIC LORE:** Used to research arcane secrets, forbidden rituals, and secret histories of the world.
- MAGES:** Used for direct spellcasting and dealing with other mages.
- SUPERNATURAL FORCES:** Pick a type of supernatural agent or force the organization can bring to bear (lycanthrope assassins, undead brute squads, etc.).

EXAMPLE: ORGANIZATION GENERATION - THE ORDER OF THE SILVER CHALICE

The PCs in Kate's game decide to form *The Order of the Silver Chalice*, an altruistic adventuring society devoted to using its wealth and resources to help the common man and provide stability throughout the world. The PCs and GM decide to generate the organization randomly and then explain what they get afterwards.

First, they roll 3d6 five times for abilities getting 9, 13, 14, 10, and 11. They elect to swap their Influence (14) and Weird (11), giving them Might 0, Wealth 2, Influence 1, Intrigue 1, and Weird 2. They roll a d6-1 for Structure getting 4, and their Stability comes to 32. The PCs discuss and determine that these scores suggest their little society has modest backing from some important grateful nobles and merchants their adventures have benefitted and they know a few secrets that might buy them some extra support. Notably, they do have access to a fair amount of mystical lore, minor magical items, and other unusual resources. However, other than some eager volunteers and the founding members themselves, they don't have much in the way of military might yet.

A d6 roll for Scope gives them Regional Scope, meaning the organization is already well-established over a large region. As the PCs' adventures to date have been mostly along the western coast of the campaign world's main continent, they select this as the region of influence. They then pick two focuses, one of which must be in their highest ability (Wealth or Weird). They opt for the Weird (Esoteric Lore) to help model the numerous scrolls, tomes, and ancient secrets the PCs have uncovered during their adventures. They also select Intrigue (Secrets) to show they've already gathered a bit of dirt on disloyal nobles and unscrupulous merchants.

The Order of the Silver Chalice is now ready for play. They will grow, maintain their modest power, or fall into ruin based on the actions of their PC leaders and the challenges the organization encounters from here onward.

BUILDING AN NPC ORGANIZATION

GMs using these rules to represent NPC-run organizations and realms can generate them as PC organizations, with Freeform generation probably being the easiest for most NPC-run organizations. When doing so, GMs should consider the type

of organization they are, their strengths and weaknesses, and how they want this organization to interact with the setting, the PCs, and any other organizations. A powerhouse NPC organization can either be a great source of adventure if used well, or highly disruptive to a campaign if used poorly, so taking time to figure out exactly what role such institutions fill and how they function is worth the trouble. A strict organizational chart or lengthy background isn't necessary, but GMs should at least know what an NPC organization does, what their capabilities are, who's in charge of it, and what their goals are.

USING ORGANIZATIONS IN PLAY

Now that an organization has been created, it's time to do something with it. Organizations can perform actions much like characters, though they perform them much less often and usually over a longer period of time. Organization actions come in two forms: growth checks and plot actions.

GROWTH

Growth checks represent regular maintenance, slow development, and dealing with day-to-day crises and opportunities. Growth is performed once per month and is a simple test (TN 10) using the organization's highest ability. If successful, the organization maintains its current condition. If it fails, some calamity has befallen the organization and it will lose 2d6 Stability or must reduce one of its ability scores, Scope, or Structure, by 1 rank unless the PCs undertake some adventure to address the problem. Abilities cannot be reduced below -2 in this fashion, Structure can't go below 0, and Scope cannot be less than Local. GMs looking for guidance as to what misfortune struck the organization can roll 2d6 and consult the **Organization Misfortune Table**.

| ORGANIZATION MISFORTUNE TABLE | |
|-------------------------------|---|
| 2D6 | MISFORTUNE |
| 2 | MONSTROUS DIFFICULTIES: Monstrous adversaries of some sort appropriate to the campaign somehow damage or destroy organization resources. |
| 3-4 | NEW ARRIVALS: A new organization or local arm of an organization from elsewhere moves in, drawing resources and recruits away. |
| 5-6 | ATTACKS OF OPPORTUNITY: Bandits, thieves, or some other group try to ravage or rob the organization. |
| 7-8 | RIVAL MANEUVERING: A rival organization undercuts the group's power with their own actions. |
| 8-9 | THE WINDS OF CHANGE: A shift in leadership within a nation or city government weakens the organization's power base. |
| 10-11 | CRISIS ABROAD: A war, rebellion, or other threat damages the organization's influence, supplies, or contacts. |
| 12 | MUTINY! Traitorous forces inside the organization sabotage its operations. |

ORGANIZATION GROWTH STUNTS

| SP COST | EFFECT |
|---------|---|
| 1+ | REBUILD/EXPAND: Add or replace Stability at the cost of 1 per SP spent. |
| 1+ | EQUIP: Supply one character with an important and significant item (quality arms and armor, a fine horse, etc.) or 1d3 minor items suitable to the organization (gems, potions, etc.). |
| 2 | EXCITING OPPORTUNITIES: Gain a +2 bonus to the next action the organization takes. |
| 2 | USEFUL SECRETS: You gain an interesting tidbit of information about a rival organization. Learn 2 exact ability scores or focuses of another organization in play. |
| 3 | BOLSTER INFRASTRUCTURE: Increase Structure by 1. |
| 3 | NEW HIRE: A skilled or influential NPC joins the organization, reducing the SP cost of one Plot or Growth stunt by 1 SP. Should the individual be killed or removed, this bonus is lost. |
| 3 | CONTACTS: The organization makes a contact that will provide useful information from time to time. |
| 4 | NEW ASSETS: Increase any ability rated 5 or less by 1. |
| 4 | SIGNIFICANT GROWTH: Increase the Scope of the organization from Local to Regional. |
| 4 | NEW FOCUS: Add a Focus. |
| 5 | BEST OF THE BEST: A skilled and influential NPC joins the organization, reducing the cost of two Growth or Plot stunts by 1 SP each. Should the individual be killed or removed, this bonus is lost. |
| 5 | MAJOR GROWTH: Increase the Scope of the organization from Regional to National. |
| 6 | GREATER ASSETS: Increase any ability rated 6 or more by 1. |
| 6 | RAMPANT GROWTH: Increase the Scope of the organization from National to World. |

GMs wanting slower growth and fewer organization-based adventures can change the frequency of growth actions, making them once a season, every six months, or even yearly. Note that slowing growth too much could cause organizations to stagnate to the point they might not be fun additions to a campaign.

If doubles are rolled on the test and it is a success, the organization grows in some way. This is done by spending stunt points in the same way that a character would. The **Organization Growth Stunts** table provides the list of how PCs can spend their SPs to grow their organization.

GMs can add new stunts as they see fit to provide even more resources for the organization, though the really powerful and unique assets of an organization should come from the PCs' actions. Organizations are there to provide opportunities for adventure and as a way for the PCs to make an even bigger mark on the world. They shouldn't be used in place of the PCs going out and doing exciting and interesting things.

GMs can also use organizational growth as a reward for adventures. The exact nature of these rewards should arise from the stories and actions of the PCs, and GMs should only use them when it makes sense.

PLOTS

Plots are actions that represent the organization using its resources to affect another organization. This could be a physical raid on someone else's territory, trying to ruin their reputation with false rumors and fake evidence, robbing them of vital business opportunities, or any number of other possibilities. Successful plots hurt their targets and often strengthen the plotting organization. Unsuccessful plots do the opposite.

To make a plot action, the organization makes an opposed test with its target. Any appropriate focuses give each party a +2 bonus to their rolls. If the attacking organization wins, it does 2d6 + the ability used damage to the defending organization's Stability. Structure acts as armor against this result, reducing Stability lost by the rating. If the defender wins, the attacker takes the same damage to its Stability. The winner gains SP equal to their Stunt Die result if they roll doubles, to spend on the **Plot Stunts** table.

The ability used depends on the nature of the plot or defense. For example, theft, spying, and other sneaky endeavors would use Intrigue while sending troops to raid and burn someone's holdings uses Might. Note that sometimes an organization will attempt a plot that involves a third party, such as supplying an organization's rivals with potions and other mystical gear to better oppose them. That's fine, just use the appropriate abilities and perform the test as normal. This is especially important with PC organizations; you don't want to push them to the side just because they've decided to hire, bribe, and convince someone else to do their dirty work, but it might change what ability scores are used. If a justification for using a particular ability is too far-fetched, the GM should disallow it and require the use of another ability.

FREQUENCY OF PLOTS

It's generally a good idea to allow no more than one plot action a game session to keep things from getting bogged down, though if a session covers a long period of in-game time a GM could allow more than one. Conversely, a session that covers a short period of time or ends with a cliffhanger that runs right into the next session might not have any plot actions. Essentially GMs should allow these actions when it makes sense that the PCs and their organization would have time to enact them.

PLOTS AGAINST INDIVIDUALS

Organizations can and often do move against particular individuals. An NPC or PC who has made themselves a thorn in an organization's side could easily find itself the target of a plot. If this happens, this should be run as an encounter or even a whole adventure if the target is a PC. The organization might send assassins, attempt to have the PC arrested, or do whatever else seems dramatic and troublesome. If the PC manages to survive this plot, they've dodged the organization's ire...at least until next time.

If the target is an NPC, the GM should determine the likely outcome based on the power of the organization and its target. Making a mouthy beggar disappear or ruining one small-town merchant should be pretty much automatic; destroying a nobleman's reputation or killing a mercenary captain is much harder. When in doubt, the GM can treat an influential NPC as an organization and roll for the outcome.

LONG, INVOLVED PLOTS

Sometimes an organization has a plan to destroy or undermine another organization that's elaborate and will take a lot of time and effort. In such cases, just break up the overall scheme into various plot actions and conduct each one separately. If one of these actions fails along the way, the PCs or GM running the organization will have to decide if the organization changes plans and tactics or tries again. This is also attractive because it allows an organization to chain together a number of plots which could ultimately destroy a foe utterly or greatly increase their own power, but which are thematically consistent and create a unified narrative. Of course, the other organization won't just stand around, and might do some plotting of their own.

OTHER ACTIONS

Plots cover most everything an organization will want to do involving things outside their own growth and development. However, there might be a few incidents where the organization wants to do something that doesn't quite fit the contested nature of a plot action. They might want to acquire a large amount of a particular resource to assist the PCs in an adventure or to put on a festival or tournament to impress the locals.

In such cases, it's usually easiest to look at the organization's abilities and decide how well they can accomplish such tasks. A poor merchant house might be able to secure a small amount of a rare good, but more is out of their reach without engaging in a plot or adventure to grab it from someone else. A well-to-do noble house can likely put on an impressive tournament, though a grand tourney the likes of which the nation has never seen requires some special action. If there's any doubt whether an organization can do something, the GM should call for a test and set a difficulty, but in most cases it's better just to decide on a reasonable result and move things along.

PLOT STUNTS

| SP Cost | EFFECT |
|---------|--|
| 1+ | BOLSTER: Add extra Stability equal to the SPs spent. |
| 1 | FURTHER ADVANTAGE: Gain a +2 bonus in the next plot action test against this same opponent. |
| 2 | DISORGANIZE: Pick a Focus; the opponent cannot use it in its next plot action. |
| 2 | EMBARRASS: You taunt or ridicule your foe publicly with the state, local religious officials, community leaders, or the people. Make an Influence (State, Religion, Culture, or Commonfolk) vs. Influence (State, Religion, Culture, or Commonfolk) test. If you win, the target organization's members receive a -1 penalty to Communication tests until the organization rolls doubles during a Growth check. |
| 2 | UNDERMINE: Your group manages to discover an important secret about your foe. Make an Intrigue (Secrets or Spies) vs. Intrigue (Counter-Spies) test. If you win, the target organization suffers a -2 penalty to its next plot action involving you. |
| 3 | DEVASTATE: Add +1d6 extra Stability loss to your opponent. |
| 3 | STEAL ASSET: Seize a notable but not unique asset from your opponent such as a ship, storefront, or shipment of valuable goods. |
| 3 | SURGICAL STRIKE: Ignore Structure when determining opponent's Stability loss. |
| 4 | SPLIT TARGETS: Use the results of your plot action to target two organizations. These need to be linked together in some way. Each organization rolls and resists separately. |
| 4 | TWO-PRONGED PLOT: Make another plot action immediately against the organization. This must use a different ability than the current plot. |
| 5 | DEFECTION: An important individual in your opponent's organization changes sides and brings with them significant resources. Gain a focus that your opponent has (they still retain their focus). |
| 5 | EXTREME DEVASTATION: Add +2d6 extra Stability loss to your opponent. |
| 5 | OVERWHELM: Make another plot action immediately against the organization. This uses the same ability as the current plot. |
| 6 | POWER SHIFT: Lower one of your target organization's ability scores by 1 and raise your organization's rating in the same ability by 1. |
| 6 | SABOTAGE OPERATION: An important individual in your opponent's organization changes sides. They bring many subordinates, resources, and sabotage their former employer's operations when they defect. Gain a focus that your opponent has and they lose their focus. |



SCOPE & PLOTS

Every organization has a Scope, and it makes a big difference when it launches plots against others operating at a smaller or larger Scope. For every difference in Scope (Local to Regional, Regional to National, National to World) the larger organization gets a +2 bonus to the plot action test. However, it also costs 2 additional stunt points to perform a stunt per difference in Scope. It's easier for a large organization to overwhelm and push around smaller institutions, but they get less out of it when they do. Conversely, it's harder for small organizations to affect larger ones. Even large organizations of modest power can crush local kingpins, powerbrokers, and noble houses. In fact, that reality defines a lot of the political and economic relationships in most *Fantasy AGE* settings.

On the other hand, if a smaller organization gets the better of a larger organization, they get a bonus as their daring builds their own power by attracting new allies, recruits, and aid. These victories rarely weaken the larger organization much, but often do wonders for the smaller. To reflect this, for every Scope they are below their opponent, the organization winning a plot action test gets a +2 bonus and receives 2 free SPs to spend with their next Growth check. This makes plots by small groups against larger organizations very attractive, but they also risk drawing the ire of an institution with far superior resources. This too reflects the political and economic realities of most settings.

ORGANIZATIONAL RUIN

An organization that loses all its Stability or has had all its abilities reduced to 0 or less is in ruins. It's basically dead and

will completely collapse unless the PCs step in and succeed at some last desperate attempt to save it. Such actions are always the focus of an adventure, and PCs might even be called to do this for organizations that aren't theirs. If this last-ditch attempt to save it succeeds, the organization immediately gains 2d6 Stability and one rank in two abilities of the PCs' choice. It's still in sorry shape, but it still exists.

A FINAL WORD ON ORGANIZATIONS

The rules for organizations are meant to be fast, fun, and require only periodic and minimal bookkeeping. They are essentially treated like characters with slightly different characteristics and fewer abilities to worry about. In fact, the statistics for even the largest noble houses, merchant guilds, or crime syndicates will fit on an index card. This makes it attractive (and fun!) to make a lot of organizations for your game. PCs might even each want to have their own organization to run instead of working together. That's fine, but there's a risk of overdoing it.

GMs wanting to run complex games with dozens of organizations competing with each other can do so fairly easily, but don't let this optional mini-game get in the way of the main thrust of *Fantasy AGE*—the PCs exploring and adventuring in a mysterious and dangerous world. Keep an eye on how much fun everyone is having and if running organizations ever becomes a chore, push it into the background and get back to adventuring. The organization doesn't even need to go away; just assume that NPC stewards, assistants, and lieutenants run things without incident from then on.

EXAMPLE: THE ORDER OF THE SILVER CHALICE

The following example shows how a PC-run organization handles both growth and plot actions.

GROWTH ACTION

The Order of the Silver Chalice, a PC-run organization, has been operating for some time. Having reached the end of another month in-game, the GM calls for them to make a Growth check. The TN for the check is 10, and the organization uses its highest ability, in this case its Weird of 2. One of the PCs rolls for the check getting 6, 6, and 5 on the Stunt Die! Not only is that a great roll, but they rolled doubles and earned Stunt Points. This allows the PCs to spend their 5 SP to grow their organization. After consulting the Organization Growth Stunts chart, they decide to boost their Weird from 2 to 3 with New Assets for 3 SP, and spend the other 2 SP to gain Exciting Opportunities (+2 bonus on the organization's next test).

PLOT ACTION

Encouraged by their Exciting Opportunities, the Order decide it's time to really do something to aid the populace, using their newly increased Weird lore and knowledge. They choose to target a local Lamplighters Union, a cross between a merchant house and criminal syndicate which holds a monopoly on fuel oil in the region, thus forcing the commonfolk to freeze, live in darkness, or pay increasingly higher prices to the guild. The PCs seek to use their knowledge of bizarre alchemical processes found in ancient tomes on one of their many adventures to produce viable alternatives to fuel oil, thus weakening the merchants. For their part, the Lamplighters will seek to sabotage and undermine these efforts with their spies and agents.

The GM calls for a opposed test against the Lamplighters to determine the effects of this plot action. The Order is using its Weird 3 and the Lamplighters are using their Influence of 3 to defend, but the Lamplighters have National Scope to the Order's Regional, giving them a +2 bonus to their roll. This would normally be a problem, but the recent Exciting Opportunities for the Order gives them a +2 bonus of their own to counteract it. Both organizations also have applicable focuses (Esoteric Lore and Spies), giving them both another +2 bonus that balances out on each side. So it's a totally even roll, with the dice determining the ultimate outcome. The PCs roll for the Order, getting a 2, 6, and a Stunt Die of 6 with a +4 bonus for a total of 18. The GM rolls for the Lamplighters, getting a 3, 2, and a Stunt Die of 1 with a +4 bonus for a total of getting 10. The Order's plot to undermine the Lamplighters' monopoly and aid the unfortunate is a success! The Lamplighters takes $2d6+3$ Stability damage from this, in this case a modest 5 points of Stability after subtracting their Structure of 3. As the Lamplighters Union has 35 Stability, they're not in any real danger of collapse.

However, that's not all that happens. The Order rolled doubles, so they get to spend the value of their Stunt Die as SPs on Plot Stunts. Those 6 Stunt Points are enough to use the Power Shift Stunt. This transfers a point of ability from the loser to the winner of the contest. The PCs decide their actions cause the Lamplighters to lose various business opportunities and financial backing while the Order does well selling their new formulas and processes to numerous local alchemists to keep supplies plentiful. They lower the Lamplighters' Wealth from 4 to 3 and increase their own Wealth from 2 to 3. They also note they get a +2 bonus and 2 free SPs to spend on their next Growth check as their success bolsters their organization for a time for beating an organization with larger Scope.

BEING THE TARGET OF A PLOT ACTION

The GM decides before moving on with the adventure that the Lamplighters Union wants a little payback with a plot of their own. Disguising their agents as brigands to mask their involvement, they attempt to burn various Order meeting houses and clubs to the ground. This plot action uses the Lamplighters' Might of 2. The PCs try to defend with Wealth, saying they hire guards and pay out-of-work adventurers to protect themselves. The GM rejects this rationale due to the sudden and covert nature of the plot and the PCs agree to use their regular Might 1 instead.

The Order does not have any current bonuses, and the Lamplighters receive +2 bonus for their superior Scope. However, the Order does possess a Might (Local Adventurers) focus that gives a +2 bonus, as numerous minor adventurers staying at the clubs defend them from these cowardly attacks. The Lamplighters roll a 4, 1, and a Stunt Die of 2 with a +4 bonus (ability plus Scope bonus) for a total of 11. The Order luckily get a 4 and a 1, with a Stunt Die of 4. With their +3 bonus (ability plus focus) they get a 12. Though it's close, the Order – with a little help from their adventurous membership – manages to drive off the Lamplighters' attacks.

Better still, rolling doubles gives them 4 SPs (the value of their Stunt Die) to spend on Plot Stunts, which they use to add 1 Stability to their total for 1 SP and do an additional $1d6$ Stability damage for 3 SP. This represents the Order' bonds of brotherhood being strengthened by fighting off their foes and the serious blow dealt to the Lamplighters. This results in $3d6 + 1$ (their ability used) Stability damage minus the Lamplighters' Structure of 3, or 11 Stability damage. The plot is foiled and the "brigands" captured are revealed to be Lamplighters Union hirelings, seriously hurting their reputation. The Lamplighters have seen better days.

Finally, again, defeating a foe of superior Scope gives them an additional +2 bonus and 2 free SPs on their next Growth check, virtually guaranteeing a good result. The Order's next actions are up to the PCs. They might continue to plot against the Lamplighters Union, trying to ruin them utterly, or move on to some other endeavor.

SAMPLE ORGANIZATIONS

The following organizations represent typical groups, orders, and realms in *Fantasy AGE*. They can be used as models for PC organizations or NPC organizations.

| DEMONIC CULT | | |
|---------------------|-----------|-------------------|
| ABILITIES (FOCUSES) | | |
| MIGHT | | 0 |
| WEALTH | | 1 |
| INFLUENCE | | 1 |
| INTRIGUE | | 2 |
| WEIRD | | 4 (MAGES, DEMONS) |
| STRUCTURE | STABILITY | SCOPE |
| 2 | 30 | LOCAL |

This represents a small group of magical adept cultists and their mundane allies. While not rich or powerful, their magic and willingness to treat with and summon demons to do their bidding makes them a threat.

| WILDER CLAN | | |
|---------------------|-----------|---|
| ABILITIES (FOCUSES) | | |
| MIGHT | | 3 (RAIDERS, SPECIALTY TROOPS: TRAINED BEARS AND WOLVES) |
| WEALTH | | 0 |
| INFLUENCE | | 2 (CULTURE: WILDER FOLK) |
| INTRIGUE | | 3 |
| WEIRD | | 3 (SUPERNATURAL FORCES: NATURE SPIRITS) |
| STRUCTURE | STABILITY | SCOPE |
| 5 | 30 | LOCAL |

This represents a modestly sized band of forest folk that are found in many settings, and many of whom are trained to fight and hunt in defense of their people. Led by elder warriors, hunters, and possessing shamans and witches adept in summoning nature spirits, they are far more potent than their small size suggests.

| LOCAL TEMPLE | | |
|---------------------|-----------|------------------------------------|
| ABILITIES (FOCUSES) | | |
| MIGHT | | 1 |
| WEALTH | | 1 (TREASURY) |
| INFLUENCE | | 3 (RELIGION) |
| INTRIGUE | | 2 |
| WEIRD | | 1 (CHOOSE ONE: ARTIFACTS OR MAGES) |
| STRUCTURE | STABILITY | SCOPE |
| 4 | 25 | LOCAL |

This represents one of the small local temples found in many *Fantasy AGE* settings. They serve the religious needs of the people, help root out heretics and demons, and oversee religious events and rituals. Most temples have access to relics or divine

magic-users who heal and bless the faithful—and often others, for an appropriate donation. Temples in major cities or wealthy regions will have higher abilities and possibly greater Scope.

| MERCHANT GUILD | | |
|---------------------|-----------|-------------------------------|
| ABILITIES (FOCUSES) | | |
| MIGHT | | 1 |
| WEALTH | | 6 (GOODS, SERVICES, TREASURY) |
| INFLUENCE | | 2 (COMMONFOLK) |
| INTRIGUE | | 3 (SECRETS) |
| MAGIC | | 1 |
| STRUCTURE | STABILITY | SCOPE |
| 4 | 40 | NATIONAL |

This organization represents a merchant guild of modest size and considerable power. Such organizations are often part of trade networks that extend across many *Fantasy AGE* settings and the guild has more money than many noble families, though far less in the way of material holdings and troops.

| NOBLE HOUSE, MAJOR | | |
|---------------------|-----------|---------------------|
| ABILITIES (FOCUSES) | | |
| MIGHT | | 6 (GARRISON, SIEGE) |
| WEALTH | | 4 (TREASURY) |
| INFLUENCE | | 5 (STATE) |
| INTRIGUE | | 3 (SPIES) |
| MAGIC | | 1 |
| STRUCTURE | STABILITY | SCOPE |
| 5 | 45 | National |

This represents a major noble house of a type found in many *Fantasy AGE* settings. These houses often have several minor houses as vassals. They are the true movers and shakers in their homeland, able to influence kings and governing over large areas with multiple towns and keeps.

| NOBLE HOUSE, MINOR | | |
|---------------------|-----------|--------------|
| ABILITIES (FOCUSES) | | |
| MIGHT | | 4 (GARRISON) |
| WEALTH | | 3 |
| INFLUENCE | | 2 (STATE) |
| INTRIGUE | | 1 |
| MAGIC | | 0 |
| STRUCTURE | STABILITY | SCOPE |
| 4 | 35 | REGIONAL |

This represents any number of small noble houses of modest resources and minor significance. These houses usually control a small area of land and maintain a modest fortified hall or keep. Depending on the area, they might have specialized troops or resources represented by additional focuses. These specialized resources often make them valuable allies and underlings to larger organizations.



