

**FREEFORM CHARACTERS**  
**FOR**  
**FANTASY AGE**  
**SECOND EDITION**

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## INTRODUCTION

This document details a freeform character creation and advancement system for *Fantasy AGE Second Edition*.

The first section, **Character Creation** allows a player to cut-to-the-chase and simply assign all traits to a character quickly, bypassing the normal character creation process.

**Character Advancement** details how to advance a character each level. This system is very similar to the normal method but takes into account that there are no character classes.

The **Partial Level Advancement** part describes how to advance characters incrementally between levels to effect a smoother progression on character abilities and slowly grant new powers earlier. With this system, characters could receive some sort of “upgrade” after every gaming session (since there are five steps to every level increase).

**Advancing After Level 20** gives rules for advancing characters past level 20, surprisingly.

**The Zero-Level Character** rules allow you to start play with “zeroes” so that you can build them into Heroes.

Finally, some **New Rules** are needed to smoothly implement all of the options presented.

## CHARACTER CREATION

This character creation system forgoes race, background, and class to grant the ability scores, focuses, talents, and other derived statistics directly for *Fantasy AGE Second Edition* characters.

### CONCEPT

This step is extremely important because the player will not be relying on the Ancestry, Background, or Class portions of the normal character generation system. Once the concept is chosen, the player will assign abilities, focuses, talents, magic, powers, and derived statistics.

### ABILITIES

All abilities start at zero. You have 13 points to distribute between them. No ability rating can be greater than three at this point.

### BACKGROUND

Each character starts with a package that represents their race or ancestry along with a social background. Choose one of the following.

- (a) Three focuses.
- (b) Two focuses and one weapon group.
- (c) One focus and a +1 bonus to any one ability.
- (d) A +1 bonus to any one ability and one weapon group.

If the Game Master allows, a player can replace up to two focuses with two racial benefits (listed below). For Draak and Wildfolk, the player should just go ahead and choose that ancestry and a background per the normal rules. Substitutions are shown below for campaign settings that do not have goblins and orcs as playable character races.

**Dwarf** – Stout

**Elf** – Ancestry Stunt - Keen Instincts

**Gnome** – Animal Speech

**Goblin (or Half-Elf)** – Swift

**Halfling** – Steady

**Human** – Adaptable Focus

**Orc (or Half-Orc)** – Tough

### HEALTH

All characters start with a base Health of 20 + Constitution + 1d6. Health can be raised through the advancements gained from the Profession step of character creation.

### DARK SIGHT

If the character concept permits, the character can have Dark Sight (usually reserved for all traditional fantasy races except halfling and human).

## **SPEED**

A character's base Speed is  $10 + \text{Dexterity}$  (minus armor penalty if applicable). If the character's race and/or background suggests a slower Speed (like a shorter race) then the base is 8. If the character's race and/or background suggests a faster Speed (like a more graceful or taller race) then the base Speed should be 12.

## **LANGUAGES**

Every character gets two languages.

## **DEFENSE**

A character's Defense is  $10 + \text{Dexterity} + \text{Shield Bonus}$ .

## **EQUIPMENT**

Every character starts with  $120 + 3d6$  silver pieces. Using this money, the player can assign equipment from the equipment tables and pay for each item accordingly.

## **PROFESSION**

Define your character's profession using ten "advancements." The cost of each advancement is shown in parenthesis. Each advancement can only be taken once unless otherwise stated.

**Arcane Device/Arcane Blast (2):** You gain the Mage's Arcane Device and Arcane Blast benefits.

**Better Health (1):** Add five to your starting Health total. You may take this benefit twice.

**Coordinate (1):** You gain the Envoy's Coordinate benefit.

**Dazzle (1):** You gain the Envoy's Dazzle benefit.

**Magic Points (1):** You gain magic points equal to  $10 + \text{Willpower} + 1d6$  and three Minor Arcana.

**Magic Training (2):** You gain one magic talent at the Novice level and two Novice spells. You may take this benefit twice.

