

FANTASY AGE™



FANTASY AGE





FANTASY AGE™

FANTASY AGE™

ABILITY FOCUSES

ACCURACY: Arcane Blast, Bows, Black Powder, Brawling, Dueling, Grenades, Light Blades, Staves.

COMMUNICATION FOCUSES: Animal Handling, Bargaining, Deception, Disguise, Etiquette, Gambling, Investigation, Leadership, Performance, Persuasion, Seduction.

CONSTITUTION FOCUSES: Drinking, Rowing, Running, Stamina, Swimming.

DEXTERITY FOCUSES: Acrobatics, Calligraphy, Crafting, Initiative, Legerdemain, Lock Picking, Riding, Sailing, Stealth, Traps.

FIGHTING: Axes, Bludgeons, Heavy Blades, Lances, Polearms, Spears.

INTELLIGENCE FOCUSES: Arcana (Various), Arcane Lore, Brewing, Cartography, Cryptography, Cultural Lore, Engineering, Evaluation, Healing, Heraldry, Historical Lore, Military Lore, Musical Lore, Natural Lore, Navigation, Religious Lore, Research, Writing.

PERCEPTION FOCUSES: Empathy, Hearing, Searching, Seeing, Smelling, Tasting, Touching, Tracking.

STRENGTH FOCUSES: Climbing, Driving, Intimidation, Jumping, Might, Smithing.

WILLPOWER FOCUSES: Courage, Faith, Morale, Self-Discipline.

THINGS TO REMEMBER ABOUT ABILITY TESTS

- Only one focus can apply to a test.
- Leave the dice on the table after a roll because the result of the Stunt Die may be important.
- The Stunt Die only counts for successful tests.
- In opposed tests, ties are broken by the Stunt Die, or the higher ability if those too are tied.
- For basic tests, assess the situation and assign a difficulty.
- For opposed tests, circumstances can be represented with bonuses and penalties of 1-3.
- Advanced tests use a Success Threshold to measure completion over time. Don't overuse them!

ABILITY TESTS

ABILITY TEST RESULT = 3D6 + ABILITY + FOCUS (IF APPLICABLE)

BASIC TEST DIFFICULTY

TEST DIFFICULTY	TARGET NUMBER
Routine	7
Easy	9
Average	11
Challenging	13
Hard	15
Formidable	17
Imposing	19
Nigh Impossible	21

ADVANCED TESTS

TASK DIFFICULTY	SUCCESS THRESHOLD
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

SPELLCASTING

CASTING ROLL = 3D6 + INTELLIGENCE + ARCANA FOCUS (IF APPLICABLE)

SPELLPOWER = 10 + WILLPOWER + ARCANA FOCUS (IF APPLICABLE)

CASTING IN ARMOR

ARMOR WORN	STRAIN
Light Leather	1
Heavy Leather	2
Light Mail	3
Heavy Mail	4
Light Plate	5
Heavy Plate	6

MAKING ATTACKS

ATTACK ROLL ≥ DEFENSE = HIT

DEFENSE = 10 + DEXTERITY + SHIELD BONUS (IF APPLICABLE)

ATTACK ROLL MODIFIERS

MODIFIER	CIRCUMSTANCE
-3	Defender in heavy cover, such as a building or stone wall. Melee attacker in heavy snow.
-2	Defender in light cover, such as a hedge or the woods. Melee attacker in the mud. Ranged attack vs. defender engaged in melee combat. Combat at night.
-1	Rain, mist, or smoke obscures the defender. Combat in low light conditions.
0	Normal circumstances.
+1	Attacker is on higher ground. Defender is prone. Melee attacker and allies outnumber defender 2 to 1.
+2	Melee attacker and allies outnumber defender 3 to 1. Defender is drunk.
+3	Defender is unaware of the attack.

HAZARD CATEGORY

CATEGORY	DAMAGE
Minor Hazard	1d6
Moderate Hazard	2d6
Major Hazard	3d6
Arduous Hazard	4d6t
Harrowing Hazard	5d6
Murderous Hazard	6d6

THINGS TO REMEMBER ABOUT HAZARDS

- They may sometimes be avoided with appropriate ability tests.
- Determine damage using the **Hazard Category** table.
- Ability tests may allow characters to mitigate the damage. A successful test usually means half damage (rounded down).
- Some hazards have special effects.
- Some hazards are one offs but others reoccur.