VEHICLES, CHASES, & STRUCTURES

From horse-powered carriages to steam engines and magic-fueled contraptions, there are plenty of examples of vehicles in fantasy settings. Even low fantasy settings feature chariots and carts. This chapter provides new rules for their use. These supplement the rules for mounts found in Chapter 2 of the *Fantasy AGE Basic Rulebook*.

Once you have vehicles, you must consider chases, too, though pursuit on foot is always an option. This chapter also provides rules for chases which let GMs treat speed and distance as more of an abstraction, to concentrate on the action of the chase itself.

Finally, we have the environment, which includes things to break and burn: walls, doors and so on. While you can always use basic or advanced tests to determine how things break, this chapter concludes with more detailed rules to use when the GM feels it would be more interesting.

VEHICLES

In fantasy settings, complex vehicles are rarely part of daily life, though the humble, animal-drawn cart can be seen anywhere. Yet sometimes, chariots clash on battlefields, or magical contraptions float across the sky. Most of the time, you don't need rules for any of it. The GM describes the vehicle and tells the Player Character passengers how long it took to get to their destination. The following rules don't apply to those situations, but in cases where vehicles roar

through battlefields or try to outrun hazards and enemies. To sum up what appears below:

- Vehicles have a Velocity Class ranging from the Standard class of humans and horses, to the Fast and Very Fast ratings of strange creatures and fantasy vehicles.
- Vehicles don't have Health ratings, but are damaged through Anti-Vehicle Stunts, described below. Some vehicles have a Hull rating that makes these stunts harder to pull off.
- Anti-Vehicle Stunts are generated by certain attacks, including a special action called a vehicle attack.
- Vehicles have game statistics that include how many people they can carry, the cover they provide, and so on.

These rules work best for small and medium-sized, fast-moving vehicles which only require a single operator. The GM should feel free to adjust them for other types of vehicles. Very large vehicles, such as sailing vessels or floating fortresses, are better treated as locations.

OPTIONAL FOCUS: PILOTING

If aircraft are common in a setting, then characters may select a new Dexterity focus, *Piloting*. This covers the operation of all aircraft. If aircraft are rare or virtually unknown, the GM should not include this focus and instead use *Sailing* or *Driving* as a replacement focus, once a character is properly instructed in how to operate a flying machine.

VEHICLE SPEED

Vehicles have various Velocity classes, used to handle movement that is fast compared to normal human movement. Velocity also dictates how much damage a vehicle inflicts on a collision or sideswipe ram attack against a living thing due to its speed, and how much damage passengers suffer if it crashes at that Velocity. This damage is sometimes added to a vehicle's Ram trait (see **Vehicle Details** in this section) for certain attacks.

- **STANDARD:** The vehicle moves in the same speed-range as humans and animals.
- **FAST:** Automobiles and motorboats typically move at this speed, allowing them to safely cruise at 50 to 100 mph, and move faster only at the risk of safe handling.
- **VERY FAST:** Specialized cars and other exceptionally fast vehicles capable of stable operation at speeds in the range of 100 to 200 mph belong to this class.

While there certainly would be Velocity classes beyond Very Fast, these are rarely seen in fantasy campaigns and are better dealt with by the GM on a case by case basis.

Some vehicles have a Velocity modifier ranging from -3 to +3, which provides a rough gauge of how fast they are compared to others of the same Velocity class. This comes into play during chases, using the rules found later in this chapter.

VEHICULAR COMBAT

Operating a vehicle takes up the pilot's Move action. In addition, the pilot may use the Activate minor action to operate any built-in weaponry on a vehicle. Ramming a target (see below) is a minor action.

Vehicles don't have Health. Instead, they suffer damage inflicted by Anti-Vehicle Stunts. To gain SPs for these stunts, you must do one of the following:

- Assuming you score doubles, spend stunt points on an Anti-Vehicle Stunt while attacking a vehicle's occupants, or some part of the vehicle you wish to damage, such as a wheel or yoke.

VELOCITY CLASSES

| VELOCITY CLASS | COLLISION | SIDESWIPE | EXAMPLE |
|----------------|-----------|-----------|--------------------------|
| Standard | 1d6 | 1d3 | Horse, carriage, chariot |
| Fast | 2d6 | 1d6 | Automobile, airship |
| Very Fast | 4d6 | 2d6 | Aircraft, autogyro |

BEASTS & VELOCITY

Flying beasts and other creatures capable of fast movement may be able to match some vehicles for speed. Some dragons, for example, can fly at speeds approaching various aircraft. For the purposes of chases, GMs may wish to assign certain animals a Velocity. However, beasts attack and damage vehicles as characters, rather than other vehicles.

- Make a *vehicle attack*. A vehicle attack is a melee attack, ranged attack or ram attack where you target the vehicle as a whole instead of its parts or occupants. A vehicle attack automatically generates 1 stunt point if it succeeds (2 for a collision-style ram attack), regardless of whether you rolled doubles. Vehicle attacks cannot be used against creatures with Health—just vehicles. These automatic stunt points are earned on top of any you might gain by scoring doubles on the dice, but during a vehicle attack, you can only spend them on Anti-Vehicle stunts, unless the GM rules otherwise.

VEHICLE DEFENSE

A vehicle's Defense rating is 10 + the ability and focus bonus its pilot is using to control it—usually Dexterity (Sailing), Dexterity (Piloting) or Strength (Driving). This is further modified by the Vehicle's Handling rating, listed in its statistics.

Vehicles have a *Hull* rating. A Hull of greater than 0 must be overcome with the Pierce Hull Anti-Vehicle Stunt before spending other SPs to damage a vehicle.

If an attack is aimed at just part of the vehicle, such as a yoke, the GM assigns it a Health and Armor rating, as well as a Defense rating. The Defense for part of a vehicle is usually higher than its overall rating. The effects of destroying just part of the vehicle are up to the GM.

ATTACK TYPES

The GM is always free to decide certain attacks are more effective, less effective or ineffective against vehicles. An arrow is unlikely to make a simple wooden cart crash, but a pot of burning oil may have severe effects. You can modify the stunt points generated to damage a vehicle up or down (a -3 to +3 range is typical) or just decide a given attack is altogether ineffective. Use your common sense.

VEHICLES, COVER & ARMOR

Vehicles protect their driver and passengers with Cover and Armor. Cover provides a bonus to a character's defense, making it harder to hit them while they are in in vehicle. Cover usually ranges between 0 to 2. Armor is used by vehicles to reduce damage and stacks with a character's Armor Rating. Open vehicles have no Armor, but most provide at modest Armor Rating between 1 and 3, with heavily armored vehicles having even higher ratings.

RAM ATTACKS

Striking a target with your vehicle is a minor action, where you make a Dexterity (Sailing), Dexterity (Piloting) or Strength (Driving) test against your target's Defense. You can't usually make a mount ram targets. Its listed attacks apply instead. Against creatures with Health scores, ram attacks inflict penetrating damage. Against vehicles, ramming counts as a vehicle attack.

There are two forms of ram attacks:

- **SIDESWIPE:** The vehicle clips or grinds against the target or rear-ends a vehicle that's moving in the same

Velocity class as the attacker. Against creatures moving in the same direction in the same Velocity class (such as a horse you're chasing in your steam-powered motorcycle) sideswipes inflict the vehicle's base ram damage. Against slower or stationary targets, add the base ram damage to the listed sideswipe damage for its Velocity class and roll it together. Against vehicles, a sideswipe is a vehicle attack, automatically generating 1 stunt point to be used for Anti-Vehicle Stunts. In either case, the operator suffers a -1 penalty to tests to handle the vehicle for the next round.

- **COLLISION:** The vehicle strikes the target with its front end, either perpendicularly or head on. Against creatures, this inflicts damage equal to the vehicle's ram damage rating plus the Collision damage listed on the **Velocity Classes** table for the velocity at which its currently moving. Against vehicles, a collision is a vehicle attack which automatically generates 2 stunt points, not 1. After a collision, operator of the attacking vehicle must roll a TN 13 test using the vehicle's appropriate focus, or crash.

DAMAGING A VEHICLE

Attacks and hazards damage vehicles in one of two ways. First, if the threat is aimed at damaging just part of the vehicle, the GM should assign it Armor and Health, and decide the effects of destroying it.

Damaging the vehicle as a whole requires stunt points to be spent on Anti-Vehicle Stunts. These are listed in the table above.

Interpret the table based on the type of vehicle. For example, a cart or chariot struck by Immobilize may have had the harness connecting its animals cut, so to get it moving again, characters need to gather these beasts of burden and fix the harness.

CRASHES

The **Velocity Classes** table earlier in this section lists the damage inflicted by a crash to vehicle passengers, provided the vehicle is moving that fast. A crash also renders a vehicle inoperable until it is repaired. Some vehicles do not inflict as much crash damage due to their natures. For example, a small riverboat is more likely to hurl characters into the water than injure them. The GM can always adjust the damage, using the rules for hazards in the *Fantasy AGE Basic Rulebook* as a guide.

Crashes have other effects during a chase and can affect living pursuers. See the **Chases** section in this chapter for more information.

VEHICLE DETAILS

The accompanying table contains game-system information for vehicles, providing the following details:

HANDLING: The vehicle's Handling rating is the modifier applied to tests to maintain control of the vehicle, and to its Defense.

CAPACITY: The vehicle's average passenger capacity. This capacity is adjustable, depending on the exact design of the vehicle, though vehicles with high Capacity tend to have lower Velocity and Handling.

| ANTI-VEHICLE STUNTS | |
|---------------------|--|
| SP COST | STUNT |
| 1-3 | DENT: Your actions make the vehicle harder to handle. Impose a -1 penalty to tests to operate the vehicle per SP spent. These penalties can only be undone by repairing the vehicle. |
| 1+ | EXPOSE: Your action shears off parts of the passengers' or pilot's compartment, permanently reduce the Cover or Armor the vehicle provides to occupants. Choose one of these ratings to reduce at the cost of 1 per SP spent. |
| 1+ | PIERCE HULL: Your attack penetrates a vehicle's outer shell. If a vehicle has an Hull rating above 0, you must spend SP equal to it on this stunt before spending other SPs. |
| 2+ | INJURE OCCUPANT: The attack penetrates or shakes the vehicle to injure an operator or passenger of your choice (limited by your ability to see them). In some cases, flying, broken parts of the vehicle may be the source of injury. For every 2 SP one occupant suffers 1d6 damage, and for every 4 SP one occupant suffers 2d6 damage. |
| 2 | DESTROY PART: You wreck a part of the vehicle of your choice other than the engine or whatever mechanisms are used to pilot it. The GM adjudicates the effects. |
| 3 | SLOWDOWN: You damage the vehicle's engine, sails, rows, wheels, or skids—whatever would slow it down. This drops the vehicle's Velocity class by one category. If this drops a vehicle below Standard Velocity, it crashes unless the operator succeeds at a TN 15 test using the appropriate focus to keep control. Aircraft are forced to the ground whether the operator succeeds or fails. |
| 3 | CRASH RISK: Your attack strikes with such power or precision that the operator must make a TN 15 test to maintain control, using the appropriate ability and focus, or crash. |
| 4 | IMMOBILIZE: Your attack decisively damages whatever allows the vehicle to move. The operator must make a TN 15 test control the vehicle using the appropriate focus or crash, and even if they succeed, must deal with a vehicle that can no longer move under its own power. If the vehicle doesn't crash, the GM may allow the operator to start it up again, but it suffers the effects of Slowdown until it can be properly repaired. |
| 5 | WRECK: Your attack ruins the vehicle. The vehicle automatically crashes and can no longer move. If the vehicle is powered by some volatile source, such as steam, it blasts passengers for 3d6 penetrating damage. |

VELOCITY: As noted earlier, vehicles belong to various Velocity classes. The Standard Class applies to humans, horses and other creatures with normal Speed ratings. Higher Velocity classes belong to faster vehicles. Velocity comes into play during chases and other situations where high speed matters.



VEHICLES & SPEED

In cases where some characters are using vehicles in an encounter and others are on foot, it may be useful to note how a character's Speed compares to a vehicle's velocity. In most cases the answer is that it really doesn't. Barring some magical assistance, an exceptionally fast mount, or some other exceptional form of conveyance that a GM decides allows for vehicle-like speed, a character is not going to outpace or outrace a vehicle. If the driver of an automobile wants to race over to where a character is so a passenger can lean out and try to strike him? They possess sufficient Speed to reach their target. Of course that doesn't mean they're going to hit their target or can reach them. Most characters can move in spaces vehicles cannot. A warrior who ducks down a narrow alley is out of reach of most vehicles. A driver of a truck is not likely to reach a rogue shooting at him from a third-story building. GMs should consider all these factors when deciding if a vehicle can reach or move into the same spaces as a character. Ultimately, it boils down to whether it would be exciting to play out this pursuit. If it would, it might be time to run a chase scene.

The Velocity modifier after the slash distinguishes the relative speeds of vehicles within the same class, such as a faster versus a slower automobile.

RAM: This is the vehicle's base damage for ram attacks. Ram damage increases based on Velocity Class when a vehicle is moving especially fast compared to its target.

COVER: Bonus added to the Defense of the operator and passengers when they are attacked from outside the vehicle while riding inside.

ARMOR: Additional Armor Rating for driver and passenger when they are struck from attacks outside the vehicle while riding inside.

HULL: Hull is used to determine how difficult it is to damage a vehicle. To damage a vehicle, you must spend SPs equal to its Hull rating on the Pierce Hull Anti-Vehicle Stunt.

VEHICLE DESCRIPTIONS

AIRCRAFT: A small aircraft capable of rapid flight while carrying a pilot and co-pilot. It might be powered by elemental magic, alchemical rocketry or the blessing of some god of the winds.

AIRSHIP: A vehicle held aloft by science or magic. It could be something resembling a modern dirigible, or an enchanted sailing vessel that plies the skies. It usually moves forward with propellers, some sort of wing-like device, or sails.

AUTOMOBILE: A large wheeled vehicle powered by steam, magic, gasoline, or some other power source. The fantasy counterparts of motorcars tend to malfunction in weird or explosive ways.

AUTOGYRO: A helicopter-like vehicle, powered by magic, alchemy or science. Unlike modern helicopters, Autogyros cannot truly hover or take off vertically, though they are quite maneuverable and require far less take-off and landing space than most other aircraft. One variation is an ornithopter, whose wings beat like that of a bird or insect.

VEHICLES

| VEHICLE | HANDLING DIFF. | CAP. | VELOCITY | RAM | COVER | ARMOR | HULL |
|------------------------|----------------|------|-------------|-----|-------|-------|------|
| Focus: Riding | | | | | | | |
| Bicycle | 0 | 1 | Standard/* | 0 | 0 | 0 | 0 |
| Chariot | -1 | 2 | Standard/** | 1d6 | 1 | 0 | 0 |
| Focus: Driving | | | | | | | |
| Carriage | -1 | 4 | Standard/** | 1d6 | 1*** | 1 | 0 |
| Motorcycle | -1 | 2 | Fast/+1 | 1d6 | 0 | 0 | 0 |
| Automobile | 0 | 6 | Fast/0 | 2d6 | 2 | 3 | 1 |
| Truck or Transport | -2 | 4 | Fast/-1 | 3d6 | 2 | 4 | 2 |
| Focus: Piloting | | | | | | | |
| Airship | -1 | 20 | Fast/-1 3d6 | 1 | 2 | 1 | |
| Autogyro | +1 | 4 | Fast/0 | 2d6 | 0 | 1 | 0 |
| Aircraft | +2 | 2 | Very Fast/0 | 3d6 | 1 | 1 | 0 |

* Vehicle has a Speed rating like a character's. See description. ** This vehicle is drawn by one or more animals, such as horses, and moves at the animals' Speed rating. Adding other animals to the team can increase the vehicle's modifier by 1 or 2 but adds an equivalent Handling penalty of -1 or -2. *** No Cover for driver or any passengers riding in front.

BICYCLE: A pedal-powered bike. A bicycle moves at its operator's Speed +5. Any attack that hits a bicycle wrecks it, regardless of damage, and inflicts normal damage on the cyclist.

CARRIAGE: Powered by horses or other beasts, the carriage is likely the most common vehicle in most *Fantasy AGE* settings. If the team of animals pulling the carriage is killed or otherwise disabled, the carriage stops, though it can still provide Cover and Armor for those inside.

MOTORCYCLE: A large motorcycle with two or three wheels, which might be seen whizzing down the tunnels of an advanced dwarven settlement. If the cyclist is injured, they must succeed a TN 13 Dexterity (Driving) test to avoid crashing.

TRANSPORT OR TRUCK: A larger automobile designed to haul goods or large numbers of people. Some "trucks" might resemble mechanical elephants or fantastic behemoths, treading on iron feet instead of rolling on wheels.

CHASES

An action staple, the chase is less about physics and position than location and dramatic risk. The following chase rules are a specialized version of advanced tests. While other advanced tests often take place during narrative time, and the GM determines how much time each test represents, chases are events of pulse-pounding excitement and happen during action time, in one-round intervals that can be integrated into combat encounters. While runners, riders, drivers and pilots pursue the chase (and their players make advanced test rolls) other characters, such as vehicle passengers and bystanders, make other action related tests, such as attack rolls.

CHASE TESTS

Chases are triggered when one character takes the Run major action, and at least one other person follows that char-

CHASE TEST DIFFICULTIES

| CONDITIONS | TN | EXAMPLE |
|-------------------|----|---|
| Ideal | 9 | Moving down a clear corridor |
| Average | 11 | Moving down a city street |
| Rough | 13 | Moving down a trash-strewn alley |
| Hard | 15 | Moving through thick, rocky woods |
| Almost Impossible | 18 | Moving out of a volcanic chasm as it shakes, ready to erupt |

acter. A mounted character, or one driving animals, uses the Run action as described in **Mounts and Combat** on p. 38 of the *Fantasy AGE Basic Rulebook*. A vehicle's operator must also use a Run action, but in this case, they are devoting this major action to controlling and maneuvering their vehicle at high speeds.

Each round, all chase participants must take the Run action and make what's called a Chase Test. Chase tests use various focuses depending on the method of travel, for example:

- **LAND VEHICLE: STRENGTH (DRIVING)**
- **MOUNTED: DEXTERITY (RIDING)**
- **ON FOOT: CONSTITUTION (RUNNING)** or **CONSTITUTION (SWIMMING)** in the water.
- **WIND-POWERED VEHICLE: DEXTERITY (SAILING)**

In a vehicle, add its Handling bonus or penalty. Passengers do not make Chase Tests, though they might perform other actions during a chase that might indirectly affect it, such as shooting a rope to drop an obstacle in a pursuer's path or casting a spell that creates a hazard for drivers to avoid.

The TN for the Chase Test depends on how tricky it is to move around using a given mode of transport. Rocky slows riders, but not the dragon pursuing them. Use the **Chase Test Difficulties** table as a guideline.



TRACKING THE CHASE

As in other advanced tests, characters keep a running total of the Stunt Die results from successful tests. This is known as the Chase Total. Participants with Chase Totals within 10 of each other can attack with weapons that have ranges of 20 yards or greater. Participants with Chase Totals within 5 of each other can make ranged attacks with weapons with lower ranges. Characters with Chase Totals within 2 of each other may perform melee attacks if this would be practical, or vehicular attacks. In most cases, attacks from vehicles must be delivered by passengers, since keeping up with the chase is a major action, but vehicle operators may use Activate to operate vehicular weaponry, and Ram to strike with the vehicle, as these are both minor actions.

RELATIVE SPEED

Faster characters naturally have an advantage over slower ones. Characters (or their mounts) with a Speed of 14 add +1 to the Chase Total for each successful test. Participants with a Speed of 18 (the speed of a typical riding horse) add +2, and participants with Speeds of 21 or higher add +3. Participants with Speeds of 6 or less reduce the points gained on a successful Chase Test by -1.

Vehicles adjust their Chase Total points for each successful roll by their Velocity modifiers. Vehicles that are noticeably faster than a character on foot or mounted character often don't need to engage in a chase; they'll outrace or catch up to a character unless some exceptional event sabotages their ability to move.

If a GM believes a vehicle and a character might be a relatively even match despite differences in Velocity and Speed, or in cinematic games where characters can scramble away from alchemical attack rockets and angry lightning gods, they can grant the faster vehicle or character a +3 bonus (plus any Velocity bonuses) to the Chase Total for every Velocity rank they are above the other character and run the chase as normal.

EXAMPLE

Chris is running a chase where an angry dwarf chases a horse-riding PC on his steam-powered trike. The trike moves at Fast speed while the rider's horse is Standard. However, given the rocky terrain and heroic, larger-than-life style of his game, Chris decides the chase proceeds as normal despite the trike being generally faster in most cases. He grants the trike driver a +3 bonus to the Chase Total for each successful Chase Test (compared to the rider's bonus of +2 for a Speed 18 horse) and runs the chase as normal.

These modifiers only apply to Chase Totals, not to stunt points spent on stunts.

CHASE STUNTS

Characters making Chase Tests can use Chase Stunts. Spending stunt points on Chase Stunts doesn't reduce the Chase Total. Like other stunts, extra tests prompted by Chase Stunts do not generate stunt points.

CRASHING DURING A CHASE

The basic effects of crashes are found in the Vehicles section of this chapter under Crashes. During a chase, the GM may decide the terrain or situation calls for a crash risk, or the player can produce one by using the Follow the Leader stunt. When there's a crash risk, failing the Chase Test causes the crash.

During a chase, even characters on foot and mounts can crash, as they stumble and fall. Creatures moving at Standard Velocity on foot suffer 1d6 damage when they crash, unless the terrain is forgiving. You never know when a handy cart full of hay might break your fall. Crashing creatures are knocked prone. Mounts are unable to take the Run action due to injury, but not characters.

At the GM's discretion, field repairs and first aid might be possible, but unfortunately, a crash of any kind also wipes out half of the participant's Chase Total. Catching up will be difficult, to say the least.

PLANNING A CHASE

Chases work best if handled in a relatively abstract way. The respective Chase Totals provide the participants' relative positions. Trying to track down the precise number of yards everyone is moving would just bog things down. The important things are the environment, whether participants are close enough to affect each other, and how close the leader is to escaping.