**Pinpoint Attack (2):** You gain the Rogue's Pinpoint Attack benefit.

**Rogue's Armor (1):** You gain the Rogue's Armor benefit.

**Rogue's Speed (1):** You gain the Rogue's Speed benefit.

**Social Chameleon (2):** You gain the Envoy's Social Chameleon benefit.

**Starting Talent (1):** You become a Novice in one talent. This benefit may be taken three times.

**Weapon Groups (1):** Choose a weapon group. You are trained using weapons in the chosen group. This benefit may be taken five times.

## **SPECIALIZATION**

Pick one specialization and gain the Novice degree in that specialization. For this specialization, you do not have to meet any requirements listed other than allowed class. It is assumed that the character already spent a great deal of time working on this specialization so they don't need to meet the requirements of someone picking it up quickly after they've become established in their profession.

## CHARACTER ADVANCEMENT

When a character gains a level, they gain the following.

### ABILITIES

You get one advancement to spend on one ability. You cannot advance the same ability two levels in a row. The costs to advance abilities above five remain the same.

### FOCUS

You pick one new ability focus. You cannot choose a new focus for the same ability two levels in a row. Starting at level 11, all focus bonuses increase from +2 to +3. Also starting at 11th level, you can choose a focus you already have and increase its bonus from +3 to +4.

### HEALTH

You gain 1d6 + Constitution Health at levels 2-10 and just your Constitution ability at levels 11-20 (minimum of 1).

### MAGIC POINTS

If you have magic points, you gain 1d6 + Willpower magic points at levels 2-10 and only your Willpower ability at levels 11-20 (minimum of 1).

### TALENT

At even-numbered levels, you can choose (a) or (b):

(a) Gain a new Novice talent for your character or gain a degree in a talent your character already has. You also gain one stunt advancement from either the envoy, rogue, or warrior class. At levels 6, 12, and 18, you can select a class stunt from the mage class if desired.

(b) Gain a new Novice magic talent or gain a degree in a magic talent your character already has and also gain:

(i) One stunt advancement (for levels 2, 6, 10, 14, 18) from the mage class. At levels, 10, 14, and 18, you can select a class stunt from either the envoy, rogue, or warrior class if desired.

(ii) One non-magical talent advancement (for levels 4, 8, 12, 16, and 20).

### SPECIALIZATION

At odd-numbered levels, you can choose a new Novice specialization for your character or gain a degree in a specialization your character already has. You may, if you prefer, take a degree in a regular, non-magical talent instead.



## **PROFESSIONAL ADVANCEMENTS**

In lieu of taking a degree in a talent or specialization, you can take an envoy, mage, rogue, or warrior class power as long as your level is equal to or greater than the level at which the power is normally gained by that class. You must meet any appropriate prerequisites for the class power (such as having Arcane Blast/Arcane Device for the Range Bonus mage power).

**Envoy:** Coordinate (Level 1), Dazzle (Level 1), Social Chameleon (Level 1), New Focus (Levels 4, 8, 12), Doubletalk (Level 4), Stunning Repartee (Level 8), Dazzle Bonus (Level 11).

**Mage:** Arcane Blast/Arcane Device (Level 1), Magic Training (Level 1, maximum of two total), Magic Points (Level 1), Range Bonus (Level 8), Damage Bonus (Level 11).

**Rogue:** Pinpoint Attack (Level 1), Rogue's Armor (Level 1), Rogue's Speed (Level 1), Take Aim (Level 4), Vital Blow (Level 4), Stunning Attack (Level 7), Lethality (Level 10), Slippery (Level 12).

**Warrior:** Improved Armor Rating (Levels 4, 8, 12), New Weapon Group (Levels 4, 8, 12), Expert Strike (Level 10), Quick Strike (Level 15).

**General:** Better Health (Level 1, maximum of two total), Weapon Group (Level 1, maximum of five minus the number of weapon groups you took during character creation).

## **DEFENSE ADVANCEMENTS**

At levels 6, 11, and 16, you gain one Defense advancement (+1 Defense each time).

## **DAMAGE BONUS**

At level 6, You may add your weapon focus (if you have one) when inflicting damage with a melee or ranged attack, or your Arcane Blast focus if inflicting damage with an Arcane Blast, or your arcane focus (if you have one) when inflicting damage on a single target with a spell.