SPELL STUNTS

SP Cost	SPELL STUNT
1-3	POWERFUL CASTING: Increase the Spellpower of your spell by 1 per stunt point spent, to a maximum of 3.
2	SKILLFUL CASTING: Reduce the magic point cost of the spell by 1. This can reduce the MP cost to 0.
2	MIGHTY SPELL: If the spell does damage, one target of the spell of your choice takes an extra d6 damage.
3	LASTING SPELL: If the spell has a duration beyond instantaneous, it remains in effect twice as long with no additional MP cost. Stone Cloak would last two hours instead of one, for example. Spells that last until the end of the encounter are extended by 1d6 minutes instead.
3	MAGIC SHIELD: You use the residual magic of the spell casting to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	FAST CASTING: After you resolve this spell, you can immediately cast another spell. The second spell must have a casting time of a major action or a minor action. If you roll doubles on this casting roll, you do not get any more stunt points.
4	IMPOSING SPELL: The effect of the spell is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful Willpower (Courage) test. The target number (TN) is 10 + your Willpower ability. Those who fail must take a move or Defend action instead.
4	SPLIT SPELL: If the spell affects only one target, you can have it affect two, so long as the second target is within the spell's range and no more than 6 yards from the original target. There is no additional MP cost. Targets test against the spell separately.
5	DISRUPT MAGIC: In addition to its normal effects, your spell is so powerful that it may disrupt another magical effect (such as a spell) on the target. Roll an immediate test of your Intelligence (Power Arcana) vs. the Spellpower of any one effect on the target. Success removes the effect. Doubles on the test do not generate stunt points.
5	LETHAL SPELL: If the spell does damage, one target of the spell takes an extra 2d6 damage. Alternately, all targets of the spell take an additional 1d6 damage.

FANTASY AGE

MAJOR ACTIONS

ALL-OUT ATTACK	DIVE	MELEE ATTACK
CHARGE	FLY HIGH	RANGED ATTACK
DEFEND	HEAL	RUN

MINOR ACTIONS

ACTIVATE	GUARD UP	PRESS THE
AIM	MOVE	ATTACK
CIRCLE	PREPARE	READY
FLY		STAND FIRM

VARIABLE ACTIONS

CAST	RELOAD
------	--------

COMBAT STUNTS

SP Cost	STUNT
1+	SKIRMISH: You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	RAPID RELOAD: You can immediately reload a missile weapon.
1	STAY AWARE: You take a moment to make sure you're mindful of everything that's happening around you. Make a TN 11 Perception test with the focus of your choice. If you succeed, the GM may either make you aware of some battlefield situation that has so far escaped your notice, or give you a +1 bonus to the next test you make. This bonus can never stack with any other test bonus other than from a focus, must be used on the very next test you make (even if you're the defender in an opposed test), and expires at the end of your next turn if you haven't used it by then.
2	KNOCK PRONE: You knock your enemy prone. Any character making a melee attack against a prone foe gains +1 bonus on the attack roll.
2	DEFENSIVE STANCE: Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	DISARM: You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you choose.
2	MIGHTY BLOW: You inflict an extra 1d6 damage on your attack.
2	PIERCE ARMOR: You find a chink in your enemy's armor. The target's armor rating is halved (rounded down) vs. this attack.
2	TAUNT: You insult or distract one opponent of your choice within 10 yards of you. You must make an opposed test of your Communication (Deception) vs. the target's Willpower (Self-Discipline). If you win, the target suffers a -1 penalty on attack rolls and casting rolls on their next turn.
2	THREATEN: You strike a threatening pose, challenging an opponent of your choice within 10 yards of you. You must make an opposed test of your Strength (Intimidation) vs. the target's Willpower (Self-Discipline). If you win, they must attack you in some way (melee, missile, spell, etc.) on their next turn.
3	LIGHTNING ATTACK: You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a Ranged Attack. If you roll doubles on this second attack roll, you do not get any additional stunt points.
3	SET UP: You create an opening an ally can exploit. Pick an ally. On their next turn, the ally receives a +2 bonus on the ability test of their choice. This decision must be made before the dice are rolled.
4	DUAL STRIKE: Your attack is so strong it affects two targets. First, pick a secondary target. This target must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, roll your normal damage for them, also.
4	SEIZE THE INITIATIVE: Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
5	LETHAL BLOW: You inflict an extra 2d6 damage on your attack.