It is useful to plan out the type of the terrain the chase is going to happen in and assign appropriate TNs for Chase Tests ahead of time, making an educated guess about how characters will get around. This is particularly handy if the chase is going to run a chase for a set number of rounds (see the next section for information about that). You can plan it all out, knowing exactly how long the chase will last.

EXAMPLE

As GM, Kate is planning a chase through a small town and into the countryside. The characters don't have a horse or vehicle handy, so it'll almost certainly be a foot chase. She decides that it will run for six rounds and plans the terrain as follows:

Round 1: Town square (TN 11)

Round 2: Crowded marketplace (TN12)

Round 3: Winding streets (TN 14)

Round 4: Edge of town (TN 11)

Round 5: Open fields (TN 9)

Round 6: Sparse forest (TN 11)

While it is simplest to keep this all general and have but one type of terrain each round, you can spice things up by giving characters choices to make at certain points. "Do you make for the trees or run down by the river?" These points of decision will require you to plan out the alternate routes but can make for tense moments for the characters and might provide an advantage if the terrain is easier to traverse.

CHASE STUNTS

| SP Cost | STUNT |
|---------|---|
| 1+ | BURST OF SPEED: You gain a +1 bonus on your next Chase Test for each 1 SP you spend. |
| 2 | EVASIVE MANEUVER: Until your next turn, attacks against you and your mount/vehicle (if any) suffer a -2 penalty. |
| 2 | FOLLOW THE LEADER: Make a test with a TN you choose and an ability focus you work out with the GM, such as Dexterity (Acrobatics), to slip through a small opening, while on the run. If you fail, you crash. Anyone following you using the same method of transport must make the same test or crash. |
| 3 | ATTACK ON THE MOVE: You can make a bonus melee or ranged attack, use the bonus Activate action to use an in-built weapon system, or make a bonus Ram attack against an enemy within range and line of sight, at a -2 penalty to the roll. You must have a loaded missile weapon to make a ranged attack. |
| 3 | KEEP IT STEADY: Until your next turn, passengers gain a +1 bonus when making attacks or taking other ability tests that would benefit from stable platform (leaping from vehicle to vehicle, for example). |
| 4 | INTERFERENCE: A character of your choice suffers a -2 penalty on their next Chase Test. |
| 5 | SHORT CUT: Add 2 to your Chase Total. |

RESOLVING A CHASE

As GM, you decide when a chase ends, choosing from the following options:

You might use a Success Threshold. In that case, characters who hit the Success Threshold first escape pursuers with lower totals. In the case of multiple participants, characters continue to make Chase Tests until either all the pursued characters get away, or the first pursuer reaches the Success Threshold (at which point, remaining pursued characters are caught).

You can also decide the chase runs for a set number of rounds. In that case, rank the final Chase Totals from highest to lowest (roll off to break ties). All the pursued characters with Chase Totals higher than all pursuers get away. All other pursued characters are caught.

The chase can end for many other reasons. A crash is one way it might end. A character might get out of sight and hide or could reach an unassailable lead in their Chase Total. This last circumstance occurs when the character with the lead can't be attacked or affected by any other participants and has a Chase Total of 12 or more higher than the participant with the next highest total.

What happens when a chase ends? It depends on the exact situation. The lead characters escape, or the chase returns to a standard combat encounter or narrative time, depending on the situation.



STRUCTURAL DAMAGE

To keep play moving swiftly and not bog GMs and players down with too many numbers or rules, damage to structures in *Fantasy AGE* is often handled at the discretion of the GM. If it makes sense that a heavy door would take 10 Health and have 3 Armor Rating? That works fine. If instead a GM prefers to leave door bashing and window smashing to simple Strength (Might) tests? That also works.

However, there are many adversaries capable of damaging walls, carts, ships, and even whole buildings with their attacks. Some GMs might want a more concrete system for dealing with structural damage. This section is intended to cover such needs.

STEP 1: DO WE EVEN NEED TO BOTHER?

Structures in *Fantasy AGE* aren't usually built to withstand attacks from big monsters or gigantic war machines. Even castles don't last forever against such onslaughts. On the other hand, large structures are basically immune to damage from small creatures. So, the first thing for a GM to consider is if an attack by a creature on a structure is even worth dealing with. Though they might be able to dismantle it over a long time with tools if left alone to work, twenty goblins are never going to beat down a stone tower with their tiny little fists. On the other hand, one angry giant might do the trick.

Size and strength play heavily into the question of whether a creature can damage a building or large vehicle. So do the

materials used in building a structure. Generally, the more advantages a creature has over a structure, the more likely it is they can damage it. For example, a bear might be able to damage a small stone cottage. The cottage isn't that much bigger than the bear, and a bear is a big, powerful animal. This doesn't mean the bear can break stones, but it could collapse a wall or damage supports, causing the whole thing to come down. But the same bear attacking a huge castle or thick high stone wall? Forget it, there's no need to even worry about that. Now a thirty-foot tall bear possessed by a demon? Well...

Thus, the first question a GM must ask is if they're even going to bother worrying about attacks by on a structure at all. If they aren't? Great! Maybe describe the walls shaking for a moment, or some small superficial damage to the structure that goes nowhere, and move on. If it seems the creature could damage the structure, move on to Step Two.

STEP 2: HOW DO WE HURT IT?

The next question is whether an attack on a structure is a one-time effort that's significant enough for a test, but not part of a combat or other dramatic situation, or if it is part of a combat or other dramatic encounter where PCs and other characters may be attacking the adversary or other characters while it is attempting to attack the structure.

METHOD 1: ABILITY TESTS

In cases where there's no combat or counting turns, and precise time is otherwise not a concern, the best way to

STRUCTURAL TEST DAMAGE MODIFIERS

| MODIFIER TO TN | CONDITION |
|----------------|--|
| -2 | Adversary is much smaller than structure |
| -1 | Adversary is smaller than structure. |
| +1 | Adversary is larger than structure. |
| +2 | Adversary is considerably larger than structure. |
| -1 | Adversary is very strong (Strength 6+) |
| -2 | Adversary is incredibly strong (Strength 10+) |
| -1 | Structure is made of weak materials (straw, light wood, mud) |
| +1 | Structure is made of strong materials (stone, metal reinforced wood) |
| +2 | Structure is made of extremely strong materials (metal, dragon or giant bones) |
| +2 | Structure is magically enhanced |
| +1 | Structure is well-maintained |
| -1 | Structure is poorly maintained |
| -2 | Structure is already falling apart |
| +2 | Structure was well-designed and built strongly |
| +2 | Structure is built to withstand attacks (castles, keeps, protective walls) |

handle a creature attack is with a Strength (Might) test, either simple or advanced. Simple tests are useful for when a creature is going to easily knock, bash, or demolish something or they won't. Advanced tests reflect a more protracted effort, like a monster tearing at the walls of a keep until they finally collapse under numerous blows.

The Target Number for such tests is set by the GM based on numerous factors. The same considerations from Step One are in play here as well. Large, powerful creatures can bash through weaker structures, while smaller or weaker ones have more problems. The following table gives a guide for possible TNs for Strength (Might) tests to destroy or damage structures, but GMs should use their judgment. These modifiers are applied to a based TN of 13, it's usually at least Challenging to knock something down others have built to last. So:

Success on a simple test will break down or bust through the structure, where an advanced test represents knocking holes and pieces out of it until the threshold is reached and the whole structure collapses. Advanced test thresholds are usually set by considering how long it will take a character of a particular size difference to the structure to knock over or damage enough of the structure to collapse it. Thus, a small structure being attacked by a large but not massive monster (like a bear or ogre) might come down with a threshold of 5 or 10 (Easy or Average) but collapsing a large structure could require a threshold of 25 to 30, assuming it's even possible.

STRUCTURE HEALTH & ARMOR

| SIZE OF STRUCTURE | EXAMPLE | BASE HEALTH |
|-------------------|---|--------------|
| Very Small | Outhouse, shanty shack | 25 |
| Small | Cottage, small tower | 50 |
| Medium | House, medium tower, stable | 75 |
| Large | Small inn, large tower, small manor | 100 |
| Huge | Large inn, small keep, large manor | 150 |
| Massive | Large keep or castle, whole city blocks of very small and tiny structures | 200 |
| Colossal | Hugh castles, strongholds, and structures | 250 and more |

| MODIFIERS | HEALTH MODIFIERS |
|----------------------|--|
| -25% Health | Structure is made of weak materials (straw, light wood, mud) |
| +25% Health | Structure is made of strong materials (stone, metal reinforced wood) |
| +25% Health | Structure is made of extremely strong materials (metal, dragon or giant bones) |
| Target gains Defense | Structure is magically enhanced |
| +10% Health | Structure is well-maintained |
| -10% Health | Structure is poorly maintained |
| -25% Health | Structure is already falling apart |
| +10% Health | Structure was well designed and built |

| PRIMARY MATERIALS | STRUCTURE ARMOR RATING |
|-------------------------------|---|
| Straw | 1 (0 vs. fire-based attacks) |
| Light Wood | 2 (0 vs. fire-based attacks) |
| Bone | 2 (6 vs. fire-based attacks) |
| Mud | 3 |
| Wood | 4 (0 vs. fire-based attacks) |
| Clay | 5 |
| Heavy Wood | 6 (2 vs. fire-based attacks) |
| Soft Stone | 7 (8 vs. fire-based attacks) |
| Concrete | 8 (10 vs. fire-based attacks) |
| Hard Stone | 9 (12 vs. fire-based attacks) |
| Metal | 10 |
| Rare Materials | Varies, often 8 or more. |
| Other Protections | Defense Rating |
| No Special Design or Defenses | 0, Can always be hit with any attack that can reach it. |
| Reinforced Walls | 8 |
| Built to withstand siege | 9 |
| Magical Protections | Varies, usually between 8 and 12 |

DOESN'T BEING STRONG ALREADY HELP?

Some readers may wonder why exceptional Strength makes it easier to knock down buildings and such. After all, isn't the high Strength itself already factored into any tests or damage?

Well, yes and no.

Characters with exceptionally high Strength can apply their physical power in various ways effectively, but they also get a bit more effect when seeking to use it against immobile and inflexible objects such as structures. So, having Strength at a particular level provides an additional bonus to damaging structures for this reason—it represents a certain “X factor” that super-human strength grants in most fantasy settings.

EXAMPLE

A bear who is somewhat smaller (+1 to TN) than a stone hut (+1 to TN) has a TN of 15 to damage or destroy the hut. If the animal just wants to push over a wall or knock open a hole to climb inside, it needs only succeed at a simple Strength (Might) TN 15 test. If the bear wants to trash the whole place? They will need to engage in an advanced test, probably with a success threshold around 10 given the relative size of the cottage compared to the attacking bear.

METHOD 2: ATTACKS & DAMAGE

If, instead, an adversary is trying to bring down a structure during the middle of a fight or some other dramatic encounter, it's usually best to assign the structure a combat rating and let characters bash away at it. A structure reduced to half its Health by attacks is damaged enough that pieces fall off or holes big enough to climb through are created. A structure reduced to zero Health is destroyed.

Structures may also have a Defense rating, but it doesn't represent actually trying to physically strike the structure—characters can hit the broad side of a barn without worry. In these cases, Defense represents that some structures are designed to resist or deflect attacks while taking no significant damage. Note that this differs from a structure's Armor Rating because even a high Armor Rating often results in some damage. Defense ratings are rarely high, but they can serve to deflect weak or poorly-aimed attacks.

Structures are designed for encounters based on their size, material strength, and other factors. The following tables are used to construct structures for monsters and even powerful PCs to knock around and destroy.

As always, GMs should use their common sense and discretion and modify these statistics as needed. Note also that fire-based attacks are much more or less effective against a structure based on the materials used—a single angry dragon can burn a whole town of wooden houses to cinders easily, but the same monster must work a bit harder when destroying a stone castle.

EXAMPLE

So later on in the day, the PCs have encountered the angry cottage-destroying bear and are trying to keep it from collapsing a hut sheltering the thief who stole its cub (the reason this is all happening in the first place). The hut is a ramshackle affair that's very small (25 base Health) and made of straw (AR 1 and -25% base Health). What's more, the place is in serious disrepair (-10% Base Health). The thief's shack thus has AR 1 and has a Health of 16 (25 Base Health - 35% from modifiers). This dump can take maybe a couple of whacks from the bear, but the PCs are going to have to act fast to save the thief.

LIMITING ATTACKS AGAINST STRUCTURES

At the GM's discretion, not every attack available to a character may be used to effectively damage a structure. For example, it is hard for a bear to bite a house. Such attacks can either be completely forbidden, or they may be reduced in damage to reflect the it's a less-than-ideal way to bring the house down.

EXAMPLE

Back to our bear, whenever the creature attacks a structure, the GM decides it can't effectively bite anything but the smallest of structures. Any attempt to use its Bite attack on a structure does -1d6 less damage. Fortunately for the bear, it also has claws...

On the other hand, GMs can also rule that various attacks are much more effective against a structure. This is especially useful when representing attacks on structures by massive or extremely powerful creatures.

EXAMPLE

Having survived the bear attack, the thief's ramshackle hut is repaired and even expanded, making it a small straw house (Base Health 32). However, when the thief steals the egg of a nearby dragon, the creature comes and breathes fire all over the thief's home. Normally the dragon's fire would do 3d6 damage, but the GM decides that dragon's fire on a straw house is going to be even more devastating and rules that any damage done is doubled and that the whole place will catch fire and continue to burn for several turns, taking additional damage. If the thief is lucky his house won't instantly burn to the ground, but it's not long for this world...

Increased effectiveness against structures can come in the form of ignoring armor, doing additional dice or damage, or even doubling damage done. GMs should select which effects make the most sense to them and keep play moving, but some general guidelines are that creatures who have some advantages when attacking a structure reduce its AR, those with significant advantages do extra dice of damage, and those with serious destructive ability double their damage. Creatures with many advantages when attacking may receive multiple bonuses. If the dragon in the above example wasn't already attacking a house that had no resistance against fire, it might have been allowed to ignore some or all the structure's AR in addition to doubling damage.



SUPPORTING CAST

This chapter focuses on the rules and guidelines relating to the supporting cast of a *Fantasy AGE* game. From relationships to followers to various NPCs, this section is about non-monstrous characters and how they relate to the PCs and the campaign.

RELATIONSHIPS

Rules for relationships have appeared in other AGE system games, namely *Blue Rose*. They aren't appropriate for every style of *Fantasy AGE* game, but for campaigns focused on intrigue, family ties, or strong bonds of comradery, they can be useful to both define a character's relationship and give mechanical heft to the heroic motivation that love, hate, and other strong emotions can provide a character. These rules aren't meant to replace role-playing these relationships, but to enhance and support it.

Important relationships between characters are defined in game terms by two things: **Bond** and **Intensity**. Bond describes the type of the relationship: are the characters lovers? Friends? Foes? Intensity measures the strength of the relationship.

You don't need to model every single relationship between characters with these rules, nor should you. The rules are for important relationships between lovers, comrades, enemies, and rivals—the sorts of things that motivate or inspire acts of exceptional heroism or villainy. You don't need to model every interaction with every shopkeeper to get utility out of them.

RELATIONSHIP BOND

Relationships are defined by Bond. Bond is a short description of the relationship between the characters, usually in the character's own words. These can be simple or complex depending on the relationship, which may involve a mix of rivalry, romance, friendship, and hatred. Bitter enemies may have Bonds filled with nothing but aggression and enmity, while lovers or close friends will have much more positive Bonds.

Relationships can even exist with the deceased. A promise to a dead parent or lover might drive a character. However, these relationships should have some connection to the living and the world at large or they won't mean much during play.

CHANGING BONDS

Bonds are changed through role-playing and events in play. Any time a significant event in a game changes how characters feel about each other, the player or GM controlling the character can rewrite the character's Bond to something more appropriate. Note that this doesn't change the character's Intensity in the relationship necessarily—there is often a thin line between love and hate, after all.

SAMPLE BONDS

The following Bonds are examples of the sorts of important relationships that can exist between characters and their

Bonds usually exist between human and humanoid characters. This is a guideline, not a rule. It's totally acceptable to have a Bond with a creature or animal. An animal follower might have a strong bond with its owner. A former squire might be sworn to kill the demon who killed the knight he served. Likewise, an intelligent monster might develop a real grudge, love, obsession, or fascination with a particular character. These situations can be great for roleplaying opportunities and surprises, though like group Bonds, GMs should be careful they don't become distracting or unbalancing.

companions, family or enemies. These can be used directly for PCs and NPCs, if appropriate.

BOND: I LOVE HER MORE THAN MY OWN LIFE.

A very strong bond. It leaves open some questions of the exact relationship, making it a good choice for use when the tie is obvious (such as siblings or spouses) or when the exact nature of a relationship is still developing but the emotional connection is already there.

BOND: I WILL SEE HIM SUFFER AND DIE FOR WHAT HE HAS DONE.

Whoa. There isn't any question of the relationship here and how the character feels about the subject of this Bond. The nature of this hatred isn't defined, so it could be deserved or fairly petty. Either way, this is a Bond that tells a lot about the character and his relationship.

BOND: WE ARE BROTHERS IN BATTLE. I AM CLOSER TO HIM THAN MY OWN KIN.

This Bond denotes extremely close friendship between two soldiers, warriors, or other military types. It also places the subject of this Bond higher than family, which might have some interesting implications for the character.

BOND: WHEN WE ARE TOGETHER I FEEL LIKE I CAN FLY; SHE IS THE LOVE OF MY LIFE.

A clearly romantic Bond that implies strong intimate attachment. The initial statement is more poetic, but the follow up defines it more clearly. This is the sort of powerful cinematic romance that can inspire some interesting roleplaying and dramatic situations.

BOND: HE IS MY LORD AND SUPERIOR, I WILL FOLLOW HIS ORDERS WITHOUT PAUSE, THOUGH I WILL NEVER TELL HIM HOW MUCH I TRULY LOVE HIM.

This is a complex, multi-tiered bond that speaks of friendship, loyalty, and unexpressed love. It's wonderful fodder for roleplaying and shows that the character puts a lot of stock into this relationship.

GROUP BONDS

Characters can also have group Bonds, describing a relationship with an entire group and not just one person. However, this can become potentially unbalancing if the group is too large, providing too-frequent bonuses when dealing with a common group. For a group Bond to be appropriate, it needs to relate to a definable group with common backgrounds,

behaviors, habits, and goals whom a character could realistically feel passionately about. Having a serious hatred for the group of bandits who killed your family is fine, hating all bandits or even all bandits in a region is too much.

Of course groups, or their leaders, may have Bonds with PCs and important characters as well. Alternatively, a group might only recruit those into it who have such a Bond. The queen's personal guard might require that every member have a Bond with the Queen that suggests loyalty, love, or admiration.

Note that group Bonds can be trouble. If too common, they diminish the special nature of Bonds. If too focused, they never come up. GMs should take care to look at any group Bonds a PC has and, if necessary, work with the player to fix potential problems.

RELATIONSHIPS BETWEEN PCS

Relationships where the target of the Bond is another PC can be great and provide wonderful roleplaying experiences. On the other hand, they can be awkward and no fun if both players aren't interested and invested in having a special relationship between their characters. Because of this, no player character can have a relationship with another PC without both players agreeing. You can't just decide the other dwarf in the party is your brother, or that you're fiercely in love with the group's mage. The other player involved has to be okay with this. To do otherwise leads to uncomfortable, unpleasant, and possibly downright creepy situations that are anathema to fun gaming—so don't do that.

This doesn't mean that the *other PC* has to be okay with it and it doesn't mean that PC has to take a similar relationship with you. As long as the players are okay with it, one PC might be head-over-heels in love with a character who hates them or barely cares about them at all, or a PC might decide that another is to blame for the suffering in their life and swear revenge while the target of their vengeance thinks they're best buddies. These situations can lead to fantastic roleplaying opportunities as long as everyone is on board.

RELATIONSHIP INTENSITY

In addition to Bond, relationships have an Intensity. This shows the strength of the relationship between the characters involved. Since these rules are only used for important relationships, even the lowest Intensity relationship is stronger than a character's connections to other characters. Intensity is rated between 1 and 5. Even an Intensity 1 relationship is a powerful and important force in a character's life, but greater Intensity can inspire characters to even greater acts.



USING INTENSITY

Intensity isn't just a number representing how strongly a character feels toward someone, it also has a mechanical effect. For each rank of Intensity, a character gets a free Stunt Point they can spend on actions related to their relationship once each game session. These actions could be combat-related to attack a hated enemy or defend a loved one, magic stunts to cast spells which benefit a friend or harm a rival, and various exploration and roleplaying stunts which involve situations that affect or center on a character's relationships. SPs granted from Intensity can be used on any appropriate action, not just one where doubles are rolled, though they can be combined with SPs earned from rolling doubles if desired.

EXAMPLE

Kelgar is an orc warrior who has an Intensity 2 relationship with Hella, an elven noblewoman he met while working as a mercenary for the woman's father, an influential lord. During the campaign, Hella is targeted by rebels seeking to kidnap her to compel her father to aid their cause. While attempting to prevent Hella's abduction, Kelgar finds himself entering combat with two rebel agents. He strikes one down with a powerful blow, but generates no stunt points on the roll. Hoping to distract the other agent, he spends 2 Intensity with his relationship to purchase the Threaten stunt and succeeds in compelling the agent to attack him. Driven to protect Hella, Kelgar presents such a dangerous and clearly motivated target the remaining agent must attack him, giving Hella time to escape.

NPC RELATIONSHIPS

There's nothing preventing a GM from giving non-player characters defined Relationships using these rules. These can help define the characters as well as give them occasional boosts when they're involved in conflicts that involve these relationships. This makes a villain or other NPC with someone to fight for or a hated enemy they seek to oppose even more challenging.

However, as cool as NPC relationship can be, there are two reasons a GM might not wish to do this.

The first is bookkeeping. It can get daunting to track relationships for numerous NPCs. Even just important characters with one or two relationships can quickly create a mass of plot lines to keep track of.

The second reason is PC empowerment. Even though there will be characters in the setting who are stronger, tougher, scarier, or more powerful than the PCs at various points, if they are the only characters who can draw power and inspiration from their relationships, it gives them an edge that's appropriate to many dashing heroes in the stories that Fantasy AGE games can draw inspiration from.

The best "middle ground" option here is to only give NPCs relationships that involve the PCs or use this option only for the most unique and important NPCs. Whatever option a GM chooses is fine, just pick the option that works best for you, your style of play, and your campaign.

Spent SPs from Intensity normally recharge at the beginning of the next session, though in cases of game sessions that span long periods of time, GMs may allow Intensity SPs to recharge during a session.

SPECIAL STUNTS

In addition to spending Intensity from relationships for stunt points, there is a special stunt involving relationships and intensity that can be used. Its cost makes it impossible to invoke without spending intensity to generate additional SPs and it cannot be used unless a campaign uses the relationship mechanics.

| RELATIONSHIP STUNTS | |
|---------------------|--|
| SP COST | STUNT |
| 7 | AS YOU WISH: Pick a task you have promised to perform for someone you have a relationship with. Gain a +2 bonus to tests <i>directly</i> related to completing this task until the end of the session. |
| 7 | PREPARE TO DIE: Pick someone you have a negative relationship with or who has injured or killed someone you had or have a positive relationship with. For the remainder of the encounter, you gain +1 to attack, +1 Defense, and +2 damage in any combat actions involving this target. |

In the case of relationships with groups, you can select a member of the group or organization as the target for these stunts, but you still must only pick one eligible target per use of this stunt.