## **STUNT DIE TO DAMAGE**

At level 16, you may choose one Stunt Die to Damage power, either from the Envoy, Mage, Rogue, or Warrior class description.

## **EPIC CHARACTER**

At level 20, pick one type of stunt. You gain a +1 bonus when generating stunt points of that type.

## **PARTIAL LEVEL ADVANCEMENT**

Instead of having all of the benefits associated with level advancement happen at once, you can opt to slowly grant the level benefits of the next level in partial steps. If so, advancement becomes more continuous, introducing finer distinction in level differences.

Each of the traits a character receives becomes an “advance” under this system. A full level increase in a character’s powers consists of four advances. For each of the picks below, treat the character’s level as one level higher than it is currently (as they are taking the next level’s benefits early). Once a character has taken all possible advances, they advance numerically to the next level. For example, after two gaming sessions a level 1 character has taken the Ability, Focus, and Talent/Specialization advances. The only remaining advance they need before reaching level 2 is the advance for Health. Player should keep track of which advances have already been taken before the next level is reached. Each power below can only be taken once per level.

### **ABILITY**

You spend your advance raising one ability. You cannot advance the same ability two levels in a row. The costs to advance abilities above five remain the same.

### **FOCUS**

You use your advance to pick one new ability focus. You cannot choose a new focus for the same ability two levels in a row. Starting at level 11, all focus bonuses increase from +2 to +3. Also starting at 11th level, you can choose a focus you already have and increase its bonus from +3 to +4. This means that if your next level is 11, all focus bonuses increase to +3 and you can choose a focus you already have and increase its bonus from +3 to +4. In other words, you can choose a second focus at level 10 as an advance.

### **HEALTH**

You use an advance to gain 1d6 + Constitution Health when your next level will be 2-10 and just your Constitution ability when your next level will be 11-20 (minimum of 1). This means if you take the Health advance when you are level 10, you gain just your Constitution (since this is how much Health you would gain at level 11).

### **TALENT OR SPECIALIZATION**

Use your advance to take a Talent, Specialization, or Professional Advancement.

**Talent:** At even-numbered levels, you can choose (a) or (b):

(a) Gain a new Novice talent for your character or gain a degree in a talent your character already has. You also gain one stunt advancement from either the envoy, rogue, or warrior class. At levels 6, 12, and 18, you can select a class stunt from the mage class if desired.

(b) Gain a new Novice magic talent or gain a degree in a magic talent your character already has and also gain:

- (i) One stunt advancement (for levels 2, 6, 10, 14, 18) from the mage class. At levels, 10, 14, and 18, you can select a class stunt from either the envoy, rogue, or warrior class if desired.
- (ii) One non-magical talent advancement (for levels 4, 8, 12, 16, and 20).

**Specialization:** At odd-numbered levels, you can choose a new Novice specialization for your character or gain a degree in a specialization your character already has. You may, if you prefer, take a degree in a regular, non-magical talent instead.

**Professional Advancement:** In lieu of taking a degree in a talent at even-numbered levels or a specialization at odd-numbered levels, you can take an envoy, mage, rogue, or warrior class power as long as your level is equal to or greater than the level at which the power is normally gained by that class. You must meet any appropriate prerequisites for the class power (such as having Arcane Blast/Arcane Device for the Range Bonus mage power).

**Envoy:** Coordinate (Level 1), Dazzle (Level 1), Social Chameleon (Level 1), New Focus (Levels 4, 8, 12), Doubletalk (Level 4), Stunning Repartee (Level 8), Dazzle Bonus (Level 11).

**Mage:** Arcane Blast/Arcane Device (Level 1), Magic Training (Level 1, maximum of two total), Magic Points (Level 1), Range Bonus (Level 8), Damage Bonus (Level 11).

**Rogue:** Pinpoint Attack (Level 1), Rogue's Armor (Level 1), Rogue's Speed (Level 1), Take Aim (Level 4), Vital Blow (Level 4), Stunning Attack (Level 7), Lethality (Level 10), Slippery (Level 12).