MISSILE WEAPON RANGES

WEAPON	SHORT RANGE	LONG RANGE	RELOAD
Arquebus	12 yards	24 yards	Major Action
Blunderbuss	6 yards*	—	Major Action
Crossbow	30 yards	60 yards	Major Action
Long Bow	26 yards	52 yards	Minor Action
Pistol	8 yards	16 yards	Major Action
Short Bow	16 yards	32 yards	Minor Action
Throwing Axe	4 yards	8 yards	Minor Action
Throwing Knife	6 yards	12 yards	Minor Action
Throwing Spear	8 yards	16 yards	Minor Action

* See description in the *Fantasy AGE Basic Rulebook* for special rules.

ARMOR

ARMOR	ARMOR RATING	ARMOR PENALTY	COST
Light Leather	3	0	15 sp
Heavy Leather	4	-1	30 sp
Light Mail	5	-2	50 sp
Heavy Mail	7	-3	75 sp
Light Plate	8	-4	100 sp
Heavy Plate	10	-5	150 sp

SHIELDS

SHIELD	SHIELD BONUS	COST
Light Shield	+1	15 sp
Medium Shield	+2	30 sp
Heavy Shield	+3	60 sp

GRENADES

GEAR	DAMAGE	BUY COST	MAKE COST
Acid Vial	3d6*	24 sp	8 sp
Blast Vial	2d6	9 sp	3 sp
Fire Vial	3d6*	18 sp	6 sp
Ice Vial	3d6*	18 sp	6 sp
Lightning Vial	2d6*	24 sp	8 sp
Thunder Vial	1d6*	9 sp	3 sp

* See description in the *Fantasy AGE Basic Rulebook* for special rules.

WEAPONS

WEAPON	DAMAGE	MIN. STR.	COST	WEAPON	DAMAGE	MIN. STR.	COST						
AXES GROUP (FIGHTING)													
Battle Axe	2d6	1	14 sp	Bastard Sword	2d6+1	2	20 sp						
Throwing Axe	1d6+2	1	10 sp	Long Sword	2d6	1	18 sp						
Two-handed Axe	3d6	3	20 sp	Two-handed Sword	3d6	3	23 sp						
BLACK POWDER GROUP (ACCURACY)*													
Arquebus	2d6+3	—	40 sp	Heavy Lance	2d6+1	3	20 sp						
Blunderbuss	1d6+2	—	35 sp	Jousting Lance	1d6+1	0	6 sp						
Pistol	1d6+3	—	25 sp	Light Lance	1d6+3	1	12 sp						
BLUDGEONS GROUP (FIGHTING)													
Mace	2d6	1	12 sp	Dagger	1d6+1	—	9 sp						
Maul	1d6+3	1	14 sp	Short Sword	1d6+2	-1	14 sp						
Two-handed Maul	2d6+3	3	19 sp	Throwing Knife	1d6	—	10 sp						
BOWS GROUP (ACCURACY)*													
Crossbow	2d6+1	1	20 sp	Glaive	2d6+1	1	23 sp						
Short Bow	1d6+1	-1	9 sp	Halberd	2d6+3	3	25 sp						
Long Bow	1d6+3	1	15 sp	Military Fork	2d6	2	18 sp						
BRAWLING GROUP (ACCURACY)													
Fist	1d3	—	-	Spear	1d6+3	0	12 sp						
Gauntlet	1d3+1	—	4 sp	Throwing Spear	1d6+3	0	12 sp						
Improvised Weapon	1d6-1	—	-	Two-handed Spear	2d6	1	20 sp						
DUELING GROUP (ACCURACY)													
Main Gauche	1d6+1	—	11 sp	STAVES GROUP (ACCURACY)									
Rapier	1d6+3	0	18 sp	Club	1d6	—	1 sp						
Spiked Buckler**	1d6-1	-1	15 sp	Morningstar	1d6+3	1	11 sp						
TREASURE CATEGORY													
CATEGORY		VALUE		EXPERIENCE POINT REWARDS									
				ENCOUNTER		REWARD							
				Routine		0 XP							
				Easy		100 XP							
				Average		250 XP							
				Hard		400 XP							
*Weapons from the Bows and Black Powder Weapons Groups add Perception instead of Strength to damage.													
**The spiked buckler gives the wielder a +1 Defense vs. melee attacks.													

Fantasy AGE Game Master's Screen is ©2015 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Green Ronin, Fantasy AGE, the Adventure Game Engine, and their associated logos are trademarks of Green Ronin Publishing, LLC.