CHANGING INTENSITY

Intensity increases or decreases over time. People fall deeper into or out of love, enemies reconcile, and numerous other events occur to change the Intensity of a relationship. When a character's actions in play would change the Intensity of a relationship, the GM can decide to increase or decrease it.

If the character is an NPC this is easy. The GM decides that the intensity goes up or down and makes the necessary adjustment. This should only be done when something really significant happens, but it's a great way to signal that something in the setting has changed. Perhaps two important NPCs get married, creating an alliance between two groups that will change political and social power structures. Or maybe an NPC friend swears eternal friendship to a PC who saved their life, making them a more reliable or enthusiastic ally. Intensity in these cases should only increase or decrease by 1 unless truly epic events suggest a greater shift.

If the character with the relationship is a PC, things work a bit differently. When a situation suggests a PC's relationship could increase in Intensity, the GM offers the player an opportunity to increase it. This can be done whenever appropriate, though GMs may wish to limit Intensity shifts to the end of a session to keep from disrupting play. If a player accepts the increase, they increase the appropriate relationship's Intensity by 1. At this time, the player also has the option to increase the Intensity by 2 instead, provided they reduce the Intensity

of another relationship by 1. This reflects a shift in priorities with the character's relationships: perhaps they are softening their desire for revenge to focus on newfound love or are distancing themselves from a loved one to devote themselves to another relationship.

Whenever a GM awards an Intensity increase, they should consider if it's appropriate to award an increase to the other character in the relationship too. Sometimes it won't be, but oftentimes when events occur in a campaign that changes a relationship, both parties are affected.

EXPRESSING RELATIONSHIPS

When recording a relationship on a character sheet or elsewhere, simply combine the name of the character the relationship is with, the bond, and the intensity. You can do this narratively or more technically. So the complete relationship record would look like this:

HELLA (3): SHE IS A TRUE LADY AND I LOVE HER I WILL NOT BE TRULY HAPPY UNTIL WE ARE TOGETHER

Or like this:

HELLA IS A TRUE LADY AND I LOVE HER I WILL NOT BE TRULY HAPPY UNTIL WE ARE TOGETHER (3)

Other variations are possible. As long as the GM and players can readily identify the character involved, bond, and intensity? It's all good.

STARTING RELATIONSHIPS

PCs can start with two relationships if desired. One of these relationships can be at Intensity 2, the other starts at Intensity 1. A character might have many friendships, rivalries, or even romantic interests, but these are the only ones strong enough to grant mechanical advantage. It's often a good idea to have at least one relationship be with another PC or regular NPC in the campaign, but it's not required.

EXAMPLE

Jon's character, Kondle is a gnomish rogue who commonly operates on the borderlands. Kondle is a member a group of elite scouts and pathfinders in the realm called the 1st Gnomish Rangers, who took him in and trained him from a young age. He is also fond of Prunk, a brutish fellow PC who was an unlikely childhood friend he's reconnected with.

Jon takes the following relationships for Kondle:

Prunk is my oldest friend, despite our stark differences (2)

I will give my life for my brother and sister Rangers (1)

NPCs can have any number of relationships, but more than one or two can become very confusing and difficult to track.

OPTION: SELF-CENTERED RELATIONSHIP

Some characters avoid forming lasting relationships. This is usually due to some past trauma, or a desire to not see those

they could love hurt by the dangers they face due to their careers, lifestyle, or history. However, some people are just very focused on their own advancement and well-being or have not met the right person or a group to which they feel a strong connection. This is not inherently harmful, though repeated self-serving actions under the wrong circumstances can sometimes lead to alienating allies, giving in to corrupting influences, and other problems. If a GM allows these relationships, they should make sure there are downsides to them, otherwise they are merely a free pool of SP.

Self-centered individuals can elect to begin with a single intensity 3 Bond to themselves which reflects this. These bonds are described in terms of why the character has not formed relationships with others, and what it means to them to live so emotionally closed off. They may only use their intensity with actions that will maintain this solitary status quo.

EXAMPLE

Koeka is a rakish mage who enjoys a free-wheeling and unrestrained lifestyle of short-term romances and business relationships. She doesn't reject the idea of falling in love or forming a strong bond with another, but her life so far has taught her to watch out for herself and not trust others. When play begins, she has the following relationship centered on herself:

***Love 'em, leave 'em, don't trust 'em.
That's how I survive (3)***

Koeka can use this relationship to aid her in actions that protect or advance her short term goals, but she can't use it to help others very effectively.

Self-centered characters can change their views by adopting new relationships over time. At the end of any session of play, the character may reduce the intensity of their self-centered relationship by 1 to form a new relationship with another character or increase an existing relationship already formed by one. They may do this until they have reduced their self-bond to 0 intensity. At this time, they abandon their solitary ways and grow their relationships as normal.

A character can't increase their self-centered relationship when they are allowed to advance a relationship normally. A character can become self-centered, however, if they suffer a great loss or betrayal that causes them to lose an existing relationship.



EXPANDING RELATIONSHIPS

The limitations on the number of Relationships a character can have are designed to keep the concept from growing too diluted or out of control. Also, Relationships popping up during nearly every encounter will mess with normal Stunt Point and action economy and risks turning them into just another resource instead of a representation of strong emotions and intimate connections. Having Relationships with a dozen characters can also become hard to track and distracting. However, you know what the GM and players at your table can handle. If desired, PCs can be given extra Relationships.

The best way to handle this is to start small, giving everyone an extra Relationship they can develop and seeing how this affects play. If it works well, consider stopping there or add another if you think it will enhance play experience and fun. It's a better method than throwing four new Relationships at everyone and seeing if it breaks anything — because it might.

EXAMPLE

Years later, Koeka has finally found love and abandoned her self-centered relationship for a relationship with Groli, a dwarven rogue. Unfortunately, when Groli is possessed by a demon and nearly destroys an entire town, Koeka is forced to kill her beloved. Heartbroken and betrayed, Koeka takes her Intensity 4 relationship with Groli and converts it to a self-centered relationship, defining it as:

I should have kept to myself. Love only hurts. (4)

Koeka still has any other relationships that she formed over time, but they now are colored by her rediscovered and now rather dark self-centered outlook.

Self-centered relationships are meant to provide interesting roleplaying opportunities and to allow characters to play selfish or internally focused characters without losing out on the benefits of relationships. They aren't meant to simply be the source of bonuses for any test or conflict a character decides they'd like to succeed at. If this option leads to a party of moody loners who can't cooperate enough to have a good time during the game, GMs should consider disallowing this option.

ADDING RELATIONSHIPS

At levels 4, 8, 12, and 16, they can add a new Intensity 1 Relationship, if desired, or increase the Intensity of two existing relationships by 1 each. This allows a character to grow socially as well in other ways without loading a character down with too many early on.

EXAMPLE

Jon's character Kondle has reached level 4. He can now either increase two relationships by 1 each, or add a new Intensity 1 relationship. Since Kondle has a budding romance with fellow Ranger, Nibelle, he takes the following relationship:

Nibelle means more than me than I'd care to admit, I think she might be "the one" (1)

Any relationships not selected at character creation or when a new relationship can be added can be chosen later. This can be really useful, as sometimes important connections and bonds between characters form during play.

CHANGING & REPLACING RELATIONSHIPS

Relationships change and even end in life. The same thing can happen in a *Fantasy AGE* game. Someone who was once very important to a character may die, leave, or perhaps the two just drift apart. Love may turn to hate, friendship to love, and so on.

To reflect this, when it seems logical that a relationship changes, the Bond can be rewritten to reflect the new nature of the relationship. This shouldn't be too often or it gets tedious, but when there is a significant shift in how a character feels and relates to another, rewriting the Bond makes sense.

EXAMPLE

Kondle's relationship with Prunk has recently taken a turn for the worse. His old friend went berserk during a peaceful negotiation and caused considerable trouble for Kondle and his Ranger brethren. While he later learned Prunk was being controlled by sinister magic, he still can't help but feel a bit betrayed. Considering the effects of these new developments, Jon rewrite's Kondle's Bond as:

I still love my friend Prunk, but I'm not sure I can always trust him to keep control. (2)

The same principles apply if a relationship ends. When a relationship is over or otherwise no longer important in play, it is removed and replaced with a new relationship. The Intensity from the relationship is split between existing relationships, including the new ones, as the character reassesses their priorities and feelings about those in their life. PCs can save some Intensity and reassign it over further adventures if that makes sense; sometimes it takes time to develop or strengthen other relationships after an important one ends.

EXAMPLE

Some time later, Prunk is killed by a vile necromancer while he and Kondle are on a quest. While the two had their rough patches, Kondle mourns the loss of his friend. During his grief, he find comfort in the arms of his lover, Nibelle, and in his duty to the 1st Gnomish Rangers. He assigns 1 additional intensity each to these relationships, representing that he came through his loss to find new connections among the living.

GMs might want to spread the reassignment of Intensity over a few game sessions to be a bit more realistic. Also, just because a character dies or leaves the campaign doesn't mean a relationship with them automatically ends. A character who loved someone who was killed by a major campaign villain might change their old relationship to an antagonistic one with their loved one's killer. However, they might keep the relationship to reflect that it is their strong feelings for the departed that drive their actions.

FOLLOWERS

As your heroes adventure, they will likely make contacts and accrue allies. Some of these acquaintances might even elect to travel with the party as they embark on a new quest. These characters are called followers and are additional minor characters rewarded to players for their actions during play.

Perhaps they are recurring characters the heroes connected with in an earlier adventure. Others might be characters the GM has a specific plot-driven purpose for. Still others might be the hangers-on, subordinates, and associates the characters would have following along due to their background, group membership, or social standing. They may even be pets or other creatures that have come to follow the characters.

EXAMPLE

After saving a village from a rampaging ogre, the characters gain a follower in the form of Harmon, an young but capable young town guardsman. Harmon appreciates the heroes saving his town and wants to go on similar adventures. Harmon isn't the greatest in a fight, but he's hardy, willing, cooperative, and capable enough to be of help at times.

USING FOLLOWERS IN PLAY

In general, followers are designed to support the party, but be wary of letting them steal the spotlight. It's perfectly acceptable—and sometimes dramatically interesting—to



let the timid, unassuming scholar knock out the burglar attempting to steal his coin pouch. However, when it comes time to deal with the leader of the thieves' collective, it might be best to let your heroes handle the big fight, even if the dice and initiative are pointing at the last hit landing on a supporting character's turn.

Followers are usually detailed by their relevant statistics and some useful tasks they may occasionally automatically perform for the heroes, either individually or as a group. Follower actions in combat are usually narrated, though they could easily provide combat support if necessary. A follower's Health is usually equal to half that of the player character to which they are attached, or half that of the character with the second-lowest Health in the case of a Follower attached to the group as a whole.

EXAMPLE

Harmon might not be the most skilled warrior or most talented negotiator, but he still has Communication 1, Fighting (Heavy Blades) 2, Perception 2, Strength 1, and Willpower (Courage) 2. His Health is 31 (half of the second-lowest character's Health of 62). Perhaps most importantly, he is skilled at certain tasks due to training and youth: guarding locations, standing watch, crowd control, and maintaining arms and equipment. These tasks can be triggered by the GM to drive play, helping set up interesting encounters. They can also be used to help the group deal with things they don't want to mess with, but that logically need to happen.

ANIMAL FOLLOWERS

Characters with the Beastmaster specialization, Animal Training talent, and any other characters who may have picked up animal followers can use the follower rules to represent these supporting characters as well. However, GMs should make sure in the case of the Beastmaster and Animal Training talented characters that any animal followers are worth the time and talent or specialization advances spent on them. Because of this, it might be easier in some cases to give at least a player character's primary animal allies their own full statistics, especially if players are allowed to control their hero's animal allies in combat.

Most followers have a couple of ability scores at 2 and a few more at 1, with two to three focuses. Followers with more focuses and higher abilities are rare, and if GMs find that followers need more than this to represent their skills and aptitudes they should consider giving them full character statistics of their own.

Followers do not just add color to a scene; they can also help bolster the heroes' advantage during combat or lend weight to the characters' arguments during a roleplaying encounter. An extra person watching the party's backs is almost always welcome. In the midst of a crowded bar fight, a wiry squire might be able to slip outside and ready the heroes' horses to

assist a quick getaway. A trusted advisor can whisper the right name in the character's ear or procure an invitation to dine with an influential lord. While it isn't necessary to draw up a full character sheet for every acquaintance, or to keep track of every level of advancement as one would a player character, as the heroes progress in levels, it might be worthwhile tweaking the follower's stats as well, so one blow from an angry ogre doesn't kill a follower outright in his first unlucky round.

Here are a few examples of common followers *Fantasy AGE* heroes might find sharing their adventures, including their relevant statistics. They can be used as examples for designing unique and memorable followers for your group's characters.

BODYGUARD

A character's bodyguard might be a family friend, close personal friend, or hired for the specific purpose of guarding that character. Nobles and merchants often have bodyguards. The example bodyguard carries a spear, but they could be modified easily by changing their Fighting focus to a different weapon.

BODYGUARD

TASKS: Spots ambushes, notices if others are armed, takes an arrow for you.

STATISTICS: Fighting (Polearms) 2, Perception (Searching) 2, Strength 2, Willpower (Courage) 1

CONSORT

Consorts are important in some campaigns, often being the subject of Relationships and sometimes being central to certain adventures or series arcs. They may also decide to adventure alongside the object of their affection. This can be very entertaining and provide ample opportunity to grow and engage a hero's Relationship, but it also puts the follower in harm's way quite often.

CONSORT

TASKS: Provides moral support, romantic interludes, takes a blow meant for the player character and professes their love before succumbing to their wounds.

STATISTICS: Communication (Seduction) 2, Willpower (Courage) 1, 1 additional ability at 2, 1 additional ability at 1, 1 extra focus

GUIDE

Guides are local experts hired to help an individual or group safely navigate dangerous or confusing local terrain. Most guides function in the wilderness, helping expeditions explore wild regions in relative safety. Other guides function in urban areas, helping navigate local customs and even local criminal culture.

GUIDE

TASKS: Finding a safe path, securing supplies from reputable local sources, guarding the campsite, spotting dangerous flora and fauna.

STATISTICS: Communication (Bargaining) 0, Constitution (Stamina) 1, Intelligence (Cultural Lore, Natural Lore) 1, Perception (Tracking) 2

SQUIRE

Knights and other noble warriors usually need a squire or an attendant of some sort. This is true whether the knights are part of a large feudal system or hail from small order or organization. Squires aid the knight in combat, but more importantly, help take care of their arms and mounts, both time-consuming processes. Squire are often young, occasionally naive, and yet at times somewhat insightful.

While most squires follow knightly warriors, mages, rogues, and less chivalrous warriors might have similar attendants in the form of Apprentices. An Apprentice has similar abilities, albeit customized for the particular role their master plays.

SQUIRE

TASKS: Stays in the back and defends other characters; maintains arms, armor, and mounts; asks obvious questions the heroes missed.

STATISTICS: Constitution 2, Fighting 1, Intelligence (Heraldry) 0, Strength 1, Willpower (Courage) 2

SELLSWORD

Sellswords are mercenary warriors and soldiers who vary in skill and quality. Some are little more than thugs with minimal training, while others are disciplined and experienced adventurers in their own right. The sellsword presented here is somewhere in between these two extremes: skilled, disciplined, but lacking ambition, and content to follow another character if they are paid well enough.

SELLSWORD

TASKS: Guard the camp and important items and characters, dispatch or delay lesser foes, provide an extra bit of tactical and physical muscle when required.

STATISTICS: Constitution 1, Fighting 2 (Heavy Blades or other favored weapon type), Intelligence (Military Lore) 0, Strength 1, Willpower 1 (Morale)

VALET

Valets are skilled individuals who assist nobles, merchants, and other wealthy or influential characters in managing the responsibilities of their schedule and social engagements. Skilled valets are tremendously helpful when it comes to navigating social complexities and handling a variety of tasks a noble might not have time for personally.

VALET

TASKS: Picking the best outfit for an occasion, advising on the reputation and background of important people, arranging day-to-day obligations and engagements.

STATISTICS: Communication (Etiquette) 2, Intelligence 1 (Cultural Lore, Heraldry), Perception 1, Willpower (Self-Discipline) 1



NPCs & MORTAL ADVERSARIES

Whether they dwell in forgotten caverns or labyrinthine sewer systems under the busiest cities, monstrous adversaries can't form the whole opposition. You need deadly sword masters, evil priests, smarmy shopkeepers: enemies and rivals of the same species and often, the same backgrounds as typical player characters. This section discusses how to create these non-player characters, and presents a selection of them for immediate use, expanding on the entries in the *Fantasy AGE Basic Rulebook*.

In many cases, these figures won't be adversaries in the classic sense, opponents heroes meet and defeat in tactical encounters. Foils cut from the same cloth as player characters challenge them with conspiracies, rival agendas and various intrigues. Some of them may even switch from foe to friend, or vice versa. Others are peasants, aristocrats, the heroes' humble parents—the whole cast of characters inhabiting your campaign world.

DESIGNING ADVERSARIES

The following section provides guideline for developing mortal adversaries and other non-player characters. Before we go on, however, let's make one thing clear: The overarching principle behind adversary and NPC design in *Fantasy AGE* is that they possess whatever statistics the GM thinks would make them useful and fun to bring into the game. That's it.

Even when they have races, backgrounds and training like those of player characters, it is never necessary to use the same rules or statistics as you would for your heroes.

Sometimes you may find player character traits useful as inspiration or as benchmarks for designing your own NPCs, but the rules for player characters should never be thought of as a simulation of what how people in the game world develop abilities, how tough they are, or how skilled they might be in combat. Player characters are, after all, *heroes*. That is, their outlook, potential, and how they grow from their experiences is exceptional. "Exceptional" need not indicate that heroes are innately superior, but they do develop in response to adventures and dramatic events.

Non-player characters have their own histories, as loose or detailed as you need them to be, but don't necessarily follow the same paths through life as the players' characters. A grizzled veteran of a dozen wars may have seen more battle than a player's warrior, but might not be as skilled a combatant—she has developed her skills to the point she needs to survive, but has no interest in mastering the arts of war for their own sake. Conversely, the master of a fencing academy hasn't battled amid trap-laden ruins, but his talent and dedication may make him a match for even a powerful adventurer. It's all up to what you, as GM, decide would create a suitable challenge, or inspire interesting stories. Therefore, even though the following guidelines should help you design NPCs according to a certain set of standards, you shouldn't consider these hard-and-fast rules. Published *Fantasy AGE* foes won't necessarily use them, and you should feel free to adjust the final results.

HIDDEN ASPECTS FOR NPCs

| 1D6 ROLL | NEW FOCUS (1-2) | INFORMATION (3-4) | ROLEPLAYING FEATURE (5-6) |
|----------|-----------------|---------------------|---------------------------|
| 1 | Communications | Adversary Knowledge | Avarice |
| 2 | Dexterity | Arcane Secret | Bias |
| 3 | Intelligence | Creature Secret | Companion |
| 4 | Perception | Hideout | Compulsion |
| 5 | Strength | PC Secret | Incompetence |
| 6 | Willpower | Reward Opportunity | Secret Attraction |

Finally, remember that even though fights and physical challenges are an important part of *Fantasy AGE* adventures, many adversaries oppose heroes using their wits and sly words. Use **Hidden Aspects**, below, or develop their backgrounds to provide ways for negotiators and investigators to interact with them, though sometimes it's perfectly fine to have a foe whose sole job is to respond to someone yelling "Guards! Guards!" and ready his spear for a combat encounter.

BASIC NPCs

Page 104 of the *Fantasy AGE Basic Rulebook* discusses Other NPCs and Non-Combatants: non-player characters who aren't adventurers or likely to engage in combat. Such basic NPCs make up most of the people encountered during a typical campaign. These townsfolk, tradespeople and farmers make up functioning societies. As those sections note, you don't need to provide full game statistics for such characters.

Basic non-combatants possess 10 Health, 10 Defense and 0 in all ability scores. Basic NPCs with particular talents have their ability scores and focuses listed, but no combat statistics. If you need them, give them 10+Constitution Health, 10+Dexterity Defense. Their weapon groups are Brawling, plus training in whatever weapons they might routinely have on hand.

Note that basic NPCs need not be limited in ability scores or focuses. Adventuring heroes must develop multiple survival traits in a balanced fashion, but an herbalist or builder might become very skilled in their profession without becoming a more capable adventurer. A performing strongman might have a Strength of 5, but can't swing a sword and doesn't have the battle awareness of a similarly strong warrior.

When it comes to talents, basic NPCs normally sidestep this system completely. They don't learn talents that improve their combat ability, and talents that represent special knowledge and social connections should be replaced with a simple note of their capabilities. If you need more detailed rules, it's time to write them up with full game statistics.

HIDDEN ASPECTS

One way to adjust an NPC is to give them traits that only come up when the story reveals them. This is fodder for players who want to tease information out of the people they meet.

Roll 1d6 on the following table whenever you like, or choose a result. Select the column that would be the most useful, and add the result to the NPC's statistics or background, or roll 1d6 and pick the column that matches the result listed

in parenthesis. You may also roll for multiple columns at once – whatever you like. You will most often roll in response to a player asking if the NPC has any knowledge or abilities that weren't revealed previously during the encounter. These traits are starting points; the GM can always add others that don't appear on the table.

EXAMPLE

As a battle against bandits winds down, the heroes decide to take one prisoner: a young woman. As GM, Nicole decides she'll roll three times on the table – once for each column – to give the prisoner three new aspects. She rolls 3 (Intelligence Focus), 3 (Creature Secret), and 3 (Companion). She decides on the Intelligence focus of Heraldry, and that it reflects the prisoner's knowledge of local lords. Nicole ties in the next result, Creature Secret, to a plot thread about a demonologist that was left unresolved. It so happens that the bandit knows the demonologist keeps his soldier demons in this reality using a magical altar. The bandit (on the spot, Nicole decides to name her Jannia) knows this through chatting with the sorcerer's minions, who she met after stealing some arcane components for him – she still has the list in her pack. Nicole decides the Roleplaying result represents a boy back home: the son of farmer whom Jannia loves to death, but who doesn't have enough money to marry. Thus, a generic bandit becomes a fleshed-out NPC, and Nicole didn't have to figure any of it out until she needed to.

Table results encompass the following.

NEW FOCUS

The character has an ability focus that wasn't apparent earlier in the encounter. These focuses have been chosen because they are unlikely to affect combat, and reflect specialized knowledge that may come in handy. In many cases the focus will be less important than the knowledge it represents, such as the case of a drover who knows how to handle a carriage with Strength (Driving), and can also guide heroes along the best roads, or find unsupervised horses they might "liberate." Pick from the following list, based on ability score as determined on the table.

COMMUNICATIONS: Animal Handling, Disguise, Etiquette, Gambling, Investigation, Performance

DEXTERITY: Calligraphy, Crafting, Lock Picking, Riding, Piloting, Sailing, Traps

INTELLIGENCE: Any

PERCEPTION: Searching, Tracking

STRENGTH: Driving, Smithing

WILLPOWER: Faith

INFORMATION

The NPC knows something that might come in handy, but must usually be induced to share it. Depending in the individual, threats, bribes or simple flattery might do it. The information is relevant to the heroes and their ongoing adventures. You may of course expand upon this list.