**Warrior:** Improved Armor Rating (Levels 4, 8, 12), New Weapon Group (Levels 4, 8, 12), Expert Strike (Level 10), Quick Strike (Level 15).

**General:** Better Health (Level 1, maximum of two total), Weapon Group (Level 1, maximum of five minus the number of weapon groups you took during character creation).

## **TRAITS GAINED AT FULL LEVELS**

The following traits are only gained when the full level is reached. These traits are not available for partial advancement.

### **Magic Points**

You gain 1d6 + Willpower magic points when you reach each level from 2nd to 10th and only your Willpower ability when you reach each level from 11th and on (minimum of 1).

### **Defense Advancements**

At levels 6, 11, and 16, you gain one Defense advancement (+1 Defense each time).

### **Damage Bonus**

At level 6, You may add your weapon focus (if you have one) when inflicting damage with a melee or ranged attack, or your Arcane Blast focus if inflicting damage with an Arcane Blast, or your arcane focus (if you have one) when inflicting damage on a single target with a spell.

### **Stunt Die to Damage**

At level 16, you may choose one Stunt Die to Damage power, either from the Envoy, Mage, Rogue, or Warrior class description.

### **Epic Character**

A character gains the Epic Character power only after fully reaching level 20.

## EXPERIENCE POINTS

If your campaign uses the **EXPERIENCE POINT TABLE** (*Fantasy AGE Core Rulebook 2nd Edition*, page 28), characters receive advances at certain experience point totals.

EXPERIENCE POINT TABLE					
XP Total	Level	Advances	XP Total	Level	Advances
0	1	0	19,000	9	Full
500	1	1	19,750	9	1
1,000	1	2	20,500	9	2
1,500	1	3	21,250	9	3
2,000	2	Full	22,000	10	Full
2,500	2	1	22,750	10	1
3,000	2	2	23,500	10	2
3,500	2	3	24,250	10	3
4,000	3	Full	25,000	11	Full
4,500	3	1	25,750	11	1
5,000	3	2	26,500	11	2
5,500	3	3	27,250	11	3
6,000	4	Full	28,000	12	Full
6,500	4	1	29,000	12	1
7,000	4	2	30,000	12	2
7,500	4	3	31,000	12	3
8,000	5	Full	32,000	13	Full
8,500	5	1	33,000	13	1
9,000	5	2	34,000	13	2
9,500	5	3	35,000	13	3
10,000	6	Full	36,000	14	Full
10,750	6	1	37,000	14	1
11,500	6	2	38,000	14	2
12,250	6	3	39,000	14	3
13,000	7	Full	40,000	15	Full
13,750	7	1	41,000	15	1
14,500	7	2	42,000	15	2
15,250	7	3	43,000	15	3
16,000	8	Full	44,000	16	Full
16,750	8	1	45,000	16	1
17,500	8	2	46,000	16	2
18,250	8	3	47,000	16	3

XP Total	Level	Advances	XP Total	Level	Advances
48,000	17	Full	61,500	20	1
49,000	17	1	63,000	20	2
50,000	17	2	64,500	20	3
51,000	17	3	66,000	21	Full
52,000	18	Full	67,500	21	1
53,000	18	1	69,000	21	2
54,000	18	2	70,500	21	3
55,000	18	3	72,000	22	Full
56,000	19	Full	73,500	22	1
57,000	19	1	75,000	22	2
58,000	19	2	76,500	22	3
59,000	19	3	78,000	23	Full
60,000	20	Full	79,500	23	1
			81,000	23	2
Added XP	Added Level	Added Rank	82,500	23	3
+1,500	+1/4	+1	84,000	24	Full

## ADVANCING AFTER LEVEL 20

You can advance characters to levels higher than 20, if desired. Just follow these guidelines.

### ABILITIES

You get one advancement to spend on one ability. You cannot advance the same ability two levels in a row. The costs to advance abilities above five remain the same. Abilities can not be increased above 12.

### FOCUS

You pick one new ability focus. You cannot choose a new focus for the same ability two levels in a row.