EXPLORATION STUNTS

SP Cost	STUNT
1	ADVANTAGEOUS POSITIONING: You make your discovery from an advantageous position of your choice, up to 2 yards away from the place that would normally lead to your discovery with respect to the object of your test. You may wait until the GM describes what you've found, if relevant, before you choose your position. This stunt can be used multiple times on the same test if you have enough stunt points.
2	EFFICIENT SEARCH: If resources of any kind are typically consumed in the course of your test, you use only half as much as would be normal.
2	SPEEDY SEARCH: You complete your test in half the time it would otherwise take.
3	THAT MAKES ME WONDER: You may immediately make another Perception test, at no additional cost in time or resources, to discover more information about your surroundings, or the object of your test. This bonus test must use a different focus from the first test, however, and doubles on this bonus test do not give rise to stunt points. The two tests are assumed to transpire simultaneously, not one after the other. If there is nothing additional to discover the stunt is wasted, but the GM will not prevent you from choosing this stunt even when there is nothing additional to learn.
3	THE OBJECT OF YOUR ATTENTION: You receive a +1 bonus to further tests to examine or perceive additional aspects of the object of your test until the time or venue changes.
4	THE UPPER HAND: If your discoveries lead to combat within a moment or two you receive a +3 bonus on your initiative roll.
4	RESOURCES AT HAND: Choose a focus that you don't have, that falls under the same ability as the test you're making. You are considered to have that focus until the time or venue changes. The GM may require you to explain how this bonus arises from the environment and deny it if you can't make a reasonable suggestion.
4	WITH A FLOURISH: The manner of your success is impressive to those who are nearby to watch you. You have a +1 bonus to opposed tests against them until the time or venue changes.

ROLEPLAYING STUNTS

SP Cost	STUNT
1	BON MOT: You tag the perfect witty remark onto the end of your action, affecting all those who hear it that much more deeply. If you can't think of one, the rest of the players and GM quickly brainstorm options, and you choose among them. Word of your wit is likely to spread, for good or ill.
2	AND ANOTHER THING: You manage to weave a second thrust of conversation into the primary interaction that called for the test, if your description supports it. If relevant, you may make an additional test as part of your action, before anyone else has a chance to respond or make any tests or arguments of their own.
2	SWAY THE CROWD: Your interpersonal efforts are so effective that they spill over onto others in the area, and you affect one additional person of your choice past the original target. You may use this stunt multiple times on the same roll. However, if the test that gave rise to this stunt was an opposed test you may not expand the effect to anyone who has a higher ability + focus total than the original target.
3	STUNNED SILENCE: You are so impressive that you leave all those who witness your display completely dumbfounded and unable to speak for at least a full round. Outside combat this lasts, at the very least, long enough for your character to begin to do something else.
3	JEST: You turn a phrase, twist your expression, or make some other comic motion that leads those nearby to laugh, or at least stifle their snorts. Anyone nearby who wishes to avoid laughing must make a TN 11 Willpower (Self-Discipline) test, with the exception – at the GM's discretion – of whomever you've made the butt of your joke.
4	FLIRT: Choose one character who is present and immediately make an opposed Communications (Seduction) vs. Willpower (Self-Discipline) test. If you win, that character becomes enamored with yours. What exactly this means in the moment and how it might play out (or fall apart) in the long run are up to the GM, and depend on how you continue to act, but if you're successful, you've created an opening for romantic opportunities.
4	TOWER OF WILL: Your success gives you a sense of your own brilliance and strength of character. For the rest of the current roleplaying exchange you gain a +1 bonus to any opposed tests where an opponent tries to put you at an emotional disadvantage, such as by intimidating you, impressing you, bargaining with you, and so on.
5	ENRAGE: You twist the knife, delivering a provocation or insult in such a way that a single target you designate must choose between either attacking you or storming away from the scene. If they choose to attack the assault need not be deadly, although that option is open to the enraged character. A slap or the throwing of the gauntlet may stand in as an "attack" just as well.