Additionally, each form of information has a “tell:” some subtle cue that indicates the NPC might know a given thing. You can add this as an option to hint to players that taking the enemy out in combat might remove an opportunity to learn something.

ADVERSARY KNOWLEDGE

The NPC knows something of value about another possible or current enemy – perhaps a major villain or long-time rival. They may know of a special weakness, a heretofore secret bit of background, the identities of relatives, or the location of a secret stronghold. Tells: Carries the adversary’s symbol, has clothing or arms like the adversary’s, gets an odd expression when the adversary is mentioned.

ARCANE SECRET

The NPC knows some uncommon fact about a specific magical item, supernatural creature or practitioner of magic. If the NPC is neither a mage nor versed in Arcane Lore, they know the secret in isolation and of out of context – they might not even be aware of its significance. Tells: Arcane sigil on person, owns arcane implements adapted to other uses (a wand becomes a pen, for instance), uses arcane jargon (properly or not).

CREATURE SECRET

Like an arcane secret, the NPC knows some useful fact about either a type of creature, such as its behavior and vulnerabilities, or knows something about a specific creature, such as the location of its lair, its hunting territory, or the presence of young. Tells: skin, teeth, scales and other creature parts on person, tells stories about the creature (including tall tales), reacts to mention of the creature type.

HIDEOUT

The NPC knows of a secret location relevant to the heroes’ interests. This could be a bolt hole where their enemies are hiding, a cache of supplies the heroes can raid, or a place anyone could lay low and rest. Tells: Glances in the direction of the hideout, has unusually new equipment (or fresh food) despite being in a wild area, tries to dissuade heroes from going near the hideout.

PC SECRET

The NPC knows something about one of the heroes! They’re an obscure relative, unknown friend of the family, or realize something when they see or hear the character. This is always a fact that’s relevant to the adventure. It’s either a secret the hero would rather stay hidden, or some special information the hero was never aware of, such as a secret parentage. Tells: Owns an item from the hero’s homeland, eyes widen at the sight or sound of the hero, makes a verbal reference only the PC would understand.

REWARD OPPORTUNITY

The NPC knows where a treasure hoard is, or a valuable item, or knows how to get something else that would bring the heroes wealth or prestige. The adversary might not be able to get the reward alone, might not value it, or might have intended to get it before being interrupted. Tells: Strange impatience, a coin or item from a treasure hoard, cryptic notes.

ROLEPLAYING FEATURES

These aspects provide motives and other roleplaying flavor that wouldn’t necessarily be obvious at first. They provide story hooks, ways to get the NPC working for the heroes, or even trigger grudges that turn a nameless foe into a long-term adversary. Roleplaying features don’t have specific tells, and are worked out through interaction with the subject, and using relevant dice rolls, such as a Perception (Empathy) test.

AVARICE

Quite plainly, the NPC can be bought. The character loves wealth, and will do almost anything to get it. Most require enough wealth to enjoy a boost from their current circumstances to serve reliably, though a few will take whatever they can get.

BIAS

The NPC treats one or more groups with arbitrary disdain. This could be members of peoples such as elves or dwarves, members of a social class or profession, or practitioners of a religion. (Do not have this bias be expressed against real-life marginalized groups without checking with the players that this wouldn’t ruin the game.) The chosen group will soon be relevant to events in the adventure, and the NPC will act on their bias as much as they think they can get away with, to the extent of their feelings. Some characters are unaware of their biases (“Even though their religion is stupid I’ve never treated servants of the Fire God any differently!”), others revel in them, and even get involved in conspiracies to terrorize their targets.

COMPANION

The NPC has a lover, relative or friend with whom they share a close bond. This emotional connection is the character’s primary motivation. It might even inspire murder and other crimes. It is possible to manipulate the character by threatening the companion or offering to help with some difficulty such as the companion’s illness, or troubles afflicting the NPC’s relationship with them. The companion may be a child, an ordinary adult, or a potent individual the GM can bring into the story in their own right.

COMPULSION

The NPC suffers from an addiction or other compulsive behavior. The character might drink alcohol, gamble, spend every coin, or rigidly adhere to a routine of cleaning and packing all their gear *just so*. They require a Willpower (Self-Discipline) test (TN based on the severity of the temptation) to avoid indulging in their compelling habit, and may feel great distress if prevented from doing so. These characters aren’t necessarily immoral or weak-willed, and can be highly disciplined and functional in other areas.



INCOMPETENCE

The NPC has trouble performing some task. This incompetence is out of step with their general abilities, including those quantified by game statistics. The NPC might always lose one type of item, constantly forget to perform a task, be clumsy performing everyday tasks (but not necessarily during a crisis), ignore social cues, communicate certain things poorly, and so on. Some NPCs are aware of the issue and work around it; some are not. If required to perform a problem task, the adversary may waste time, so something wrong, or otherwise complicate events.

SECRET ATTRACTION

The NPC has an attraction, love or admiration for another important character—perhaps even one of the players’ characters. They are, however, inhibited from expressing their true feelings unless pressed. This attraction can be entirely superficial (“If you must know, I’ve always had a thing for black-bearded dwarves”), or based on the admired character’s reputed qualities.

CHARACTER STYLE DESIGN

One way to develop NPCs is to build them exactly like player characters. This is straightforward, but the number of choices you’ll make developing focuses, talents and more is normally too time-consuming for all but the most important figures. The character creation rules in the *Fantasy AGE Basic Rulebook* provide all the guidelines you need. The Adversary Threat Level table on p. 104 of that book determines the level range you should choose for an adversary constructed like a character. For instance, a Major Threat should be a level 9-12 character.

As noted, because of how time-consuming and detailed this method is, you should reserve it for the most important NPCs, and only when you need the particular advantages of fully developed character statistics. This might come up in situations where you have a major NPC who will advance as the characters do, such as a dark warrior who had attained 5th level when first encountered, but who grows to lead an evil army at 10th level. You may also have situations where the NPC is really a “semi-player character:” someone mostly controlled by the GM, but who occasionally gets played by guests or other players who can’t attend regularly. In such cases, characters advance when the GM decides they do, and often at the same pace as the heroes, gaining a level each time they do.

FROM THE GROUND UP

As noted previously, human and other PC-race non-player characters need not follow the rules for player characters. Players’ heroes advance in a particular way to provide meaningful choices for players as their characters increase in level, to pace character development, and to provide abilities that make each PC contribute to a team in their own, distinct ways. None of these concerns matter for adversary design, so you should feel free to give adversaries and other NPCs the game statistics you believe would be useful.

Yet this freedom raises the question: What are the appropriate game statistics for an adversary with a given threat level?

NPC STATISTICS BY THREAT LEVEL

| THREAT LEVEL | ATTRIBUTES | HEALTH | FOCUSES | TALENTS, SPECIALIZATIONS, POWERS | MAGIC POINTS |
|--------------|------------|------------------------|---------|----------------------------------|---------------------|
| Minor | 10(4) | 25+(Constitution x 2) | 7 | 3 | 15+(Willpower x 2) |
| Moderate | 15 (6) | 50+(Constitution x 5) | 10 | 6 | 30+(Willpower x 5) |
| Major | 20(8) | 75+(Constitution x 10) | 13* | 9 | 50+(Willpower x 10) |
| Dire | 25 (10) | 75+(Constitution x 14) | 15* | 12 | 50+(Willpower x 14) |
| Legendary | 30(12) | 75+(Constitution x18) | 20* | 15 | 50+(Willpower x 18) |

* At this Threat level, a second focus pick can be used to increase a focus bonus to +3.

Use the following table as a guide. It provides guidelines for NPCs by their threat levels. These sit squarely in the middle of each Threat level. You can make them more potent by using the rules in “Beefing Up Adversaries,” on p. 104 of the *Fantasy AGE Basic Rulebook*. Note that an Elite ranked adversary is typically a full Threat rank higher than its base counterpart.

Note that the following table emulates PC advancement in some respects, but does not duplicate it. For instance, base Health tops out at the Major Threat level (a challenge for characters levels 9-12), because comparable player characters stop rolling 1d6 per level after 10th level. Therefore, you shouldn’t use this table for monstrous adversaries, who can have a much more eccentric spread of game traits. However, none of the guidelines below are hard and fast rules, either. Official, published adversaries don’t necessarily follow them, and you don’t have to obey them. They’re merely guidelines that ease the process of designing an appropriate adversary.

To use the table, choose the Threat you’d like the adversary or other NPC to represent. Consult the suggested spread of game statistics, and use them to create the required NPC. A breakdown of each entry’s meaning follows.

ATTRIBUTES

The number of points you’ll divide among the adversary’s nine attributes. The number in parenthesis is the maximum recommended for any single attribute. You don’t have to apply racial modifiers—just keep in mind that a dwarf is unlikely to have a low Constitution, for example.

HEALTH

The number of health points the adversary has—middle of the road for this Threat level. You may adjust these up or down to taste. Magic-using adversaries often have five points less, combat-focused adversaries have five points more. Add the base Health score to the listed multiple of the character’s Constitution to arrive at a final number.

FOCUSES

The number of focuses the adversary has. Like high-level player characters, Major and greater adversaries may pick a focus twice to increase its bonus to +3. In addition, the NPC acquires one of the free focuses granted by their race, but not the focus granted rolling by their racial benefits table, though you may use their respective tables anyway to help fill out their focuses.

TALENTS, SPECIALIZATIONS & POWERS

The number of talent ranks and other special abilities the adversary has. Like a player character, an adversary must purchase each talent rank in order. This includes magic talents, as well as player character class abilities and specializations, if you feel they’re appropriate. Note that adversaries possess whatever weapon groups allow them to use the weapons they’re equipped with, for free, along with any you feel are appropriate. Combat-focused NPCs also automatically acquire Armor Training (Novice). Adversaries who use magic automatically possess Magic Training as a mage does, for free, and may possess other Level 1 mage talents for free as well, at your discretion. (If you were writing this up as a formal stat block, you would list these, but it’s not necessary when developing them for personal use.) Note that, in some cases, these abilities may not come into play directly, but signify the character’s knowledge and resources. For example, a socialite with the Contacts Talent knows people she might introduce the heroes to.

MAGIC POINTS

Adversaries capable of using magic have this many magic points. Add the base magic points to the listed multiple of the character’s Willpower to arrive at a final number. These can be adjusted up or down, but note that past the Major Threat level, magic points accumulate more slowly, like they do for player characters of levels 11-20.

MIXED CREATION

Feel free to mix and match any of the methods. If you want to beef up an NPC you worked up with a full player character style sheet, it’s fine to use “Beefing Up Adversaries” in the *Fantasy AGE Basic Rulebook* to make them a bit tougher instead of going with character advancement. If the character uses magic, you might decide that if the adversary is of a greater Threat level, and use the NPC Statistics by Threat Level table to determine magic points instead of any formula based on character advancement. Furthermore, when the encounter is done, if the NPC survives, you might want to give them a hidden feature, so that they maintain a distinctive role as an ally or occasional contact.

SPECIAL POWERS

Although most NPCs will have abilities like players’ heroes, don’t let that prevent you from designing new special powers.



These come from the NPC's peculiar background or unique talents. After a terrifying encounter with . . . things . . . beyond known reality, one adversary might be able to induce mind-cracking terror. Another NPC might have trained in the secret fighting methods of her tribe, while a third trained to withstand blows through painful conditioning.

MAGIC ITEMS FOR NPCs

One of the tricky parts of NPC design is deciding if they have magical items and if so, their type and potency. Part of the answer to this question lies with the NPC's history. Barring an interesting backstory, a dedicated collector of arcane curiosities is more likely to own magical trinkets than a hinterlands farmer. Another factor is the role of magical items in your campaign. In some settings, even the weakest magical items are extraordinarily rare, but in others, every notable individual owns them, and people buy and sell them. In a third setting, a state, clerical or mage-ruled monopoly controls most such items, granting or seizing them as they see fit. The state of magic items in your setting naturally determines who will own them.

Beyond campaign factors, you should consider game balance. If standard player characters own items that enhance most of their actions, NPCs of comparable power should have their own arsenals to rely on. However, they will usually only have those items you feel would enhance whatever actions they take during the course of the game, or such items as you feel would make the game more fun if they were loaned to, given to, or taken by the players' heroes. This speaks to the second part of the balance issue: Any magic item you give an

NPC has the potential to fall into players' heroes' hands. So even though a sword that grants +5 to attacks and damage, and adds 3 stunt points to the NPC's actions will make her an unholy terror as an enemy, you probably wouldn't want a hero to inherit the sword and use it to mow down adversaries.

All in all, NPCs will usually have fewer magic items than comparable player characters, and that's okay. Player characters are heroes with unique stories, liable to dig up chests of strange artifacts, or win magical prizes after hard-fought battles. Some NPCs have rich histories as well, but their lives aren't defined by heroic adventure. It's perfectly "realistic" for them to have acquired only a few items.

The NPCs in this chapter (see *New Adversaries and Other NPCs*) have been designed with minimal magic items. Add whatever you wish based on the guidelines discussed above. You shouldn't need to remove items unless magic items in your campaign are rare or nonexistent.

ALTERNATIVES TO MAGIC POINTS FOR NPCs

The magic points allotted to characters in *Fantasy AGE* assume an extended adventure that might include many encounters. For adversaries designed to provide opposition for a single encounter, counting magic points may seem redundant, since an amount comparable to a player's hero may be more than enough to last for a single encounter. On the other hand, you don't always want NPCs to act like they know they can throw all their power behind one clash. Furthermore, you might

ENCOUNTER-BASED SPELLCASTING

| THREAT LEVEL | 4 MP OR LESS | 5-8 MP | 9-12 MP | 13-15 MP | 16+MP |
|--------------|--------------|------------|------------|------------|------------|
| Minor | 2 | 1 | Last Spell | Last Spell | Last Spell |
| Moderate | 3 | 2 | 1 | Last Spell | Last Spell |
| Major | Each Round | 3 | 2 | 1 | Last Spell |
| Dire | Each Round | Each Round | 3 | 2 | 1 |
| Legendary | Each Round | Each Round | Each Round | 3* | 2* |

* Legendary adversaries often have ample magic points, and one who is fully prepared and willing to throw everything into the encounter may be able to cast any spell each round.

appreciate guidelines that prompt you to use a variety of spells instead of, say, shooting *flame blast* over and over.

Therefore, you might wish to use one the following options for NPC spellcasters. These can ease bookkeeping, or be used to represent alternative forms of magic.

COOLDOWN

Instead of a magic point drain, each spell has a Cooldown rating equal to one quarter of its required MP cost, rounded up. After each casting attempt (successful or not), the adversary cannot attempt to cast that spell again until a number of rounds have passed equal to the Cooldown rating. For instance, *wind blast* has an MP cost of 8, which gives it a Cooldown of 2. Therefore, the spellcaster may attempt it every other round.

This option forces the GM to use variety in encounters with spellcasters. It may be less appropriate for weaker mages (and NPC equivalents who don't belong to a class) who may quickly run out of spells to cast—but then again, if they must wait, this can reflect harnessing a small amount of magical power carefully.

ENCOUNTER-BASED SPELLCASTING

This option measures spell uses strictly by encounter. Instead of counting spell costs, the character can attempt each spell a number of times per encounter based on its magic point cost. Cross-reference the adversary's Threat level with the spell's MP cost range, and consult the following table. If the spellcaster is fully rested and/or willing to cast as many spells as it takes to prevail, shift them one level down, so that a rested, fully committed Moderate adversary can cast as many spells as a Major adversary.

- **3, 2, OR 1:** The NPC can attempt this spell this many times per encounter. After the last attempt, the spell is no longer available.
- **EACH ROUND:** The NPC can attempt the spell each and every round, and does not run out of attempts.
- **LAST SPELL:** Once the NPC attempts to cast this spell, they are unwilling or unable to cast any more spells during that encounter.

This option encourages you to have adversaries cast their strongest spells infrequently, while giving them access to a few spells they can reliably attempt every round, but it breaks down for long encounters (those lasting five or more rounds), where it might be better to use the standard system.

NEW ADVERSARIES & OTHER NPCs

The following NPCs and adversaries aren't monstrous creatures, but that doesn't mean they're ordinary people; mere mortals can follow strange paths to stranger knowledge, or follow obsessions that make them as dangerous to deal with as demons.

Note that these adversaries were built using the rules and tables in *From the Ground Up* as a guideline, but exceptions were made whenever it would make the NPC more useful. As you develop your own NPCs, be prepared to do the same. Finally, while some of the NPCs below have definite character races listed, those which do not are assumed to be human, but can belong to any character race. You need only swap out the focus: Riding (selected as the bonus focus for all such NPCs in this section) for a bonus focus from the alternate character race, and add only extraordinary abilities such as Dark Sight, that humans never possess. Furthermore, despite the use of various gendered pronouns, these NPCs can belong to any gender.

Finally, note focuses followed by the "+3" notation. These focuses have been acquired a second time, and grant a +3 bonus instead of the usual +2.

ASSASSIN

AKA: KILLERS, MURDERERS, SILENT ONES

This relentless killer may follow a death cult, or might end lives purely for money. This assassin prefers stealth and break-and-enter tactics over disguises, though they have enough skill (via the Brewing focus) to poison targets' food and drink. Yet above all, they prefer to drop on victims from above or cast knives from the shadows, confirm the kill, and collect their reward.

ADVENTURE SEED - THE KILLER AMONG US: During an annual festival in a town the heroes frequent, they become aware that the local lord, a friend and ally, has been targeted by an assassin. The heroes don't know the identity of the assassin, only that he (or she) will be disguised as one of the many visiting dignitaries, the list of which includes: a high priest of a nearby temple, three visiting lords and their entourages, a wealthy merchant from the West, and many others. It is unlikely that the assassin can pose much of a threat to a whole party of heroes in a standup fight. Which is why the assassin will use traps, ambushes, and focus on distracting the heroes and any others who seek to prevent

| ASSASSIN | | | |
|---------------------|---|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 4 | ACCURACY (BRAWLING, LIGHT BLADES) | | |
| 0 | COMMUNICATION | | |
| 1 | CONSTITUTION | | |
| 4 | DEXTERITY (ACROBATICS, LOCK PICKING, RIDING, STEALTH) | | |
| 2 | FIGHTING | | |
| 2 | INTELLIGENCE (BREWING) | | |
| 2 | PERCEPTION (SEARCHING, TRACKING) | | |
| 1 | STRENGTH (CLIMBING) | | |
| 1 | WILLPOWER (MORALE) | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 14 | 55 | 14 | 3 |
| WEAPON | ATTACK ROLL | DAMAGE | |
| DAGGER | +6 | 1D6+2 | |
| SHORT SWORD | +6 | 1D6+3 | |
| THROWING KNIFE | +6 | 1D6+1 | |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Pierce Armor, Mighty Blow.

TALENTS: Thievery (Novice), Dual Weapon Style (Novice), Thrown Weapon Style (Novice),

SPECIALIZATION: Assassin (Novice).

ROGUE ABILITIES: Pinpoint Attack, Rogue's Armor, Stunt Bonus (Pierce Armor for 1 SP).

DEADLY POISON: The assassin may coat their dagger or a throwing knife with a lethal herbal concoction. If the assassin hits with it, the poison acts as a Moderate hazard, inflicting 2d6 additional damage. A successful TN 13 CONSTITUTION (STAMINA) test halves this extra damage. Once the poison is used, it's wiped off the weapon, and must be applied again. This requires one major and one minor action.

WEAKENING POISON: Instead of deadly poison, the assassin may apply mantichore's venom to their dagger or a throwing knife. If the attack from the envenomed weapon hits, the poison slows and partially paralyzes the victim, who suffers a -3 penalty to Dexterity, Fighting, and Accuracy until the end of the encounter or until they receive magical healing. A successful TN 15 CONSTITUTION (STAMINA) test reduces these penalties to -1. Again, once the poison is used, it's wiped of the weapon and must be re-applied, which takes one major action and one minor action to accomplish.

WEAPONS GROUPS: Brawling, Bows, Light Blades, Staves.

EQUIPMENT: Light leather, dagger, short sword, and six throwing knives.

THREAT: MODERATE

the assassination before they strike. They may even try to frame the heroes for their crime. For GMs looking for a twist to this scenario, consider the assassin may hire the heroes to perform some task to disrupt the festival to make their job easier, likely by concocting some wild story to complex the heroes to aid them.

| CULTIST | | | |
|---------------------|-------------------------------|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 2 | ACCURACY (LIGHT BLADES) | | |
| 0 | COMMUNICATION | | |
| 0 | CONSTITUTION | | |
| 2 | DEXTERITY (INITIATIVE) | | |
| 2 | FIGHTING (BLUDGEONS) | | |
| 0 | INTELLIGENCE (RELIGIOUS LORE) | | |
| 2 | PERCEPTION | | |
| 2 | STRENGTH | | |
| 0 | WILLPOWER | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 12 | 25 | 12 | 0 |
| WEAPON | ATTACK ROLL | DAMAGE | |
| DAGGER | +4 | 1D6+2 | |
| MACE | +4 | 2D6+2 | |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Mighty Blow.

TALENTS: Observation (Novice) Lore (Novice).

IRON MORALE: When pursuing their religion's goals or defending their faith in combat, cultists automatically succeed at morale rolls, and can only be forced to retreat through supernatural mind-control or by being physically forced out of the fight.

WEAPONS GROUPS: Bludgeons, Brawling, Light Blades.

EQUIPMENT: Mace (usually sculpted into a holy symbol), dagger, and religious robes.

THREAT: MINOR

CULTIST

AKA: ZEALOTS, TEMPLE GUARDS, TRUE BELIEVERS

Unquestioning, intense faith defines a cultist. These religious followers are trusted to bear arms in the service of the religion, acting as guards, escorts for clergy, or enraged mobs to be directed at anything their religion says needs to be destroyed. Dark religions may use mind-altering drugs or painful ordeals to initiate cultists, destroying their old selves so that a new, "pure" personality shines forth. Yet religions known for morally upright practitioners and just doctrines may also produce cultists. These are ardent true believers or secret societies willing to bend the letter of the sacred law to preserve its supposed spirit.

ADVENTURE SEED - THE BLOOD OF AR: Local youths are disappearing. The victims are all dark-haired green-eyed children between the ages of twelve and fifteen. The culprit is the Cult of Ar, a demon-worshipping group of fanatics. They are targeting these children due to a prophecy that a "raven-haired jade-eyed" youth will hold the key to destroying their lord and master, a powerful demon lord. The cult has vague information about the identity of this prophesied youth, having narrowed it down to all local children who fit the description

born during a certain time. The heads of this cult is the owner of a local slaughterhouse, Jarus Krim, and his family, though they have members among the guards, merchants, and others of influence. The heroes must use whatever detecting skills they possess to uncover this plot and destroy the cult. The cult will not stop until they kill all their targets or are themselves destroyed. This adventure works for heroes of any level, but it is especially appropriate for lower-level heroes as the cultists are themselves only minor threats. To make this more of a challenge for more experienced adventures, GMs can add summoned demons or give Krim and his family magical or demon-bestowed powers.

DUELIST

AKA: FENCING MASTER, SWORD ARTIST, UNDERTAKER

The duelist serves two roles in any society that employs her. First, she teaches the martial arts for war or self-defense. Second, she acts as a substitute combatant in matters of honor or judicial duels. This second role is not always legal, so she develops a facility for giving and taking offense, so that she might just happen to kill or inconveniently injure anyone her client may have to face. She has a code of honor, however. She must fight without ambushing her enemy and with a minimum of trickery, lest she suggest that tricks, not skills, are the root of her ability. Her skills include both urban dueling weapons and forms of knightly combat; she'll fight on the noble field, or in the alley behind her school.