### HEALTH AND MAGIC POINTS

Health and Magic Points each increase by one point only per level after level 20.

### TALENT OR SPECIALIZATION

Use your advance to take a Talent, Specialization, or Professional Advancement.

### EXPERIENCE POINTS

If you're using the **EXPERIENCE POINT TABLE** (*Fantasy AGE Core Rulebook 2nd Edition*, page 28), each level after 20 requires an additional 6,000 experience points.

## THE ZERO-LEVEL CHARACTER

Starting characters at “zero-level” may be desirable for some campaigns. Use the rules below.

### CONCEPT

The player can either come up with a novel concept that incorporates their own vision of the character’s Ancestry and Background or they may choose the character’s Ancestry and Background from those available in the *Fantasy AGE* rules.

### ABILITIES

All abilities are zero. You will gain ability points as you progress to 1st level. Your maximum ability is three in all abilities as you raise them.

### ANCESTRY AND BACKGROUND

If the player opts to choose an Ancestry and Background for their character, they get all of the bulleted points under the Ancestry entry. The character also receives the focus gained from Background.

If the character is devising a novel concept, the character starts with three focuses. These can be representative of the character’s Ancestry and Background. One focus can be a weapon group instead. The player must also determine if the character has Dark Sight, what the character’s Speed is, and the character’s starting languages.

#### Dark Sight

If the character concept permits, the character can have Dark Sight (usually reserved for all traditional fantasy Ancestries except halfling and human).

#### Speed

A character’s base Speed is  $10 + \text{Dexterity}$  (minus armor penalty if applicable). If the character’s Ancestry and/or background suggests a slower Speed (like a shorter race) then the base is 8. If the character’s race and/or background suggests a faster Speed (like a more graceful or taller race) then the base Speed should be 12.

#### Languages

The character starts with two languages.

### HEALTH

All characters start with a base Health of  $2 + \text{Constitution}$ . Health is increased as the character progresses to 1st level at a rate of two per step.

### DEFENSE

A character’s Defense is  $10 + \text{Dexterity} + \text{Shield Bonus}$ .

## **EQUIPMENT**

Characters gain 12 sp worth of equipment at each step on the way to 1st level. Characters may save up this credit to buy more expensive pieces of gear. At 1st level, they gain an additional 3d6 sp.

## **PROFESSION**

Your character will gain ten professional “advancements” as they progress to 1st level. The cost of each advancement is shown in parenthesis. Each advancement can only be taken once unless otherwise stated. Characters may save their advancements to purchase advancements costing two points.

**Arcane Device/Arcane Blast (2):** You gain the Mage's Arcane Device and Arcane Blast benefits.

**Better Health (1):** Add five to your Health total. You may take this benefit twice.

**Coordinate (1):** You gain the Envoy's Coordinate benefit.

**Dazzle (1):** You gain the Envoy's Dazzle benefit.

**Magic Points (1):** You gain with magic points equal to  $10 + \text{Willpower} + 1d6$  and three Minor Arcana.

**Magic Training (2):** You gain one magic talent at the Novice level and two Novice spells. You may take this benefit twice.

**Pinpoint Attack (2):** You gain the Rogue's Pinpoint Attack benefit.

**Rogue's Armor (1):** You gain the Rogue's Armor benefit.

**Rogue's Speed (1):** You gain the Rogue's Speed benefit.

**Social Chameleon (2):** You gain the Envoy's Social Chameleon benefit.

**Starting Talent (1):** You become a Novice in one talent. This benefit may be taken three times.

**Weapon Groups (1):** Choose a weapon group. You are trained using weapons in the chosen group. This benefit may be taken five times.

## **SPECIALIZATION**

When the character has attained 1st level, pick one specialization and gain the Novice degree in that specialization. For this specialization, you do not have to meet any requirements listed other than allowed class. It is assumed that the character already spent a great deal of time working on this specialization so they don't need to meet the requirements of someone picking it up quickly after they've become established in their profession.



Zero-level characters start at -999 experience points. The table below shows the steps to 1st level and the number of total ability points, Health, advancements, and wealth by step.