FANTASY AGE

COMBAT STUNTS

SP COST	STUNT
1+	SKIRMISH: You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	RAPID RELOAD: You can immediately reload a missile weapon.
1	STAY AWARE: You take a moment to make sure you're mindful of everything that's happening around you. Make a TN 11 Perception test with the focus of your choice. If you succeed, the GM may either make you aware of some battlefield situation that has so far escaped your notice, or give you a +1 bonus to the next test you make. This bonus can never stack with any other test bonus other than from a focus, must be used on the very next test you make (even if you're the defender in an opposed test), and expires at the end of your next turn if you haven't used it by then.
2	KNOCK PRONE: You knock your enemy prone. Any character making a melee attack against a prone foe gains +1 bonus on the attack roll.
2	DEFENSIVE STANCE: Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	DISARM: You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you choose.
2	MIGHTY BLOW: You inflict an extra 1d6 damage on your attack.
2	PIERCE ARMOR: You find a chink in your enemy's armor. The target's armor rating is halved (rounded down) vs. this attack.
2	TAUNT: You insult or distract one opponent of your choice within 10 yards of you. You must make an opposed test of your Communication (Deception) vs. the target's Willpower (Self-Discipline). If you win, the target suffers a -1 penalty on attack rolls and casting rolls on their next turn.
2	THREATEN: You strike a threatening pose, challenging an opponent of your choice within 10 yards of you. You must make an opposed test of your Strength (Intimidation) vs. the target's Willpower (Self-Discipline). If you win, they must attack you in some way (melee, missile, spell, etc.) on their next turn.
3	LIGHTNING ATTACK: You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a Ranged Attack. If you roll doubles on this second attack roll, you do not get any additional stunt points.
3	SET UP: You create an opening an ally can exploit. Pick an ally. On their next turn, the ally receives a +2 bonus on the ability test of their choice. This decision must be made before the dice are rolled.
4	DUAL STRIKE: Your attack is so strong it affects two targets. First, pick a secondary target. This target must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, roll your normal damage for them, also.
4	SEIZE THE INITIATIVE: Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
5	LETHAL BLOW: You inflict an extra 2d6 damage on your attack.

SPELL STUNTS

SP COST	SPELL STUNT
1-3	POWERFUL CASTING: Increase the Spellpower of your spell by 1 per stunt point spent, to a maximum of 3.
2	SKILLFUL CASTING: Reduce the magic point cost of the spell by 1. This can reduce the MP cost to 0.
2	MIGHTY SPELL: If the spell does damage, one target of the spell of your choice takes an extra d6 damage.
3	LASTING SPELL: If the spell has a duration beyond instantaneous, it remains in effect twice as long with no additional MP cost. Stone Cloak would last two hours instead of one, for example. Spells that last until the end of the encounter are extended by 1d6 minutes instead.
3	MAGIC SHIELD: You use the residual magic of the spell casting to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	FAST CASTING: After you resolve this spell, you can immediately cast another spell. The second spell must have a casting time of a major action or a minor action. If you roll doubles on this casting roll, you do not get any more stunt points.
4	IMPOSING SPELL: The effect of the spell is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful Willpower (Courage) test. The target number (TN) is 10 + your Willpower ability. Those who fail must take a move or Defend action instead.
4	SPLIT SPELL: If the spell affects only one target, you can have it affect two, so long as the second target is within the spell's range and no more than 6 yards from the original target. There is no additional MP cost. Targets test against the spell separately.
5	DISRUPT MAGIC: In addition to its normal effects, your spell is so powerful that it may disrupt another magical effect (such as a spell) on the target. Roll an immediate test of your Intelligence (Power Arcana) vs. the Spellpower of any one effect on the target. Success removes the effect. Doubles on the test do not generate stunt points.
5	LETHAL SPELL: If the spell does damage, one target of the spell takes an extra 2d6 damage. Alternately, all targets of the spell take an additional 1d6 damage.

ACCURACY FOCUSES

ARCANE BLAST: Using the mage's class power of the same name. See **CHAPTER 1: CHARACTER CREATION**.

BLACK POWDER: Proficiency with weapons from the Black Powder Weapon Group. Black powder weapons are not in every campaign setting, so ask your GM before taking them.

BOWS: Proficiency with weapons from the Bows Weapon Group.

BRAWLING: Proficiency with weapons from the Brawling Weapon Group.

DUELING: Proficiency with weapons from the Dueling Weapon Group.

GRENADES: Making ranged attacks with grenades.

LIGHT BLADES: Proficiency with weapons from the Light Blades Weapon Group.

STAVES: Proficiency with weapons from the Staves Weapon Group.

COMMUNICATION FOCUSES

ANIMAL HANDLING: Interacting with and caring for animals.

BARGAINING: Negotiating with others and making deals.

DECEPTION: Lying to and tricking those less mentally adept than you.

DISGUISE: Making yourself look like someone else or a different class of person.

ETIQUETTE: Knowing the social niceties of various cultures.

GAMBLING: Playing games of chance and profiting from them.

INVESTIGATION: Interviewing people for information and finding and deciphering clues.

LEADERSHIP: Guiding, directing, and inspiring others.

PERFORMANCE: Entertaining an audience with an artistic talent.

PERSUASION: Convincing others to agree with you.

SEDUCTION: Making winning moves in the game of love.

CONSTITUTION FOCUSES

DRINKING: Consuming large quantities of alcohol and avoiding the aftereffects.