ADVENTURE SEED - CROSSED SWORDS: A member of the party has been challenged by a famed duelist to a duel to the death. The swordswoman in question, Kipa Windlace, is willing to duel with either light or heavy blades within three days time. Kipa admits to being hired to duel the hero on behalf of an offended party, but she refuses to reveal the identity of her employer. The only two clear paths here are for the heroes to discover who hired then duelist and convince them to call off the challenge, or for them to defeat Kipa. Of course, clever heroes may come up with other solutions. The target of the duel and the person who seeks their death should be based on past actions of the party or something important in a hero's background. Perhaps the son of a villain they killed is seeking revenge or perhaps a hero with noble blood is being targeted so they cannot inherit some important land or title. Kipa herself is honorable and charming, bearing the heroes no grudge. However, she is here to do a job that ends with a hero's death and she is disinclined to abandon it.

DWARF CAPTAIN OF THE GUARD

AKA: AXE CONSTABLE, SHERIFF OF THE MOUNTAIN

Even tight-knit dwarf communities need armed individuals ready to stop violent quarrels, deter crime, and keep watch for threats. The largest settlements have a watch or other force of guards, led by a captain whose great axe serves as a symbol of authority. In elder times, this was because the captain of the guard was also the sworn executioner, but this grim tradition is less common, nowadays. Dwarves are known for diligently carrying out any duties sealed with a payment in gold, so dwarf "axe constables" can be found serving other cultures as well.

DUELIST

ABILITIES (FOCUSES)

| | |
|---|--|
| 5 | ACCURACY (BRAWLING, LIGHT BLADES, DUELING) |
| 1 | COMMUNICATION (DECEPTION, ETIQUETTE) |
| 2 | CONSTITUTION (DRINKING) |
| 2 | DEXTERITY (ACROBATICS, INITIATIVE, RIDING) |
| 4 | FIGHTING (BLUDGEONS, HEAVY BLADES, POLEARMS) |
| 1 | INTELLIGENCE (MILITARY LORE) |
| 1 | PERCEPTION (EMPATHY) |
| 3 | STRENGTH (INTIMIDATION, JUMPING) |
| 1 | WILLPOWER (COURAGE, MORALE) |

| SPEED | HEALTH | DEFENSE | ARMOR RATING |
|-------|--------|---------|--------------|
| 12 | 100 | 13 | 5 |

| WEAPON | ATTACK ROLL | DAMAGE |
|-----------------------|-------------|--------|
| BASTARD SWORD (HONOR) | +8 | 2D6+6 |
| RAPIER | +7 | 1D6+6 |
| SPIKED BUCKLER | +7 | 1D6+2 |

SPECIAL QUALITIES

FAVORED STUNTS: Disarm, Pierce Armor, Threaten.

TALENTS: Armor Training (Journeyman), Brawling Style (Novice), Dual Weapon Style (Journeyman), Two-Hander Style (Journeyman).

SPECIALIZATION: Duelist (Master).

WEAPONS GROUPS: Brawling, Dueling, Heavy Blades, Light Blades, Polearms.

EQUIPMENT: Light mail (she also owns heavier and lighter armor) and any weapons required, but typically a rapier and light buckler for "informal" combat. For duels in the knightly style, she wields *Honor*, the magical bastard sword her teacher gave her. This sword grants a +2 bonus to attack and damage rolls. The bonus increases to +3 when the wielder's opponent is armed with a weapon from the Heavy Blades group – an "equal" weapon for the purpose of dueling.

THREAT: MAJOR

ADVENTURE SEED - OH CAPTAIN, MY CAPTAIN!: A horde of bandits and marauders is attacking a local town. The bandits have killed all the defenders save one, Hungrulf, the aged dwarven captain of the guard. Hungrulf has lost an eye and is recovering from other wounds received in the last attack, but he intends to fight against the bandits and seeks aid. The townsfolk wish to hire the heroes to aid their beloved captain, hoping they can save both him and their town. However, they have little to offer, while the bandit chief is more than willing to throw some gold their way to dispose of Hungrulf and turn the town over to them. This adventure doesn't necessarily need to feature bandits. Goblins, ogres, or other humanoid races given to marauding and pillaging serve just as well. For higher level parties, the marauders might include spellcasters, giants, or other exceptionally dangerous individuals to make battling them more dramatic.

| DWARF CAPTAIN OF THE GUARD | | | |
|----------------------------|------------------------------|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 2 | ACCURACY (BOWS) | | |
| 1 | COMMUNICATION (LEADERSHIP) | | |
| 3 | CONSTITUTION (DRINKING) | | |
| 1 | DEXTERITY (INITIATIVE) | | |
| 4 | FIGHTING (AXES) | | |
| 1 | INTELLIGENCE (MILITARY LORE) | | |
| 0 | PERCEPTION | | |
| 3 | STRENGTH | | |
| 1 | WILLPOWER (MORALE) | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 9 | 70 | 11 | 10 |
| WEAPON | ATTACK ROLL | | DAMAGE |
| TWO-HANDED AXE | +6 | | 3D6+3 |
| CROSSBOW | +4 | | 2D6+1 |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Disarm, Threaten.

TALENTS: Armor Training (Journeyman), Command (Journeyman), Two-Hander Style (Journeyman).

DARK SIGHT: As a dwarf, the captain of the guard can see up to 20 yards in darkness without a light source.

WEAPONS GROUPS: Axes, Bludgeons, Brawling, Bows, Heavy Blades, Polearms.

EQUIPMENT: Heavy plate, crossbow with 20 quarrels in a hip quiver, and a two-handed axe decorated with his rune of authority.

THREAT: MODERATE

ELF HEALER

AKA: CHEIROMANCERS, CURERS, MENDERS, PHYSICIAN

To the elves, the role of healer is a sacred calling. Many take vows to cure the sick and wounded wherever they may be found without expecting any reward, but it is customary to donate nonetheless – healers need to eat, too. Of course, a few elves have fallen to the venal ways of city folk, and charge for every intervention.

ADVENTURE SEED - THE PLAGUE OF RED TEARS: An elf healer, Jokil Benn, is attempting to cure the victims of a devastating outbreak of Red Tears, a plague that targets humans, elves, halflings, and other humanoid species. The disease causes uncontrollable bleeding from the eyes, ears, and other orifices. The only known treatment is an elixir made of pure water, common ingredients, and Twistroot, an herb that only grows in areas corrupted by dark magic. Jokil needs the heroes help to brave the nearest such location, an ancient half-flooded temple devoted to a long forgotten evil god. The heroes must battle past the temple's traps, navigate its crumbling, water-logged corridors, and face its undead denizens to reach the old courtyard where the Twistroot grows. Unless one of the heroes is familiar with healing arts themselves, they will need

| ELF HEALER | | | |
|---------------------|--|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 1 | ACCURACY (ARCANE BLAST) | | |
| 1 | COMMUNICATION (ANIMAL HANDLING) | | |
| 1 | CONSTITUTION (STAMINA) | | |
| 2 | DEXTERITY (INITIATIVE) | | |
| 0 | FIGHTING | | |
| 4 | INTELLIGENCE (ARCANE LORE, HEALING ARCANA, NATURAL LORE) | | |
| 2 | PERCEPTION (HEALING, SEEING) | | |
| 1 | STRENGTH | | |
| 3 | WILLPOWER (COURAGE, MORALE) | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 14 | 50 | 12 | 0 |
| WEAPON | ATTACK ROLL | | DAMAGE |
| ARCANE BLAST | +3 | | 1D6+4 |
| STAFF | +1 | | 1D6+2 |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Skillful Casting, Split Spell.

TALENTS: Chiurgeon (Novice), Healing Arcana (Journeyman).

SPECIALIZATION: Miracle Worker (Novice).

MAGE ABILITIES: Arcane Blast, Arcane Device (staff), Magic Points (45), Magic Training.

DARK SIGHT: As an elf, the healer can see up to 20 yards in darkness without a light source.

WEAPONS GROUPS: Brawling, Staves.

EQUIPMENT: Staff, bandages, herbs, medicinal concoctions, and texts covering healing, herbalism and anatomy.

THREAT: MODERATE

to escort Jokil through the temple so he can properly harvest the herb. The temple is populated by various undead threats of a level appropriate to the heroes, as well as possibly other monsters who have made the place their home.

EMISSARY

AKA: COURTIER, INFORMANTS, SPIES

The emissary is a professional or amateur collector of information. He makes friends easily, pays attention to gossip, and checks it against his political knowledge. He may be in the pay of foreign rulers as their secret agent or official diplomat. He might spy for the local lord instead – or act as a double agent for local and foreign powers. Sometimes, he's a sort of mercenary, and his secrets can be bought. He finds violence distasteful, but of course he's quick with a dagger when he needs to be.

ADVENTURE SEED - A MATTER OF ROYAL BLOOD: Garoth Ilks is a spy, troubleshooter, and emissary for hire. He never betrays a client, making him an exceptionally valuable member of his trade. Unfortunately, Garoth has knowledge of the identity of the last living heir of a great dynasty across the sea. He intends to get this information to a trusted ship's captain waiting to deliver

| EMISSARY | | | |
|---------------------|--|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 1 | ACCURACY (LIGHT BLADES) | | |
| 3 | COMMUNICATION (DECEPTION, DISGUISE, ETIQUETTE) | | |
| 0 | CONSTITUTION | | |
| 2 | DEXTERITY (STEALTH, LOCK PICKING, RIDING) | | |
| 0 | FIGHTING | | |
| 3 | INTELLIGENCE (CULTURAL LORE, CRYPTOGRAPHY) | | |
| 2 | PERCEPTION (EMPATHY, SEARCHING) | | |
| -1 | STRENGTH | | |
| 1 | WILLPOWER | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 12 | 25 | 12 | 0 |
| WEAPON | ATTACK ROLL | | DAMAGE |
| DAGGER | +3 | | 1D6 |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Knock Prone, Skirmish, And Another Thing (Roleplaying).

TALENTS: Intrigue (Novice), Observation (Novice), Contacts (Novice)

WEAPONS GROUPS: Brawling, Light Blades.

EQUIPMENT: Finery, disguise kit, and a hidden dagger.

THREAT: MINOR

the information to his clients, but the enemies of his employer have employed numerous assassins, spies, and mercenaries to intercept him. Garoth wishes to hire the heroes to pose as emissaries carrying the information, in hopes they'll draw some of his pursuers' attention and allow him to slip their ever-tightening net. Garoth is clear about the heroes being decoys, and is up front about it being a dangerous mission. But he promises great potential reward if he's successful. The heroes will have the gratitude and attention of the rulers of this foreign nation.

GNOME CRIME BOSS

AKA: GANG CHIEF, STREET ENGINEER, TRAPBOSS

This clever, ruthless gnome channeled his gift for chemistry and crafts into a life of crime, until he became the leader of his own gang. He sees thievery as an intellectual challenge, so that anyone who loses their goods to him obviously lacked the wit to truly own them. He spent much of what he earned on a hideout for the gang, and filled it with secret doors and traps. Visitors who've come to fence their own stolen wares meet him in one room of the complex. He abhors violence, but steal from or harm the gang, and you'll meet him with a couple of big strong leg-breakers in tow, willing to teach you a "regrettable lesson."

ADVENTURE SEED - THE WEDDING PLANNERS: A local magistrate with ties to the heroes needs help. Xavier Cogbottle, the leader of the local syndicate that masquerades as a trading house specializing in tools and engineering supplies, is preparing to marry his daughter, Esmer, to Sir Darroc, the half-orc bastard son of a local noble. Xavier has made his peace with the unusual

| GNOME CRIME BOSS | | | |
|---------------------|---|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 3 | ACCURACY (GRENADES, LIGHT BLADES) | | |
| 2 | COMMUNICATION (INVESTIGATION, LEADERSHIP) | | |
| 0 | CONSTITUTION | | |
| 4 | DEXTERITY (STEALTH, LEGERDEMAIN, LOCK PICKING, TRAPS) | | |
| 0 | FIGHTING | | |
| 3 | INTELLIGENCE (EVALUATION, ENGINEERING) | | |
| 2 | PERCEPTION (SEARCHING) | | |
| 0 | STRENGTH | | |
| 1 | WILLPOWER | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 12 | 50 | 12 | 3 |
| WEAPON | ATTACK ROLL | | DAMAGE |
| DAGGER | +5 | | 1D6+1 |
| PISTOL | +3 | | 1D6+5 |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Defensive Stance, Skirmish.

TALENTS: Alchemy (Novice), Contacts (Novice), Thievery (Journeyman).

ROGUE ABILITIES: Pinpoint Attack, Rogue's Armor.

DARK SIGHT: As a gnome, the crime boss can see up to 20 yards in darkness without a light source.

WEAPONS GROUPS: Brawling, Light Blades, Staves, Black Powder.

EQUIPMENT: Light leather armor, four daggers, two pistols, and three thunder vials.

THREAT: MODERATE

union, but the same can't be said for others. A local priest, Zun, sees the mixing of race and class to be an affront to his gods, and is putting pressure on local bakers, chefs, and craftsmen to refuse to service the wedding. Borik Vanriddle, who leads a rival syndicate, sees this as a great opportunity to destabilize Cogbottle's organization. He's helping Zun harass the locals and disrupt the wedding. If the wedding doesn't go off as planned, Cogbottle's likely to seek bloody revenge for the affront. No one, especially the local magistrate, wants that. To make matters worse, Darroc's family is starting to have second thoughts about the union, and may withdraw their support if things get too bad. The heroes must find professionals willing to put the wedding together and then protect them from saboteurs and zealots. They must prevent warfare in the streets between Cogbottle's syndicate, Vanriddle's syndicate, and Zun's xenophobic fanatics.

HALFLING HUNTMASTER

AKA: BEAST-SLAYER, QUIET HUNTRESS, MERRYBOW

After adventuring for a time, this halfling returned home, but something in her soul made it difficult for her to find peace in her old village. She came to live in the woods, honing her already

| HALFLING HUNTMASTER | | | |
|----------------------|--|---------|--------------|
| ABILITIES (FOCUSES) | | | |
| 6 | ACCURACY (BOWS, LIGHT BLADES) | | |
| 1 | COMMUNICATION (ANIMAL HANDLING) | | |
| 2 | CONSTITUTION (RUNNING) | | |
| 4 | DEXTERITY (INITIATIVE, STEALTH) | | |
| 2 | FIGHTING | | |
| 1 | INTELLIGENCE (NATURAL LORE) | | |
| 4 | PERCEPTION (SEARCHING, SMELLING, TRACKING) | | |
| 1 | STRENGTH (CLIMBING) | | |
| 2 | WILLPOWER | | |
| SPEED | HEALTH | DEFENSE | ARMOR RATING |
| 12 | 95 | 14 | 4 |
| WEAPON | ATTACK ROLL | | DAMAGE |
| SHORT SWORD | +7 | | 1d6+3 |
| SHORT BOW (PROVIDER) | +10 | | 1d6+7 |
| SPECIAL QUALITIES | | | |

FAVORED STUNTS: Knock Prone, Lightning Attack, Pierce Armor.

TALENTS: Archery (Master), Scouting (Master).

ROGUE ABILITIES: Pinpoint Attack, Rogue's Armor.

SPECIALIZATION: Sharpshooter (Master).

DARK SIGHT: As a halfling, the huntmaster can see up to 20 yards in darkness without a light source.

WEAPONS GROUPS: Brawling, Light Blades, Staves, Bows.

EQUIPMENT: The huntmaster wields the enchanted short bow called *Provider*. The bow adds +2 to attack and damage rolls. Furthermore, once a target is struck by an arrow loosed from *Provider*, the bonus to both rolls increases to +3 to the next attack from the bow upon the same target during that encounter. If the next attack strikes, this bonus increases to +4 (and subsequent shots don't increase it further). If the shot misses, the bonus drops back to +2. The huntmaster also has heavy leather armor, a short sword, and a pack filled with survival tools.

THREAT: MAJOR

prodigious archery skills. Sometimes her people find skillfully killed game waiting for them. Sometimes bandits, thinking the halflings docile, easy targets, crash through the woods, and she silences their steps, without her people ever knowing what happened. She's antisocial for a halfling, but is willing to reach out when she feels her people are in more danger than she can handle. If anyone were to get past her, and hurt her people or her forest home, she would hunt them implacably.

ADVENTURE SEED - THE HILLS ARE HUNGRY: A clan of ogres has targeted a local halfling settlement near the edge of civilization. The creatures started with stealing livestock and foodstuffs, but they since graduated to abducting farmers and townsfolk. The settlement has little in the way of soldiers and protection save Opay Softfoot, aged halfling huntmaster who is more than willing to track and eliminate the ogres. However, she can't do it alone. Opay seeks the heroes to help her defeat the ogres, ideally in time to save those people already abducted

WEIRD MORTALS

The infernal sorcerer is an example of an NPC who also has the characteristics of monstrous adversaries, as well as a few distinct, custom-built abilities. The Game Master should feel free to design such NPCs. As we noted in the beginning of this chapter, not everyone in the campaign follows the paths of the players' heroes. NPCs don't have to follow their rules, and you should use this principle to streamline adversaries' game statistics, add unique characteristics to enhance their value, or both.

before they end up as ogre food. The strength and number of the ogres can be adjusted based on the party strength. If the heroes are higher level, perhaps the ogres are even led by a giant or other creature that directs their brutal followers to pillage and plunder.

INFERNAL SORCERER

AKA: DARK MAGE, UMBROMANCER, WARLOCK

In search of power and knowledge, this worker of magic channels dark forces in search of more of it. The infernal sorcerer may have political goals—conquering a region, or manipulating a king with magic and evil counsel—but these are means to metaphysical, mystical ends: become a god, achieve everlasting life, or bring dark entities from beyond this world back to mortal reckoning, to bathe in the ashes of the resulting apocalypse.

ADVENTURE SEED - THE TOME OF THE ANCIENT BEAST: The infernal sorcerer Camon Lorr seeks an ancient text that contains the secret of summoning a titanic demon-beast, a creature so fearsome it supposedly made the gods themselves tremble. The tome is currently locked away in a monastery high in the mountains, guarded by a small order of holy warriors. One of the warriors has recently had a foreboding vision, one that has compelled her to seek assistance in protecting the text, and preventing Lorr from taking it. Should Lorr breach the monastery and acquire the text, it'll be a race to catch him as he heads for an ancient summoning circle hidden in a distant cursed forest. Camon Lorr has minions enough to challenge the heroes in addition to his own formidable powers. These can be human followers, humanoids he's cowed into service, or summoned spirits or demons. Select threats appropriate to the party and their capabilities.

ORC WARLORD

AKA: HORDE PRINCE, THE GREAT DECAPITATOR

After surviving bloody battles and challenges from his own camp, the orc warlord rose to supremacy through a mixture of savage combat and iron discipline. Even well-armed heroes won't intimidate a warrior who's buried a score of would-be "adventurers" come to pillage the orc nation—and yes, even if its borders have yet to be recognized by softer peoples, it is a nation, and he will preside over its unification, strengthening, and conquests.

ADVENTURE SEED - THEY WILL KNOW MY NAME: The orcs have long suffered fragmentation, stigma, and hatred. Finally, a

INFERNAL SORCERER

ABILITIES (FOCUSES)

| | |
|---|--|
| 4 | ACCURACY (ARCANES BLAST, LIGHT BLADES) |
| 2 | COMMUNICATION (DECEPTION, PERSUASION) |
| 0 | CONSTITUTION |
| 2 | DEXTERITY (INITIATIVE, STEALTH, RIDING) |
| 0 | FIGHTING |
| 5 | INTELLIGENCE (ARCANES LORE, CRYPTOGRAPHY, POWER ARCANA, RESEARCH, SHADOW ARCANA) |
| 2 | PERCEPTION (SEARCHING) |
| 0 | STRENGTH |
| 5 | WILLPOWER (MORALE) |

| SPEED | HEALTH | DEFENSE | ARMOR RATING |
|-------|--------|---------|--------------|
| 12 | 70 | 12 | 0 |

| WEAPON | ATTACK ROLL | DAMAGE |
|---------------|-------------|--------|
| ARCANES BLAST | +6 | 1d6+5 |
| DAGGER | +6 | 1d6+1 |

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow, Magic Shield (spell), Mighty Spell (spell).

TALENTS: Alchemy (Journeyman), Death Arcana (Journeyman) Power Arcana (Journeyman), Shadow Arcana (Master)

MAGE ABILITIES: Arcane Blast, Arcane Device (sacrificial dagger), Magic Points (100), Magic Training.

BLOOD AND SOULS: After studying forbidden texts, the infernal sorcerer has learned to trade a victim's life force for power. If the infernal sorcerer kills a victim with their sacrificial dagger, they acquire as many magic points as the dagger inflicted when it struck the fatal blow. Track these magic points separately, as they are especially potent; they provide +1 Stunt Point to any spell they empower, in whole or in part.

SHADOW: Weird experiments have merged the infernal sorcerer with the stuff of shadow. The character takes half damage from all non-magical attacks and can use the Regenerate and Blending powers (see the *Fantasy AGE Basic Rulebook*, p. 114) in darkness or dim light. In sunlight or other bright light the infernal sorcerer takes damage normally. All light-based magical attacks inflict an extra 1d6 penetrating damage.

SPELLS: The GM should customize the infernal sorcerer's spells as best fits their origin and their nefarious plans.

DEMON OF VENGEANCE: Having sold their soul to a demon prince, the infernal sorcerer becomes possessed by one of the prince's vassals upon death. Three rounds after being killed, the sorcerer's body warps and splits to reveal the form of an elite demon soldier. See the *Fantasy AGE Basic Rulebook*, p. 105 for the base demon soldier stats, and add +1 Fighting, +1 Dexterity (and +1 Defense as a result), +1 Strength, the **STRENGTH (MIGHT)** focus, the **WILLPOWER (MORALE)** focus, and +5 Health. The demon also possesses the *Shadow* special power, below. Reducing the infernal sorcerer's corpse to ash before the three rounds are up prevents the demon from coming forth.

WEAPONS GROUPS: Brawling, Light Blades, Staves

EQUIPMENT: Dark robes, sacrificial dagger, arcane library, and any magical items the GM feels would be appropriate.

THREAT: MAJOR





ORC WARLORD

ABILITIES (FOCUSES)

| | |
|---|---|
| 3 | ACCURACY (BRAWLING, BOWS, LIGHT BLADES) |
| 1 | COMMUNICATION (LEADERSHIP) |
| 5 | CONSTITUTION (DRINKING, STAMINA, RUNNING) |
| 3 | DEXTERITY (RIDING, STEALTH) |
| 6 | FIGHTING (AXES, HEAVY BLADES, POLEARMS, SPEARS) |
| 2 | INTELLIGENCE (MILITARY LORE) |
| 2 | PERCEPTION (SEARCH) |
| 5 | STRENGTH (CLIMBING, INTIMIDATION, MIGHT) |
| 2 | WILLPOWER (COURAGE, MORALE) |

| SPEED | HEALTH | DEFENSE | ARMOR RATING |
|-------|--------|---------|--------------|
| 13 | 150 | 13 | 13 |

| WEAPON | ATTACK ROLL | DAMAGE |
|---------------------|-------------|--------|
| HALBERD (HEADTAKER) | +11 | 2D6+11 |
| SHORT BOW | +5 | 1D6+3 |

SPECIAL QUALITIES

FAVORED STUNTS: Lethal Blow, Mighty Blow, Pierce Armor.

