

Fantasy AGE Rules v.3-12-25

Abilities; Character Generation & Character Advancement:

Abilities are purchased at character generation with 10 points. A player can place as little as 0 points in one ability and as much as 3 in another. A player may lower two secondary abilities to -1 for -22 extra points but can still only raise an ability to 3 at character creation. After ability score placement, racial choice can adjust the ability above 3 (max 4) at character creation. Abilities can only be raised to 5 during levels 1 - 10. They can then be raised to 6 at levels 11 - 20. The cost of raising an ability to 6 at levels 11 - 20 is one advancement point.

Tests:

Tests now use 1d12+1d6 (instead of 3d6). When a test is successful, and the un-modified total is 13 or more than the roll has stunted. The total of stunt points are equal to the amount rolled on the d6.

Health:

All characters start with class base + CON + 1d6 Health. Each even level (2, 4, 6, 8, etc.) the character gains their CON ability score or an un-modified 1d6 roll (which ever is greater) to their health. When they reach an odd level (3, 5, 7, 9, etc.) the character gains 1 point of health.

Armor Training Talent Level:

Armor training level is adjusted for new armor type DEX penalty (moderate mail & moderate plate):

* Novice = light leather, heavy leather, light mail, moderate mail

* Journeyman = heavy mail, light plate, moderate plate

* Master = heavy plate

Preferred Stunts:

Each session players choose 1 stunt at 3 stunt points or less and another at 4-5 stunt points. These are the characters' preferred stunts. If they take longer than 30 seconds to pick a stunt, they'll default to one of these.

Static Damage:

Static weapon damage. Each weapon, spell, and special attack or stunt has a static damage. All 1d6's in the damage are changed to 4's. So a weapon that does 1d6+3 damage has a static damage of 7. If spells are adjusted to 5d6 or more, then the static damage for each become 5's. Abilities are added as per corebook.

* Conversion ex : 1d3 = 3, 1d3+1 = 4, 1d6 = 4, 2d6 = 8, 3d6 = 12, 4d6 = 16, 4d6+1 = 17, 5d6 = 25, 6d6 = 30, etc.

When a successful attack or spell is rolled, **the d6 stunt die result (1-6) is then added to the static damage** and then subtracted from the target's health (minus armor).

* Ex : an attack roll of 1d12+1d6 is successful. The d6 rolled a 4 which means the player adds 4 to the weapon attack's damage (weapon static damage + related ability).

Any ability to re-roll damage means rerolling the stunt die on a successful roll and applying that result.

* Weapon static damage samples :

- fist = 3

throwing knife = 4

^ broad (long) sword = 8

- gauntlet = 4

dagger = 5

^ long (bastard) sword = 9

- improvised weapon = 4

short sword = 6

two-handed sword = 12

^ **weapon name changes**

Combat Stunts and Bonus Damage:

These combat stunts are removed: **Mighty Blow & Lethal Blow**. Instead PCs get double the variable damage rolled on the d6 during the attack test when stunting. If the d12 result is a 12 then d6 damage is tripled.

Spell Stunts:

These spell stunts are removed: **Mighty Spell & Lethal Spell**. Instead PCs get double the variable damage rolled on the d6 during the attack test when stunting. If the d12 result is a 12 then d6 damage is tripled.

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Gameplay:

Impose a 30-second time limit for decisions per PC (Can use an easy to reset timer like in boardgames).

If player could not decide on what action to take in time, they would be forced to take the Defend action.

If they could not decide on a stunt to use in time, they would be forced to default to one of their 2 preferred stunts.

All characters roll initiative while GM rolls once for enemies (highest rating chosen). The side that rolls the highest (players or GM) chooses a character to go first. Then the opposite side chooses a character to go next, and so on and so forth until all characters go that round.

ex. (player wins) so one PC goes, then GMC goes, then next PC, then next GMC, etc.

Make Armor Rating, Defense, and Dexterity known to everyone.

Have the players declare whether they hit or not and what the damage is after they've subtracted the target's target's Armor Rating.

Armor Samples and Training Level Adjustment (no DEX penalty):

<i>* <u>Armor types</u> :</i>	<i><u>Armor samples</u> :</i>	<i><u>AR, Pen, Strain, SP:</u></i>	<i><u>Armor Training Level:</u></i>
light leather	hide, fur	3 / 0 / 1 / 15	Novice
heavy leather	studded hide, leather	4 / -1 / 2 / 30	Novice
light mail	coin, ring leather, chain cuirass	5 / -2 / 3 / 50	Novice
moderate mail	scaled mail, elven mail	6 / -2 / 4 / 75	Novice
heavy mail	chain suit, dwarf mail, malachite bronze	7 / -3 / 4 / 100	Journeyman
light plate	iron plate, orcish plate	8 / -4 / 5 / 150	Journeyman
moderate plate	full iron plate, steel plate, dwarf plate	9 / -4 / 6 / 200	Journeyman
heavy plate	full steel plate, black iron plate	10 / -5 / 6 / 300	Master

General Weapon & Armor Qualities:

There are four main weapon & armor quality types that adjust from normal:

- Poor Weapons = -1 hit & damage, half silver cost (merchants don't buy, only find)
- Fine Weapons = +1 hit & damage, +50 silver cost (uncommon availability)
- Expert Weapons = +2 hit & damage, +200 silver cost (rare availability)
- Masterwork/Mithril Weapons = +3 hit & damage, +500 silver cost (held for royalty only)
 - * Poor Armor = -1 AR & DEX penalty, -10 sp leather, - 25 sp mail, -50 sp plate (merchants scam)
 - * Fine Armor = +1 AR, +100 silver cost (uncommon availability)
 - * Expert Armor = +2 AR, +300 silver cost (rare availability)
 - * Masterwork/Mithril Armor = +3 AR, +800 silver cost (held for royalty only)

Magic Weapons & Armor:

Magic items are unique and have unique qualities (+1d6 damage to a certain creature, +2 to defense and AR vs. a unique target, poisons target/attacker, etc) and are not for sale. Much rarer since their creation technique is forgotten. Any magical bonuses for armor is added onto any armor quality bonuses.

Static Monster Damage Examples:

- goblins = +6 & +7	medusa = +10 & +9	dragon = +16, +13, +13
- ogre = +17, +10	beastkin = +11, +10, +6	burrower = +21, +13
- demon lord = +23, +14	minotaur = +21, +18, +10	zenadrim = +32, +24