ROWING: Propelling a vessel with oars.

RUNNING: Moving quickly in both short sprints and long distance hauls.

STAMINA: Enduring fatigue, disease, and privation.

SWIMMING: Moving through the water and staying afloat.

DEXTERITY FOCUSES

ACROBATICS: Executing gymnastic, balancing, and tumbling maneuvers.

CALLIGRAPHY: Writing with artful penmanship.

CRAFTING: Making items with manual skills, like woodworking, sculpting, leather working, glassblowing, etc.

INITIATIVE: Acting quickly in tense situations.

LEGERDEMAIN: Using sleight of hand to trick others, hide things, and pick pockets.

LOCK PICKING: Opening locks without using keys.

RIDING: Directing a mount such as a horse or pony.

SAILING: Operating and maintaining a sailing ship.

STEALTH: Sneaking about quietly and out of sight.

TRAPS: Detecting and disarming traps and other mechanical devices.

FIGHTING FOCUSES

AXES: Proficiency with weapons from the Axes Group. See **CHAPTER 4: EQUIPMENT**.

BLUDGEONS: Proficiency with weapons from the Bludgeons Group.

HEAVY BLADES: Proficiency with weapons from the Heavy Blades Group.

LANCES: Proficiency with weapons of the Lances Group.

POLEARMS: Proficiency with weapons of the Polearms Group.

SPEARS: Proficiency with weapons from the Spears Group.

INTELLIGENCE FOCUSES

ARCANA (VARIOUS): There is a separate focus for each arcana and only mages can take these focuses. See **CHAPTER 5: MAGIC** for more information.

ARCANE LORE: Knowing about magic and its traditions.

BREWING: Making ale, mead, and other concoctions.

CARTOGRAPHY: Making and reading maps.

CRYPTOGRAPHY: Creating and deciphering codes and ciphers.

CULTURAL LORE: Knowing the traditions and beliefs of various cultures.

ENGINEERING: Knowing the practicalities of construction, building, and invention.

EVALUATION: Determining the value of goods and objets d'art.

HEALING: Aiding the wounded and sick.

HERALDRY: Knowing coats of arms and royal families.

HISTORICAL LORE: Knowing important events and personalities from the past.

MILITARY LORE: Knowing strategy, tactics, and famous applications thereof.

MUSICAL LORE: Knowing musical traditions and songs.

NATURAL LORE: Knowing natural flora and fauna.

NAVIGATION: Planning and following a route from one place to another.

RESEARCH: Making a systematic investigation, usually using records, archives, and books.

RELIGIOUS LORE: Knowing religious traditions and practices.

WRITING: Expressing yourself with the written word.

PERCEPTION FOCUSES

EMPATHY: Discerning the feelings and emotions of others.

HEARING: Using your auditory sense.

SEARCHING: Finding things that are hidden or obscured, such as secret doors.

SEEING: Using your visual sense.

SMELLING: Using your olfactory sense.

TASTING: Using your gustatory sense.

TOUCHING: Using your tactile sense.

TRACKING: Following tracks and other signs of passage.

STRENGTH FOCUSES

CLIMBING: Scaling walls and other vertical obstacles.

DRIVING: Directing and guiding carts, carriages, and other wheeled vehicles.

INTIMIDATION: Overawing others with physical presence and threats.

JUMPING: Springing and leaping.

MIGHT: Performing feats of raw power, such as lifting or holding up heavy objects.

SMITHING: Forging items made of metal, from weapons to jewelry.

WILLPOWER FOCUSES

COURAGE: Overcoming fear in the face of adversity.

FAITH: Deriving inner strength through spiritual or moral belief.

MORALE: Maintaining good spirits and confidence in yourself or your group. NPCs tend to use this focus more than Player Characters.

SELF-DISCIPLINE: Focusing your mental energy or controlling your impulses and emotions.

MAJOR ACTIONS

ALL-OUT ATTACK

You attack one adjacent enemy in hand-to-hand combat, throwing the full weight of your Strength behind the attack even though your ability to react to counterattacks will suffer. If you hit, you do +1 damage, but whether or not this attack hits, you suffer -1 to your Defense until your next turn.

CHARGE

You may move up to half your Speed (rounded down) in yards and then make a Melee Attack against an adjacent enemy. You gain a +1 bonus on your attack roll.

DEFEND

You concentrate on defending yourself this round. Until the beginning of your next turn, you gain a +2 bonus to your Defense.