TALENTS: Armor Training (Journeyman), Command (Master), Pole Weapon Style (Master), Two-Hander Style (Journeyman).

SPECIALIZATION: Berserker (Master).

WARRIOR ABILITIES: the orc warlord may use the 10th level warrior ability *Expert Strike*.

DARK SIGHT: As an orc, the warlord can see up to 20 yards in darkness without a light source.

WEAPONS GROUPS: All

EQUIPMENT: *Headtaker*, an enchanted halberd which provides a +3 bonus to attack and damage rolls. The *Panoply of the Fanged One*, magical heavy plate which possesses an armor rating of 13. He also has a short bow, arrows, a dagger and access to virtually any mundane item he needs.

THREAT: DIRE

champion has risen to unite them under one banner, promising that the orcs will take their rightful place alongside the nations of the world. He is succeeding, too, and that makes some shadowy figures nervous indeed. You've been offered a bounty: destabilize the prince's efforts, assassinate or disgrace him, and put to rest, once again, the dangers of orcish unification. Will you carry out this sinister mission, or, at great risk to yourself, travel deep into orcish lands to bear a warning and aid to this ambitious prince?

SOLDIER

AKA: MERCENARIES, SQUIRES, FOOTMEN

Well-trained professional soldiers are in-demand almost everywhere. They can be common or noble-born, but all enter the field with a trained toughness that mere bandits and peasant partisans are hard-pressed to match. Soldiers might be older squires, waiting to win their spurs, or mercenaries who earn wealth, but no titles.

| SOLDIER | |
|---------------------|---------------------------------|
| ABILITIES (FOCUSES) | |
| 1 | ACCURACY |
| -1 | COMMUNICATION |
| 1 | CONSTITUTION (STAMINA) |
| 0 | DEXTERITY (RIDING) |
| 2 | FIGHTING (HEAVY BLADES, SPEARS) |
| 0 | INTELLIGENCE (MILITARY LORE) |
| 0 | PERCEPTION |
| 2 | STRENGTH (CLIMBING) |
| 1 | WILLPOWER (MORALE) |

| SPEED | HEALTH | DEFENSE | ARMOR RATING |
|-------|--------|---------|--------------|
| 10 | 32 | 12 | 5 |

| WEAPON | ATTACK ROLL | DAMAGE |
|----------------|-------------|--------|
| LONGSWORD | +4 | 2D6+2 |
| THROWING SPEAR | +4 | 1D6+3 |

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone, Mighty Blow, Skirmish.

TALENTS: Armor Training (Journeyman), Single Weapon Style (Novice), Thrown Weapon Style (Novice).

WEAPONS GROUPS: Brawling, Heavy Blades, Polearms, Spears.

EQUIPMENT: Light mail, medium shield, longsword, and two throwing spears.

THREAT: MINOR

ADVENTURE SEED - BLACK MARKET AUCTION: The city has seen an influx of war-hardened soldiers since the end of the war. After nearly twenty years of conflict, the soldiers know little else, and many turn to crime in a desperate bid to survive. The local sheriff calls you into her office to ask you for a favor. A band of these desperate soldiers have taken control of a large estate on the edge of town and are attempting to wrest control of the local black market. Calling themselves the Six Petal Gang, they demand tolls of every traveler along the main road, and have so far repulsed every effort to run them out. Now there are rumors that they've acquired some rare magic ingredients, and all sorts of unsavory characters are coming to town for the auction. The sheriff pleads with you: find out what they're up to, and get rid of them and their buyers however you can.

TRIBAL WARRIOR

AKA: BARBARIANS, HILLFOLK, THE UNRULED

Called "barbarians" as a pejorative term, the members of various indigenous tribes live away from cities and farms, in wild places beyond the reach of kings and noble councils. Some are hunter-gatherer groups who always lived this way; others descend from people who fled densely populated kingdoms to escape disaster, or persecution, or to just live as they wished, away from robed potentates and their decrees. They do not farm on any large industrial scale, though some tribes do practice agriculture. Many trade furs and their own crafts for metal arms and tools from the cities. Otherwise, they avoid

| TRIBAL WARRIOR | |
|---------------------|---------------------------------|
| ABILITIES (FOCUSES) | |
| 2 | ACCURACY (BOWS) |
| 0 | COMMUNICATION |
| 2 | CONSTITUTION (SWIMMING) |
| 2 | DEXTERITY (INITIATIVE, STEALTH) |
| 1 | FIGHTING (SPEARS) |
| 0 | INTELLIGENCE (NATURAL LORE) |
| 2 | PERCEPTION (TRACKING) |
| 1 | STRENGTH |
| 0 | WILLPOWER (MORALE) |

| SPEED | HEALTH | DEFENSE | ARMOR RATING |
|-------|--------|---------|--------------|
| 11 | 34 | 11 | 0 |

| WEAPON | ATTACK ROLL | DAMAGE |
|----------|-------------|--------|
| LONG BOW | +4 | 1D6+5 |
| SPEAR | +3 | 1D6+4 |

SPECIAL QUALITIES

FAVORED STUNTS: Defensive Stance, Skirmish.

TALENTS: Scouting (Journeyman)

HOME ADVANTAGE: Hunter-gatherers adapt to their homelands, developing instincts that help them survive. In their home territory, or in places with very similar terrain, these characters may perform the Skirmish or Defensive Stance combat stunts, or any exploration stunt, for 1 SP less (but at a minimum cost of 1 SP nonetheless).

WEAPONS GROUPS: Bludgeons, Brawling, Bows, Spears

EQUIPMENT: Long bow, twelve arrows, and two spears.

THREAT: MINOR

"civilized" places, whose inhabitants they consider odorous and uncultured. Most tribesfolk are simple non-combatants, but in emergencies their warrior societies can defend them. At times, these warriors might be found working as a scouts or guides for city-ruled folk.

ADVENTURE SEED - IDOL THREATS: A group of tribal warriors and huntsmen have come to the city in search of justice. A merchant and collector of rare antiquities stole a sacred idol from their tribe. They wish to appease the spirit protectors of their tribe by returning the idol and punishing the thief. The merchant hires the heroes to defend him, telling them of masked and body-painted "demons" who seek his death because of some act of charity or good deed they wish to prevent. Can the heroes uncover the merchant's deception before lives are lost? If not, what will they do to make amends once they discover the truth? The warriors should be played as primitive by standards of the setting, but clever, resourceful, complex, and dangerous. They're not unable to grasp technology, they are simply from a culture that has yet to develop it. If the GM wants more of a threat to the heroes, consider adding animal companions, magical abilities, or other "tricks" the warriors can use to harass, distract, and overcome the heroes. If the heroes uncover the merchant's deception and return the idol, they will be considered friends to the tribe.



PLAY OPTIONS

Fantasy AGE is designed to provide fast-paced, straightforward, medium to high-fantasy type play by default. Characters are quite capable and fairly hard to defeat or kill. This works well for most games, but not every setting, campaign premise, or idea in *Fantasy AGE* is useful for or maps directly to these defaults.

The following chapter is about adjusting the basic *Fantasy AGE* rules slightly to change how the game plays in practice. In addition, packages of stunts are presented to make it easier for inexperienced players to quickly determine how to best utilize the stunt system for a variety of effects.

All the rules presented in this chapter are optional. GMs do not need to use any of them if they don't want and, in fact, it's a rare campaign that would employ all or even most of them.

MAKING THINGS MORE DANGEROUS

There are two major ways to make combat and other hazardous situations in *Fantasy AGE* more dangerous: decreasing Health and increasing damage. Both have their advantages and disadvantages. A more advanced option is applying wound penalties based on damage taken. All three options will be discussed in this section. For a truly deadly game, all of these options may be employed, but this is not recommended unless the GM and players are and wish a high degree of lethality in their *Fantasy AGE* games.

DECREASING HEALTH

A quick and easy way to make combats in *Fantasy AGE* more dangerous and faster-paced is to reduce the amount of Health each character has. Combats take less time, Stunts that do extra damage are more important, so is armor.

Something to consider is whose health is reduced. If PCs are the only ones to have their base Health reduced, then combat is made more lethal for them. If all characters have their Health reduced, then combats are sped up but the PCs' relative place in the setting as far as toughness and survivability is maintained. GMs and players should discuss what effect they want so no one is blindsided by any changes to *Fantasy AGE*'s default.

- **USE THIS IF:** If combats are taking too long for your tastes due to high character Health. You want damage-based stunts and effects to matter more.
- **DON'T USE IT IF:** You enjoy the current pace of combat and amount of damage characters can endure.

There are three main options when it comes to reducing base Health for characters. They are as follows.

OPTION 1: HALVING HEALTH

The default method is to simply halve a character's Health, resulting in a creature or character that dies twice as fast. It's easy and results in battles that are roughly twice as fast and deadly,

BEWARE THE JABBERWOCK, MY SON..

Increasing damage to make combat deadlier can also be used in a very targeted way, making a particular type or class of adversaries very dangerous. A game of *Fantasy AGE* where all damage or Health is set by the basic rules but dragons do extra damage is a game where dragons are apex predators and army-crushing terrors even beyond their normal potency. A game where demons or the undead do more damage adds an element of horror and vulnerability to encounters. This option can be used in addition to increasing adversaries to Elite, Heroic, and Epic versions to create even more dangerous adversaries of particular types.

This same option can be used to make certain types of attacks more dangerous. Making melee or magic or other common attack types deadlier isn't recommended as it unbalances classes and basic attacks. However, special weapons such as black powder firearms could have damage increased to make them exceptionally deadly in a setting.

WOUND PENALTIES

| HEALTH REMAINING | EFFECT |
|--|---|
| 50% | Lightly Wounded. All TNs for tests increase by 1, including attack rolls. -1 to Defense and Speed. |
| 25% | Seriously Wounded. All TNs for tests increase by 2, including attack rolls, -2 to Defense and Speed. |
| Equal to lowest of character's Will or Con (Minimum 1) | Near Death. All TNs for tests increase by 2, Including attack rolls, -3 to Defense and Speed, -2 to damage. |

though use armor and healing can greatly affect just how fast and deadly the average battle becomes with this option.

OPTION 2: ONLY CONSTITUTION FOR HEALTH

Another option is to do away with rolled Health and have only Constitution added to Health after Level 1—with a minimum addition of 1 Health per level. The effects of this are marginal on any given level, but they add up when you look at the life of a character. In particular, this removes about 30 Health on average from characters by Level 10. This also makes the amount of Health a character has very predictable, which may be undesirable if a group enjoys the randomness of rolling for Health points each level.

OPTION 3: DEDUCT A BASE AMOUNT

GMs who want a more granular amount of Health can simply deduct a chosen amount of Health from each PC or each character at creation. This makes early levels noticeably more dangerous, and the reduction keeps Health scores lower than default *Fantasy AGE* throughout the life of a character.

INCREASING DAMAGE

The other way to make combat more dangerous is to increase the amount of damage done by attacks, hazards, and other sources. Such increases can be universal or targeted, with only some attacks doing more damage. The side effects of this option are more dice rolling, armor being important but rarely able to block an entire attack, and stunts that increase damage are useful but seem less spectacular ("It's just another die.").

- **USE THIS IF:** If you like rolling extra dice or larger numbers on damage results. You want armor to soak a smaller portion of damage taken.

- **DON'T USE IT IF:** You don't like rolling extra dice or adding extra numbers.

There are two main options for increasing base damage:

OPTION 1: ADDITIONAL ABILITY BONUSES

With this option, add an additional ability that adds to each type of attack: melee, ranged, and magical. Strength, Perception, and Intelligence are already added to each attack with basic *Fantasy AGE*. In addition to these abilities, add Perception to melee attacks, Dexterity to ranged attacks, and Willpower to magical attacks.

OPTION 2: ADDITIONAL DICE

With this option, attacks do additional dice of damage. So a 1d6 Damage attack with basic *Fantasy AGE* now does 2d6 or more damage. Each die of damage rolled adds about 3 or 4 damage on average, meaning a single extra die of damage per attack can quickly add up. Generally GMs should avoid adding more than 1d6 to damage as an option, as adding 2d6 or more results in very lethal combat with widely varying amounts of damage.

WOUND PENALTIES

With this option, characters take damage normally, but they lose aptitude as they get closer to death and defeat. This option can simulate the effects of damage to a character fairly realistically, but it also results in a "death spiral" where the worse things get the harder it is for characters to succeed. This is neither good nor bad, it's simply something a GM must consider before using this option.

- **USE THIS IF:** You want wounded characters to reduce aptitude. You want to encourage wounded characters to



retreat or find alternate solutions. If you want healing to be very important.

- **DON'T USE IT IF:** You don't want wounded characters to become a problem for the group to deal with. You don't want characters running from tough battles regularly. You don't want healing and recovery to be a major issue.

Wound penalties start at half a character's Health and increase as more Health is lost. If necessary, round in favor of the character. The **Wound Penalties** table shows the exact wound penalties based on health lost. If you use wound penalties in your game, write down the Wound Penalty levels for each PC and major NPCs who will likely see combat. It will greatly speed using this option in play.

WALKING WOUNDED

If you use wound penalties but wish to allow valiant or heroic actions and opportunities to overcome them, also use the following stunt.

| SP Cost | STUNT |
|---------|---|
| 2 | IGNORE PAIN: You may ignore the effects of any Wound Penalties suffered for one turn. This stunt can be used multiple times if you have enough stunt points. |

Tracking wound penalties increases the complexity of combat, but it does add a level of danger and lasting effects to combat if desired.

CINEMATIC PLAY

Fantasy AGE can also use various options to make play more cinematic, modeling the sort of high-action stories seen in big budget action movies and various fantasy epics. With cinematic play, even low-level characters can accomplish incredible deeds.

Note that *Fantasy AGE* is fairly high fantasy by default, and thus is a "low cinematic" system already. Because of this, even using one or two of the options presented will quickly increase the cinematic feel of play.

While these various options can theoretically be combined in play it is strongly advised you do not combine Stunt Pools and Action Points. Each is quite potent and enabling both makes PC heroes so hyper-competent they will quickly bore of most challenges and any potential risk of failure is largely nonexistent.

ACTION POINTS

Action Points are an additional optional resource that player characters can spend for a variety of effects. Action Points refresh at the beginning of each session. They can also be lent to other players if necessary. GMs may reward exceptionally heroic actions or long periods of downtime during a session with Action Points if desired.

PC heroes start with 2 Action Points and gain an additional one every four levels. Thus they get two at Level 4, three

at Level 8, four at Level 12, five at Level 16, and finally six at Level 20. Action points can be spent to do one of the following things:

- Reroll a die roll, including damage rolls. Take the best result of the two rolls.
- Reroll the Stunt Die, keeping the highest result for determining stunt points generated. Note: the initial roll to determine success or failure is kept, this is only done to determine the number of SP available.
- Immediately heal the character as if they had time to take a breather, healing 5 + Constitution + Level in health. This does not count as taking a breather for the purposes of whether a character can take a 5-minute rest out of combat and take a breather regularly.
- Regain Magic Points as if you rested an hour, gaining Willpower + 1d6 Magic Points.
- Alter a minor but useful detail in a scene, such as having a weapon nearby or discovering lantern oil amidst other supplies in a storehouse. This new detail must be possible, but it can be unlikely.
- Take an additional action. Spending 1 Action Point allows an additional minor action, while 2 Action Points allows an additional major action.
- Add +2 Defense to your character until your next action.
- Stabilize a dying character. The character will remain unconscious but alive at 0 Health unless a foe takes a major action to strike them dead. Characters can recover Health normally.

As an optional rule players can give their Action Points to other players, allowing them to bail out their companions. If this option is employed, it's a good idea to use something physical to represent Action Points like stones, poker chips, or cards.

NPCs don't usually have Action Points, but very important NPCs can be given some to make them a tougher opponent if desired. This should be saved for major adversaries and similar threats.

STUNT POOLS

Stunt points come up regularly but randomly. This creates fun and interesting opportunities during play, but the dice have no sense of drama. They don't know you're about to fight a foe you've been trying to defeat for years. They don't care that you're almost dead and could really use some help.

This is fine. It might even be a benefit depending on what sort of game you wish to run. However, if you wish game sessions and encounters to more closely model movies and books in terms of narrative flow you might consider using a stunt pool.

A stunt pool is a pool of stunt points a group can use to purchase stunts on any roll, not just ones that rolls doubles. A stunt pool starts as 4 SP plus 2 for every PC in the group. Characters cannot draw more than 2 SPs out for an action, but they can combine these SP with those provided by rolling doubles.

EXAMPLE

Chris is running Fantasy AGE using a Stunt Pool. He has four players, creating a stunt pool for the session with a base of 12 SP (4 SP plus 8 SP or the number of players). During the first session, Joe wants to try and disarm a mind-controlled guardsman but can't seem to get the dice to cooperate. Feeling this is important, he takes 2 SP from the stunt pool to use the Disarm stunt with his attack. The stunt pool now has 10 SP remaining in it.

Stunt points in a stunt pool refresh at the beginning of each game session. Players may also donate up to 2 SP unused Stunt Points on a roll to the pool. This is usually best done on a roll where the stunt points just aren't useful or interesting, such as a massive attack that is already going to fell the final foe of a combat.

EXAMPLE

Later, Joe's character skewers a goblin with a spear thrust, rolling doubles and scoring a 4 on the Stunt Die. However, the goblin is going to die from Joe's minimum possible damage alone and there's nothing else really interesting to do with the SPs right at the moment. Instead he banks 2 of the SPs into the stunt pool, hoping they come in handy for something cool later. The other 2 SPs must either be spent or lost. The stunt pool at the time was 3 and it now rises to 5 with Joe's donation.

Note that stunt pools do disrupt the traditional stunt point economy and reduce the randomness of encounters. Players can now more effectively plan to make sure SPs are available at important and crucial times during play. This isn't inherently bad, but it will change the way *Fantasy AGE* plays and this should be considered before using stunt pools.

COMPLICATIONS

As an additional option, players can also increase the existing stunt pool by accepting a **complication** to the existing encounter. GMs can present some potential complications to the players, or players may suggest their own.

The increase to the stunt pool should be commensurate with the scale of the complication. A minor annoyance such as a couple of goblins suddenly entering the combat is probably worth only 1 SP, while a weakened floor collapsing or a wild-fire spreading to surround the group might be worth 3 or 4 SP. A complication could even take the form of a tough extra encounter or scene the heroes must overcome, which might even be worth 5 or 6 SP, but these opportunities should be rare lest they becoming rote and boring.

The GM doesn't have to accept any complications suggested, or offer them for every encounter or even every session. But if the using the stunt pool rules, the Game Master should generally provide a few opportunities for players to recharge the stunt pool by accepting some new problems to deal with.

Complications offered by the GM don't have to be spelled out, they just have to be fairly priced. A GM can—and often should—simply ask the players “do you think things should get tougher/more interesting/more challenging about now?” and make stunt point offer. It's up to the players to accept.

EXAMPLE

Near the end of the adventure, the stunt pool is nearly empty, having only 1 SP left. With the PC heroes getting ready to face down a dreaded warlord in battle, Chris asks if they think things should get a bit more dangerous right now and offers them 4 SP if they agree. The players agree and Chris describes the warlord blowing his battle horn, causing half a dozen his elite guard emerge from behind a nearby butte, riding towards the heroes. The guard will arrive during the battle, making it more difficult if the PCs are not quickly victorious. However, in the meantime, the PCs have access to a larger stunt pool for their heroics.

The whole group shares the same pool. If it turns out a player is abusing the pool by using it for trivial action or draining it so quickly no one else gets a chance to use it, the other players and GM can vote to prevent them from using the pool for an encounter, session, or even a campaign arc. However, GMs and players should always try to talk problems like this out first, and if stunt pools are consistently causing a problem? Don't use them.



HEROIC ARMOR

Armor in *Fantasy AGE* is generally a result of worn protection such as chainmail or plate armor. However, in many movies, the sheer act of being a major hero seems to form a certain level of protection. Great heroes just seem less bothered by damage. In *Fantasy AGE* this is usually the result of having lots of Health Points. However, GMs can also provide heroic PCs and important NPCs with an Armor Rating. This Armor doesn't stack with worn armor, meaning warriors and similar characters will often still wish to wear heavier armor. However, this option models the oft-seen situation in films and books where barely clad or unarmored heroes seem still able to soak up a lot of damage. Heroic armor is very useful for campaigns where heavy armor is rare, such as swashbuckling-type campaigns and certain primitive or sword and sorcery settings.

The Heroic Armor option starts at 0 and grants an additional Armor Rating per four levels achieved. Thus, at Level 1, characters receive no base Armor Rating, they gain 1 Armor Rating at Level 4, 2 at Level 8, etc. NPCs gain Heroic Armor rated from 0-5 based on how powerful and important they are. A minor henchman might have an Armor Rating of 1, while a major villain might be able to claim 4 or 5.

MOBS & MINIONS

For some high action and epic fantasy settings, even low-level heroes are expected to tear through lesser foes easily. As characters level up, they may even be able to easily master lesser versions of terrible opponents such as giants, or engage whole armies. The best way to represent this sort of "super-heroic" action in *Fantasy AGE* is to use the rules presented here for Mobs and Minions. These options can be used together or separately. Using either or both of these rules will make your heroes feel like they can take on armies of foes, making it inappropriate for grittier campaigns.

Mob rules are usually only used with creatures or adversaries who are determined to be trivial threats on their own. Minions are similar, representing lesser threats who nevertheless are still dangerous enough to warrant treating them as a solo adversary. Adversaries who have a Threat rating well below what the heroes can expect to handle are good candidates for being turned into mobs or made into a minion when they appear in play. For example, a mass of goblins attacking a Level 15 mage could be treated as a mob—goblins just aren't much of

a threat anymore to such a potent and advanced character. Likewise, a trio of ogres facing down a Level 20 warrior may be treated as minions to represent that such creatures simply rarely threaten such an experienced hero anymore. Champions or exceptional members of these groups may still exist to challenge the PC heroes, but the common version of these threats may be treated as mobs and minions to speed play and promote an epic feel.

Mobs and minions can also be used in settings where heroes are akin to demi-gods or possess nearly divine might. PC heroes may be considered to be so powerful by default that they can ignore the danger presented by many lesser adversaries, needing to focus only on those threats which are determined by the GM to be major enough to warrant presenting as normal adversaries. This is a good option for games that seek to emulate mythic stories or have heroes with divine or otherworldly origins.

MINIONS

Minion rules are used for adversaries who are easier to defeat than the standard version of the creature or individual of their type. They might be weaker than normal, less competent, or less experienced. In high fantasy and very cinematic settings, minions might simply represent faceless and minor characters so that only major monsters and adversaries are treated as normal adversaries.

Minions use the normal statistics for a creature or character of its type but with one difference: they have a Minion Rating ranging between 1 and 6 that represents the number of Stunt Points that can be spent to instantly defeat them. Thus a Minion Rating of 1 requires only 1 SP to defeat the adversary instantly, while a Minion Rating of 5 would require 5 SP. Characters can spend multiple SPs to defeat multiple minions if desired.

Most Minions have a Minion Rating between 1 and 4. Minion Ratings of 5 or 6 are appropriate for “henchmen” type villains that are mostly regular characters who must be dispatched normally, but can occasionally be brought down quickly with the right dramatic action.

When appropriate, Minion Ratings can also be used for noncombat actions. A troublesome minister blocking a character’s access to vital information could be assigned a Minion Rating that allows him to be brushed off or talked down automatically.