ZERO-LEVEL EXPERIENCE POINT TABLE					
XP Total	Level	Ability Points	Health	Advancements	Wealth
-999 to -900	-9	0	2 + Con	0	12 sp
-899 to -800	-8	1	4 + Con	1	24 sp
-799 to -700	-7	2	6 + Con	2	36 sp
-699 to -600	-6	4	8 + Con	3	48 sp
-599 to -500	-5	5	10 + Con	4	60 sp
-499 to -400	-4	6	12 + Con	5	72 sp
-399 to -300	-3	8	14 + Con	6	84 sp
-299 to -200	-2	9	16 + Con	7	96 sp
-199 to -100	-1	10	18 + Con	8	108 sp
-99 to -1	0	12	20 + Con	9	120 sp
0 to 2,000	1	13	20 + Con + 1d6	10	120+3d6 sp

Once the character reaches zero experience points, they are 1st level characters. Actual Zeroes (*Fantasy AGE Core Rulebook 2nd Edition*, page 202) would be Level -5 on this table.

## CLASS REQUIREMENTS

A character who takes the proper professional advancements for a character class can become a member of that character class upon attaining 1st level. Otherwise, the character should continue to advance according to the free-form character rules (and not gain the special class powers for free).

**Envoy** – Better Health (1), Coordinate (1), Dazzle (1), Social Chameleon (2), Starting Talents (2) (Pick two: Animal Training, Carousing, Command, Contacts, Inspire, Intrigue, Linguistics, Lore, Oratory, Performance), Specialization (Envoy), Weapon Groups (3) (Pick three: Black Powder, Bludgeons, Bows, Brawling, Light Blades, Slings, or Spears).

**Mage** – Arcane Blast/Arcane Device (2), Magic Training × 2 (4), Magic Points (1), Specialization (Mage), Starting Talent (1) (Pick one: Chirurgy, Linguistics, or Lore), Weapon Groups (2) (Brawling and Staves).

**Rogue** – Better Health (1), Pinpoint Attack (2), Rogue’s Armor (1), Rogue’s Speed (1), Specialization (Rogue), Starting Talents (1) (Pick one: Contacts, Scouting, or Thievery), Weapon Groups (4) (Light Blades and Stave, also pick two: Black Powder, Bows, Brawling, or Dueling)

**Warrior** – Better Health × 2 (2), Specialization (Warrior), Starting Talents (3) (Armor Training and pick two: Archery Style, Dual Weapon Style, Pole Weapon Style, Single Weapon Style, Throwing Weapon Style, Two-Hander Style, Unarmed Style, Weapon and Shield Style), Weapon Groups (5) (Brawling and pick four: Axes, Black Powder, Bludgeons, Bows, Dueling, Heavy Blades, Lances, Light Blades, Polearms, Slings, Spears, or Staves).

## NEW RULES

Some new rules are needed for this system.

### STRAIN

Spellcasters only add strain if they are wearing armor they are not trained in. The amount of strain added to the magic point cost of each spell is equal to the listed strain (*Fantasy AGE Core Rulebook 2nd Edition*, page 114) minus the strain for the best armor the character is trained in (minimum of zero). For example, if a character trained in mail wears heavy plate, this character would add two magic points to the required amount for every spell cast (strain of 6 for heavy plate minus strain of 4 for heavy mail, the best armor they are trained in). If you have the Rogue's Armor professional advancement, you are considered to be trained in leather armor.

The table below summarizes the strain for each situation.

CASTING IN ARMOR				
ARMOR WORN	NOT TRAINED IN ARMOR	TRAINED IN LEATHER	TRAINED IN MAIL	TRAINED IN PLATE
Light Leather	1	0	0	0
Heavy Leather	2	0	0	0
Light Mail	3	1	0	0
Heavy Mail	4	2	0	0
Light Plate	5	3	1	0
Heavy Plate	6	4	2	0

### TALENTS AND SPECIALIZATIONS

Since there are no classes under this system, there are no class requirements for talents and specializations. The burden is on the player to make sensible choices as they advance their character.