HEAL

You provide some quick first aid to an injured ally. You must be adjacent to your ally and you must have bandages ready. This is a TN 11 Intelligence (Healing) test. If you are successful, your ally gets back an amount of Health equal to the Stunt Die + your Intelligence. A character cannot benefit from another Heal action until additional damage is taken.

MELEE ATTACK

You attack one adjacent enemy in hand-to-hand combat. An enemy within 2 yards of you is considered adjacent.

RANGED ATTACK

You fire or throw a missile weapon at one visible enemy within range.

RUN

You can move up to double your Speed in yards. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

MINOR ACTIONS

ACTIVATE

This action allows you to start using certain powers or items, such as fighting styles and potions.

AIM

You take the measure of your opponent and plan your next strike. If your next action is a Melee Attack or Ranged Attack, you gain a +1 bonus on your attack roll.

GUARD UP

You put your skill to use balancing action and defense. Add +1 or +2 (your choice) to your Defense until the end of this round. However, you suffer the amount you choose as a penalty to all tests you make, even opposed tests, for the remainder of the current round as well. (This is a key difference between the Guard Up and Defend actions. Guard Up only lasts until the end of the round, where Defend lasts until the beginning of your next turn.) If you choose this minor action, you must do it before any major action

you take this turn. You can't follow up a Guard Up action with a Defend action.

MOVE

You can move up to your Speed in yards. You can also go prone, stand up, mount or dismount a horse or vehicle, but if you do so you can only move at half Speed (rounded down).

PREPARE

You pick one major action that you prepare to execute and then end your turn. Any time until your next turn, you can interrupt another character and take your prepared action immediately. If you don't use it by your next turn, the action is lost. You cannot take the prepared action if you've already taken a major action on your turn.

PRESS THE ATTACK

You stand ready to pursue an enemy if they should fall back or flee your blows. Declare an adjacent enemy combatant when you take this action. Until the beginning of your next turn, if that enemy moves away from you, you may immediately move up to your Speed in yards in direct pursuit of that enemy at no additional cost in actions. This occurs immediately after your foe's movement, before they can do anything else. However, you can only use this minor action on an enemy you have already successfully struck in melee combat this turn (whether you inflicted damage or not). When you make your move, it need not bring you adjacent to that enemy if you can't go that fast. In that case, you simply move as far as you can before stopping. You are free to forego some or all of the movement this action allows when your enemy triggers it, if you wish.

READY

You can unsheathe a weapon, pull out a potion, or otherwise ready an item that is stowed. As part of this action, you can put away something already in hand. You could thus put away your bow and a draw a sword, for example.

STAND FIRM

You lower your weight and prepare to resist any and all efforts to move you from the place where you stand. Until the beginning of your next turn, any enemy who uses the Skirmish or Knock Prone stunts to move you or knock you to the ground must succeed in an opposed test pitting their Strength (Might) vs. your choice of your own Strength (Might) or Dexterity (Acrobatics) in order to move you or knock you prone. This test can only be attempted after your opponent spends the relevant stunt points, which are nevertheless expended to no effect if you win the test. An opponent who attempts to Skirmish you more than once as part of a single attack (to move you more than 2 yards) only makes a single opposed test against you, with all of the skirmishing movement hanging in the balance.

VARIABLE ACTIONS

CAST

You attempt to cast a spell, which requires a casting roll. This may be a major action, minor action, or free action depending on the spell and the stunts used.

RELOAD

You reload a missile weapon. This may be a major action, minor action, or free action depending on the weapon used, your talents, and the stunts used.

GRENADES

All grenades are missile weapons with a short range of 4 yards and a long range of 8 yards. Grenade attacks are handled as follows:

- To use a grenade you must first prepare it with a Ready action. If you do not throw the grenade the same round you prepare it, you become susceptible to the Kaboom! stunt (see following).
- You must pick a target area within 8 yards of you. It doesn't need to be visible to you, but there must be a way for the grenade to get there. You can throw a grenade over a hedge, for example, but you can't throw one through a stone wall.
- Once the grenade's prepared, you can throw it with a Ranged Attack action. Unlike other attacks, the target number is not a character's Defense, but a TN based on the difficulty of the throw.
- The ranged attack is a TN 11 Dexterity (Grenades) test. The GM may modify the target number for difficult throws, such as tossing a grenade through a small window.
- If the test is a success, the grenade lands in the target area and explodes. If the test fails, the grenade misses its target and goes 1d6 yards in a direction of the GM's choosing (have fun with that, GMs!) before exploding.
- Everyone within 2 yards of the explosion – friend and foe alike – takes damage from an exploding grenade.