MOBS

Mobs are gatherings of lesser adversaries who act like one creature. They may range from a half dozen to more than

thirty individuals, but they fight as one adversary with a single attack, one Health rating, and so on. When a mob’s health is reduced to zero, the component creatures of the mob are dead, disabled, or otherwise out of the fight.

Mobs use the base statistics for a creature of its type and has its damage, armor rating, and health modified by its size. In the case of mobs made up of various creatures, use the creature who makes up the largest percentage of the mob or break the group into smaller mobs by type.

Mobs may also be made Elite, Heroic, or Epic if desired. Such mobs can be quite dangerous, especially at larger sizes. However, remember that if a PC defeats them they have slain or disabled dozens of foes—an impressive feat worthy of reward and attention.

Mobs above sixty individuals should be broken up into smaller mobs for ease of use. Also, mobs of very large characters like giants and ogres should rarely reach larger than Medium size as even a mob of that size takes up huge areas on a battlefield.

All mobs get access to a special stunt, Mob Attack. Only mobs can use it.

| SP COST | STUNT |
|---------|--|
| 1+ | MOB ATTACK: The mob can attack additional foes in range with the same attack, spending 1 SP for each additional target. Each attack is rolled individually, but doubles do not generate stunt points. |

OPTION: ONE HIT, ONE KILL

GMs who want certain minions to be incredibly easy to destroy can make them go down with any damaging hit of any type. In this case, an attacker only needs to beat a creature’s Armor Rating and do a single point of Health to defeat the minion. This option is only appropriate for very weak adversaries or very high-powered campaigns.

STUNT PACKAGES

Stunt packages are ready-to-use, ready-made combinations of existing stunts that generate particular effects. They aren’t new stunts, but pre-constructed collections that speed play. PCs and GMs can create their own stunt packages using these as inspiration, and these lists are in no way exhaustive of all possible combinations of stunts.

Stunt Packages are divided up into **Combat**, **Magic**, **Role-playing**, and **Hybrid** stunts that include stunts for various categories.

MOB EFFECTS

| MOB SIZE | NUMBER OF INDIVIDUALS | EFFECT |
|----------|-----------------------|--|
| Small | 6-11 | +10 Health, +2 Damage, +0 Armor Rating |
| Medium | 12-20 | +15 Health, +1d6 Damage, +1 Armor Rating |
| Large | 21-40 | +20 Health, +1d6+2 Damage, +2 Armor Rating |
| Huge | 40-60 | +25 Health, +2d6 Damage, +3 Armor Rating |



COMBAT STUNT PACKAGES

The follow Combat Stunt Packages are ready to use and priced assuming characters receive no discount on SP cost for particular Talents or class powers. When such discounts exist, apply them to the cost of the package before using it.

RENDING BLOW 4 SP

Your blow punches through an opponent's armor, dealing terrible damage.

INCLUDED STUNTS: Pierce Armor (2 SP), Mighty Blow (2 SP)

STAGGERING BLOW 6 SP

You strike a target with so much force they stagger backwards in addition to taking terrible damage.

INCLUDED STUNTS: Skirmish (1 SP), Lethal Blow (5 SP)

VARIATION: Using Mighty Blow (2 SP) instead of Lethal Blow makes for a less deadly but cheaper at 3 SP. If desired, you can spend extra SP for extra uses of Skirmish.

"COME AT ME!" 3 SP

You push towards a foe or drive them away from an ally, placing yourself between friend and foe.

INCLUDED STUNTS: Skirmish (1 SP), Threaten (2 SP)

VARIATION: You can spend additional SP for higher uses of Skirmish to move closer to a foe or push a foe further away from an ally. You can also add Defensive Stance (2 SP) to make you harder to hit.

GOT YOU COVERED 2 SP

You quickly reload your weapon and keep alert to any potential threats and attacks.

INCLUDED STUNTS: Rapid Reload (1 SP), Stay Aware (1 SP)

VARIATION: Adding Seize the Initiative increases the cost to a hefty 6 SP but moves you to the top the Initiative order, insuring your next shot can get the drop on opponents.

FINISH HIM! 6 SP

You trip a target and shove him towards an ally and break his guard, opening him up for your ally to finish as he lies on the ground.

INCLUDED STUNTS: Skirmish (1 SP), Knock Prone (2 SP), and Set Up (3 SP)

ENRAGING TAUNT 4 SP

By a combination of insults and threatening jibes, you not only coax a target into attacking you, but you also enrage them sufficiently to distract them when they attack.

INCLUDED STUNTS: Taunt (2 SP), Threaten (2 SP)

LIGHTNING DISARM 5 SP

You quickly deliver two attacks to a foe, striking at least once to their wrist or arm to both injure and disarm them.

INCLUDED STUNTS: Disarm (2 SP), Lightning Attack (3 SP)

TRIPPING DISARM

4 SP

You grab the target's weapon hand and throw them off balance. They fall to the ground, losing their weapon as they fall.

INCLUDED STUNTS: Disarm (2 SP), Knock Prone (2 SP)

VARIATION: Adding Skirmish throws the target a number of yards as they fall and increases the cost equal to the cost of the Skirmish stunt.

DOUBLE SHOT

4 SP

You quickly reload and fire your ranged weapon a second time.

INCLUDED STUNTS: Lightning Attack (3 SP), Rapid Reload (1 SP)

DEFENSIVE SHOT

3 SP

After attacking, you quickly reload your weapon and adopt an evasive posture.

INCLUDED STUNTS: Defensive Stance (2 SP), Rapid Reload (1 SP)

FELL FOE

4 SP

Your potent blow drives your foe to the ground, dealing great damage as they fall.

INCLUDED STUNTS: Knock Prone (2 SP), Mighty Blow (2 SP)

MOCKING DISARM

4 SP

You strip a foe of their weapon and mock their combat prowess as you do, disarming them verbally and physically.

INCLUDED STUNTS: Disarm (2 SP), Taunt (2 SP)

VARIATION: Adding Threaten (2 SP) also enrages the target, forcing them to try and attack you to erase the shame of being bested.

AXE TACKLE

3 + SP

Using your axe (or other melee weapon), you force a target hard in a direction of your choosing, causing them to stumble and fall from the force of your blow.

INCLUDED STUNTS: Knock Prone (2 SP), Skirmish (1+ SP)

ROLEPLAYING STUNT PACKAGES

These stunts use combinations of Roleplaying stunts to create a variety of effects. As with Combat stunts, they are priced according to the default SP cost and do not include discounts for particular Talents or class powers. Roleplaying Stunt packages often tend to be fairly expensive, making them difficult to pull off. However, if used at the right time, they create memorable moments that can win strong allies or drive enemies to lasting distraction.

PERFECT COMIC TIMING

6 SP

Your remark is so sharp and effective it quiets the whole room, then a moment later, peals of laughter ring out as everyone gets the joke. Such moments are the stuff of legend among social circles and the subject and your audience will never forget.

INCLUDED STUNTS: Stunned Silence (3 SP), Jest (3 SP)

BUT I WANT MORE JESTS!

If a GM finds they are always offering certain Stunts at a discount or wish players would select certain stunts they avoid due to their perceived value, they should consider making a house rule for their campaign that the particular stunt simply costs less. Doing so will have a lasting effect on the campaign, but not necessarily a negative one. A campaign that discounts Jest and Flirt is more likely to become a comedic romp, whereas one that discounts Will with a Flourish can quickly take on a swashbuckling tone.

However, it is *strongly* encouraged that only Roleplaying and Exploration stunts be so discounted. Combat and Magic stunts are more precariously balanced against each other and lowering the cost of one or more, especially considering certain Talents and Specializations already provide discounts, can create imbalance.

LAUGH IN DEATH'S FACE

5 SP

Your cutting remark or grim joke revitalizes your own courage, giving you the strength to press on.

INCLUDED STUNTS: Bon Mot (1 SP), Tower of Will (4 SP)

THE MORE THE MERRIER

6 SP

Your romantic advances net you more than one potential partner.

INCLUDED STUNTS: Flirt (4 SP), Sway the Crowd (2 SP)

EXPLORATION STUNT PACKAGES

These stunts use combinations of Exploration stunts to create a variety of effects. As with other stunt packages, they are priced according to the default SP cost and do not include discounts for particular Talents or class powers.

OPTIMAL SEARCH

4 SP

You quickly and efficiently search the area, gathering resources and information with ease.

INCLUDED STUNTS: Efficient Search (2 SP), Speedy Search (2 SP)

TAKE POINT

3 SP

You quickly scan the area from a distance, noting any odd or noteworthy places, people, or situations.

INCLUDED STUNTS: Advantageous Positioning (1 SP), Speedy Search (2 SP)

VARIATION: You can add other stunts or replace Speedy Search to gain different advantages. For example, replacing Speedy Search with The Upper Hand (4 SP) creates a good spot to set up an ambush.

PROFILE TARGET

6 SP

Your deep analysis not only reveals something new about your target, but it gives you an edge to discern its secrets and weaknesses for the rest of the encounter.

INCLUDED STUNTS: That Makes Me Wonder (3 SP), Object of Your Attention (3 SP)

MAGIC STUNT PACKAGES

These stunts combine various spellcasting stunt effects to create potent casting. As with other stunt packages, any discounts for SP cost due to talent or class powers are not included in the base cost.

POTENT CASTING 3-5 SP

You boost the power and damage potential of your spell.

INCLUDED STUNTS: Powerful Casting (1-3 SP), Mighty Spell (2 SP)

EXTEND ENCHANTMENT 5 SP

You set up your spell to run partially off ambient mystical energies or use an innovative arcane formula to increase its efficiency. Your spell lasts longer and takes less energy to cast.

INCLUDED STUNTS: Skillful Casting (2 SP), Lasting Spell (3 SP)

INTIMIDATING CASTING 6 SP

Your spell hits hard and the effect is unsettling to its target, who has good reason to fear your power.

INCLUDED STUNTS: Imposing Spell (4 SP), Mighty Spell (2 SP)

VARIATION: You may substitute Powerful Casting (2 SP) for a non-damaging spell instead of Mighty Spell (2 SP) for the same cost.

HYBRID STUNT PACKAGES

These packages combine stunts from various groups to create dramatic and unique effects. As with other stunt packages, they are priced according to the default SP cost and do not include discounts for particular Talents or class powers.

DISARMING REMARKS 6 SP

You take away a foe's weapon and use the opportunity to romance them or a nearby observer.

INCLUDED STUNTS: Disarm (2 SP), Flirt (4 SP)

VARIATION: For 5 SP, you can make a joke instead of flirting, replacing Flirt (4 SP) with Jest (3 SP). Depending on the joke, this can defuse the situation or spur your opponent on.

YOU WALKED INTO THAT 4 SP

A witty comment distracts your foe, setting them up for an ally to slip an attack past their defenses. Your foe and any observers will remember your remarks as well as your ally's blow.

INCLUDED STUNTS: Bon Mot (1 SP), Set Up (3 SP)

SIT DOWN & SHUT UP 5 SP

You knock a foe to the ground with a mighty crash. The shock of this sudden felling of your opponent causes him and all witnessing the act to fall silent. This is a great way to get the attention of a whole room, even in the middle of a fight.

INCLUDED STUNTS: Knock Down (2 SP), Stunned Silence (3 SP)

I'LL TAKE YOU BOTH ON 4 SP

Your threatening posture and aggressive demeanor challenges not one, but two foes, who both must resist the urge to engage you, ignoring other threats.

INCLUDED STUNTS: Sway the Crowd (2 SP), Threaten (2 SP)

SOUND & FURY 4-6 SP

You throw a powerful spell at your target, distracting them so an ally can more easily bring them down with their attacks.

INCLUDED STUNTS: Powerful Casting (1-3) and Set Up (3 SP)

VARIATION: Using Taunt (2 SP) or Threaten (2 SP) instead of Set Up can cause a single target to focus on them or become distracted instead of setting up your ally.

IMPOSING THREAT 6 SP

Your powerful magic makes you an obvious target, but it also convinces most foes to not get too close. Foes must test their Willpower to both resist targeting you and actually attack you in melee – though other types of attacks are permissible.

INCLUDED STUNTS: Threaten (2 SP), Imposing Spell (4 SP)

PENETRATING BLAST 4 SP

You unleash a potent blast of energy that blasts through a target's armor and does serious damage.

INCLUDED STUNTS: Mighty Spell (2 SP), Pierce Armor (2 SP)

KEEP 'EM TALKING 4-6 SP

You manage to be engaging enough that no one notices or tries to stop you edging closer to an exit, objective, etc. While this stunt package usually occurs out of combat, it is useful in encounters where a character needs to move closer to or further away from something important.

INCLUDED STUNTS: Skirmish (1+ SP), Stunned Silence (3 SP)

VARIATION: Jest works just as well as a distracting tactic (Keep 'Em Laughing).

APPENDIX: SPELL LISTS

| | | | | |
|---|--|--|---|--|
| AIR | DIVINATION | FIRE | LIGHTNING | SHADOW |
| NOVICE | NOVICE | NOVICE | NOVICE | NOVICE |
| <input type="checkbox"/> AIR BUBBLE <input type="checkbox"/> PROTECTIVE WINDS <input type="checkbox"/> VOICES ON THE WIND <input type="checkbox"/> WIND NET | <input type="checkbox"/> BLOODHOUND <input type="checkbox"/> BLOOD MARK <input type="checkbox"/> FOREWARNING <input type="checkbox"/> SENTINEL | <input type="checkbox"/> ARCANE LANTERN <input type="checkbox"/> FLAMING WEAPON <input type="checkbox"/> FLAME BLAST <input type="checkbox"/> SHAPE FIRE | <input type="checkbox"/> JOLT <input type="checkbox"/> LIGHTNING FLASH <input type="checkbox"/> SHOCK BLAST <input type="checkbox"/> THUNDER BLAST | <input type="checkbox"/> DARKVISION <input type="checkbox"/> SHADOW DAGGER <input type="checkbox"/> SHADOW'S EMBRACE <input type="checkbox"/> SHADOW'S HOOD |
| JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN |
| <input type="checkbox"/> WALL OF MIST <input type="checkbox"/> WIND BLAST | <input type="checkbox"/> ILL OMENS <input type="checkbox"/> SCRYING | <input type="checkbox"/> BURNING SHIELD <input type="checkbox"/> IMMUNITY TO FIRE | <input type="checkbox"/> LIGHTNING BOLT <input type="checkbox"/> SHOCKING SHIELD | <input type="checkbox"/> SHADOW TENDRILS <input type="checkbox"/> VEIL OF DARKNESS |
| MASTER | MASTER | MASTER | MASTER | MASTER |
| <input type="checkbox"/> WHIRLWIND <input type="checkbox"/> WINDS OF FLIGHT | <input type="checkbox"/> GOOD OMENS <input type="checkbox"/> UNVEIL | <input type="checkbox"/> FIRESTORM <input type="checkbox"/> WALL OF FIRE | <input type="checkbox"/> CHAIN LIGHTNING <input type="checkbox"/> LIGHTNING STORM | <input type="checkbox"/> SHADOW FORM <input type="checkbox"/> SHADOW SLIP |
| BEAST | EARTH | HEALING | POWER ARCANA | WATER |
| NOVICE | NOVICE | NOVICE | NOVICE | NOVICE |
| <input type="checkbox"/> BEAST SENSES <input type="checkbox"/> BEAST SPEECH <input type="checkbox"/> BEAST SUMMONING <input type="checkbox"/> POWER OF THE WILD | <input type="checkbox"/> EARTH PASSAGE <input type="checkbox"/> ROCK BLAST <input type="checkbox"/> STONE CLOAK <input type="checkbox"/> STONE PORTER | <input type="checkbox"/> ANTIDOTE <input type="checkbox"/> CURE <input type="checkbox"/> HEALING TOUCH <input type="checkbox"/> REVIVAL | <input type="checkbox"/> ARCANE AWARENESS <input type="checkbox"/> DRAW POWER <input type="checkbox"/> FALSE AURA <input type="checkbox"/> SPELL WARD | <input type="checkbox"/> ARCANE SPRING <input type="checkbox"/> WATER WHIP <input type="checkbox"/> WATER BREATHING <input type="checkbox"/> HEALING WATERS |
| JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN |
| <input type="checkbox"/> CHARM BEASTS <input type="checkbox"/> LESSER BEAST FORM | <input type="checkbox"/> EARTH SPEED <input type="checkbox"/> SHAPE EARTH | <input type="checkbox"/> HEALING AURA <input type="checkbox"/> REGENERATE | <input type="checkbox"/> ARCANE ABATEMENT <input type="checkbox"/> COUNTER-SPELL | <input type="checkbox"/> WATER WALL <input type="checkbox"/> SHAPE WATER |
| MASTER | MASTER | MASTER | MASTER | MASTER |
| <input type="checkbox"/> CURSE OF THE BEAST <input type="checkbox"/> GREATER BEAST FORM | <input type="checkbox"/> EARTHQUAKE <input type="checkbox"/> QUAGMIRE | <input type="checkbox"/> RESTORATION <input type="checkbox"/> REMOVE DISABILITY | <input type="checkbox"/> ARCANE CIRCLE <input type="checkbox"/> ARCANE VOID | <input type="checkbox"/> WATERY DOOM <input type="checkbox"/> WATER FORM |
| COLD ARCANA | ENCHANTMENT | HEROIC | PROTECTION | WOOD ARCANA |
| NOVICE | NOVICE | NOVICE | NOVICE | NOVICE |
| <input type="checkbox"/> ICY GRIP <input type="checkbox"/> ICE KNIVES <input type="checkbox"/> ICE SHEET <input type="checkbox"/> WINTER'S WALK | <input type="checkbox"/> ENCHANT ARMOR <input type="checkbox"/> ENCHANT WEAPON <input type="checkbox"/> IDENTIFY ENCHANTMENT <input type="checkbox"/> SPELL GLYPH | <input type="checkbox"/> HERO'S ARMOR <input type="checkbox"/> HERO'S COURAGE <input type="checkbox"/> HERO'S INSPIRATION <input type="checkbox"/> HERO'S MIGHT | <input type="checkbox"/> ARCANE SHIELD <input type="checkbox"/> ARCANE TENT <input type="checkbox"/> MAGE LOCK <input type="checkbox"/> SPELL WARD | <input type="checkbox"/> FOREST BLEND <input type="checkbox"/> REGROWTH <input type="checkbox"/> WOOD SPEECH <input type="checkbox"/> WOOD WALK |
| JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN |
| <input type="checkbox"/> IMMUNITY TO COLD <input type="checkbox"/> FROST WEAPONS | <input type="checkbox"/> SUSPEND ENCHANTMENT <input type="checkbox"/> IMBUE ITEM | <input type="checkbox"/> HERO'S AEGIS <input type="checkbox"/> HERO'S SPEED | <input type="checkbox"/> CREATURE WARD <input type="checkbox"/> MISSILE SHIELD | <input type="checkbox"/> DRYAD'S DOOR <input type="checkbox"/> ENSNARING ROOTS |
| MASTER | MASTER | MASTER | MASTER | MASTER |
| <input type="checkbox"/> WINTER BLAST <input type="checkbox"/> BLIZZARD BURST | <input type="checkbox"/> DRAIN ENCHANTMENT <input type="checkbox"/> EMPOWER ITEM | <input type="checkbox"/> CHOSEN CHAMPION <input type="checkbox"/> HERO'S SPIRIT | <input type="checkbox"/> ARCANE BARRIER <input type="checkbox"/> ARCANE WARD | <input type="checkbox"/> AWAKEN TREE <input type="checkbox"/> TREE FORM |
| DEATH | FATE | ILLUSION | PSYCHIC | |
| NOVICE | NOVICE | NOVICE | NOVICE | |
| <input type="checkbox"/> DRAW UPON DEATH <input type="checkbox"/> GHOST STRIKE <input type="checkbox"/> SPEAK WITH THE DEAD <input type="checkbox"/> WARD OFF THE DEAD | <input type="checkbox"/> AGENT OF FATE <input type="checkbox"/> FATE'S GAMBLE <input type="checkbox"/> HANDS OF FATE <input type="checkbox"/> PUPPETS OF FATE | <input type="checkbox"/> DISORIENT <input type="checkbox"/> DISPLACEMENT <input type="checkbox"/> FIGMENT <input type="checkbox"/> ILLUSORY GUISE | <input type="checkbox"/> EMPATHY <input type="checkbox"/> PSYCHIC CONTACT <input type="checkbox"/> PSYCHIC SHIELD <input type="checkbox"/> SENSE MINDS | |
| JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | JOURNEYMAN | |
| <input type="checkbox"/> ANIMATE DEAD <input type="checkbox"/> PESTILENCE | <input type="checkbox"/> MANIPULATE FATE <input type="checkbox"/> STRINGS OF FATE | <input type="checkbox"/> ILLUSORY SCENE <input type="checkbox"/> INVISIBILITY | <input type="checkbox"/> MIND READING <input type="checkbox"/> PSYCHIC ATTACK | |
| MASTER | MASTER | MASTER | MASTER | |
| <input type="checkbox"/> DEATH CURSE <input type="checkbox"/> STEAL LIFE | <input type="checkbox"/> CHOSEN OF FATE <input type="checkbox"/> FATE'S FAVORED | <input type="checkbox"/> HALLUCINATION <input type="checkbox"/> PHANTASM | <input type="checkbox"/> MIND PROBE <input type="checkbox"/> PSYCHIC DOMINATION | |

MASS BATTLE CARD

| | |
|----------------------------|---|
| ARMY NAME | |
| | |
| COMMANDER | |
| | |
| PRIMARY TROOP TYPE | COMMANDER'S COMMUNICATION (LEADERSHIP) |
| | |
| STAGE 1 SPECIALISTS | COMMANDER'S INTELLIGENCE (MILITARY LORE) |
| | |
| STAGE 2 SPECIALISTS | |
| | |
| STAGE 3 SPECIALISTS | NUMBER OF TROOPS |
| | |

MASS BATTLE CARD

| | |
|----------------------------|---|
| ARMY NAME | |
| | |
| COMMANDER | |
| | |
| PRIMARY TROOP TYPE | COMMANDER'S COMMUNICATION (LEADERSHIP) |
| | |
| STAGE 1 SPECIALISTS | COMMANDER'S INTELLIGENCE (MILITARY LORE) |
| | |
| STAGE 2 SPECIALISTS | |
| | |
| STAGE 3 SPECIALISTS | NUMBER OF TROOPS |
| | |

MASS BATTLE CARD

| | |
|----------------------------|---|
| ARMY NAME | |
| | |
| COMMANDER | |
| | |
| PRIMARY TROOP TYPE | COMMANDER'S COMMUNICATION (LEADERSHIP) |
| | |
| STAGE 1 SPECIALISTS | COMMANDER'S INTELLIGENCE (MILITARY LORE) |
| | |
| STAGE 2 SPECIALISTS | |
| | |
| STAGE 3 SPECIALISTS | NUMBER OF TROOPS |
| | |

MASS BATTLE CARD

| | |
|----------------------------|---|
| ARMY NAME | |
| | |
| COMMANDER | |
| | |
| PRIMARY TROOP TYPE | COMMANDER'S COMMUNICATION (LEADERSHIP) |
| | |
| STAGE 1 SPECIALISTS | COMMANDER'S INTELLIGENCE (MILITARY LORE) |
| | |
| STAGE 2 SPECIALISTS | |
| | |
| STAGE 3 SPECIALISTS | NUMBER OF TROOPS |
| | |

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