You can use stunts with grenade attacks. Each stunt can only affect one target but you need not assign all stunts to the same target. If you catch two bandits in the blast of a grenade and generate 4 stunt points, for example, you could use Pierce Armor on one bandit and Knock Prone on the other. Anyone carrying grenades is asking for trouble. All enemies attacking such characters can perform the Kaboom! stunt.

SP COST	STUNT
3	KABOOM! : Your attack detonates a grenade held (that is, prepared to throw) or carried by your target if grenades are visible (in a bandolier, for example). It inflicts its full damage on your target and anyone else within 2 yards (including you). Held grenades must always be affected before carried grenades, if both are legal targets. If multiple grenades are being carried the exploding grenade is determined randomly by the GM.

MOUNTS AND COMBAT

- You can mount or dismount an animal as part of a Move action. If you do so, you can only move half your Speed in yards (a Move action normally lets you move your Speed in yards).
- Once you are mounted, you use move and Run actions as normal, but you use the Speed of the mount instead of your own.
- When engaging in melee combat, you get a +1 bonus on attack rolls vs. opponents on foot. The GM may rule that this does not apply vs. particularly large monsters.
- Many mounts do not have attacks of their own (they aren't trained for fighting). Those that do take their attacks on your turn in a round. You don't need to roll initiative separately for the mount.
- Enemies can choose to attack you or your mount. You must keep track of your mount's Health.
- Opponents can use the Knock Prone stunt to try to dismount you. This is more difficult than overbearing someone on foot, though, so you get a chance to resist it. If you make a successful Dexterity (Riding) test, you remain mounted. The TN for this test is equal to 10 + opponent's Strength. If you fail, you are knocked to the ground, take 1d6 penetrating damage, and are

now prone. The GM controls the actions of the mount until you re-mount or the encounter ends.

- Passengers do not have to use move and Run actions, as they are simply carried along. They take actions as normal but the GM should bear their situation in mind.

These rules also apply when driving a vehicle like a cart or wagon, but you use Strength (Driving) for tests instead. If Knock Prone is used against a passenger of a vehicle, Dexterity (Acrobatics) is used to resist it.

FLYING COMBATANTS

Flight is indicated parenthetically after the character's Speed. A character with Speed 6 (Flying 12), for example, moves at 6 on the ground, but 12 when flying. *Fantasy AGE* handles fliers with the use of special actions available only to them. When flying a character must use one of the following actions each turn: Circle, Dive, Fly, or Fly High. A character who fails to do so for any reason is subject to falling damage (see **Handling Hazards** in **CHAPTER 8: MASTERING THE RULES**). Only one of these four actions can be used on a turn. A character could not, for example, Dive and then Circle. Flying characters cannot take the Charge, Move, or Run actions until back on the ground.

For the most part stunts affect fliers the same as other characters. The exception is the Knock Prone stunt. If used, this reduces the character's Flying Speed by 3 until the end of their next turn instead.

MINOR ACTIONS

CIRCLE

The flying character circles above the battlefield at a low altitude, moving a number of yards equal to their Flying Speed. Ranged attacks from the ground add 20 yards to the horizontal distance from the shooter to the target to represent the height of the flier. A circling character can attack other circling characters at no penalty. A character must start their turn Flying to Circle.

FLY

The character moves a distance equal to their Flying Speed. The character is roughly 3 yards off the ground and can be attacked in melee by opponents on the ground. The character's own melee attack rolls receive a +1 bonus vs. opponents on the ground due to the height advantage. A character can choose to land after flying, in which case the normal rules once again apply. Prone characters cannot Fly until they take a Move action to stand up first.

MAJOR ACTIONS

DIVE

A character that was circling or flying high the previous round can dive this round. A character that was circling can move a number of yards equal to Flying Speed and make a Melee Attack against an opponent on the ground. A character who was flying high can move a number of yards equal to double their Flying Speed and make a Melee Attack against an opponent circling or on the ground. In either case the attack can take place at any point in the character's movement and receives +1 bonus on the Melee Attack roll and damage roll. At the end of the dive the character is roughly 3 yards off the ground, just as if they had taken the Fly action.

FLY HIGH

The character can move a number of yards equal to their Flying Speed while climbing far above the battlefield. While flying high, the character can neither attack nor be attacked (even by other characters flying high). A character must start their turn Circling to Fly High.

FANTASY AGE COMBAT TRACKER

GENERAL NOTES

COMBAT ROUND

I

2

3

4

5

6

7

8

9

IO

11

12

13

14

15

16

17

10

FANTASY AGE