

**FREEFORM CHARACTERS**  
**FOR**  
**FANTASY AGE**

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## INTRODUCTION

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

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.

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, foci, talents, and other derived statistics directly for *Fantasy AGE* characters.

### CONCEPT

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

### ABILITIES

All abilities start at zero. You have 12 points to distribute between them. Two abilities can have scores of 4. All other abilities are capped at 3.

### FOCI

Each character starts with three foci. These can be representative of the character's race and background. One focus can be a weapon group instead.

### HEALTH

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

### DARKSIGHT

If the character concept permits, the character can have Darksight (usually reserved for all 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 nine "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.

**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.

**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 four times.

## MAGIC POINTS

Every character starts with  $10 + \text{Willpower} + 1d6$  magic points. Only characters that took Magic Training will be able to use these magic points.

## 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, you can choose a focus you already have and increase its bonus from +2 to +3.

### HEALTH

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

### MAGIC POINTS

You gain  $1d6 + \text{Willpower}$  magic points at levels 2-10 and only your Willpower ability at levels 11-20 (minimum of 1).

### TALENT

You can choose a new Novice talent for your character or gain a degree in a talent your character already has.

### **Weapon Groups**

Alternatively, you can take a new Weapon Group for your character in lieu of taking a degree in a talent.

### **Professional Advances**

If you do not already have Arcane Blast/Arcane Device, Pinpoint Attack, or Rogue's Armor, you may take one of these professional advancements in lieu of taking a degree in a talent.

If you haven't already taken the Better Health professional advancement twice, you may take Better Health (gain five Health) in lieu of taking a degree in a talent.

### **Magic Talents**

At odd levels, you can use your new talent to become a Novice in a magic talent or gain a degree in a magic talent you already have. You cannot take magic talents at even levels (unless the Game Master approves).

### **Class Powers**

In lieu of taking a degree in a talent, you can take a mage, rogue, or warrior class power as long as your new 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 the Arcane Blast/Arcane Device professional advancement for the Big Blast mage power).

### **SPECIALIZATION**

At levels 4, 6, 8, 12, 14, and 16 you gain a degree in a specialization. You may never acquire more than two specializations. You may advance the two as you see fit, such as advancing from Novice to Master in the first before starting the second, or alternating between them.

### **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 five 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, Magic Points, and Talent



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. If your next level is 11, you can choose a focus you already have and increase its bonus from +2 to +3. This means that 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).

### **MAGIC POINTS**

You gain 1d6 + Willpower magic points when your next level will be 2-10 and only your Willpower ability when your next level will be 11-20 (minimum of 1). This means if you take the Magic Points advance when you are level 10, you gain just your Willpower (since this is how many Magic Points you would gain at level 11).

### **TALENT**

You can choose a new Novice talent for your character or gain a degree in a talent your character already has.

### **SPECIALIZATION**

You gain specialization when you reach levels 4, 6, 8, 12, 14, and 16. These are not worked into the partial advancement system.

### **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 Basic Rulebook*, page 26), characters receive advances at certain experience point totals.

EXPERIENCE POINT TABLE					
XP Total	Level	Advances	XP Total	Level	Advances
0	1	0	14,200	7	2nd
400	1	1st	14,800	7	3rd
800	1	2nd	15,400	7	4th
1,200	1	3rd	<b>16,000</b>	<b>8</b>	<b>5th</b>
1,600	1	4th	16,600	8	1st
<b>2,000</b>	<b>2</b>	<b>5th</b>	17,200	8	2nd
2,400	2	1st	17,800	8	3rd
2,800	2	2nd	18,400	8	4th
3,200	2	3rd	<b>19,000</b>	<b>9</b>	<b>5th</b>
3,600	2	4th	19,600	9	1st
<b>4,000</b>	<b>3</b>	<b>5th</b>	20,200	9	2nd
4,400	3	1st	20,800	9	3rd
4,800	3	2nd	21,400	9	4th
5,200	3	3rd	<b>22,000</b>	<b>10</b>	<b>5th</b>
5,600	3	4th	22,600	10	1st
<b>6,000</b>	<b>4</b>	<b>5th</b>	23,200	10	2nd
6,400	4	1st	23,800	10	3rd
6,800	4	2nd	24,400	10	4th
7,200	4	3rd	<b>25,000</b>	<b>11</b>	<b>5th</b>
7,600	4	4th	25,600	11	1st
<b>8,000</b>	<b>5</b>	<b>5th</b>	26,200	11	2nd
8,400	5	1st	26,800	11	3rd
8,800	5	2nd	27,400	11	4th
9,200	5	3rd	<b>28,000</b>	<b>12</b>	<b>5th</b>
9,600	5	4th	28,800	12	1st
<b>10,000</b>	<b>6</b>	<b>5th</b>	29,600	12	2nd
10,600	6	1st	30,400	12	3rd
11,200	6	2nd	31,200	12	4th
11,800	6	3rd	<b>32,000</b>	<b>13</b>	<b>5th</b>
12,400	6	4th	32,800	13	1st
<b>13,000</b>	<b>7</b>	<b>5th</b>	33,600	13	2nd
13,600	7	1st	34,400	13	3rd

XP Total	Level	Advances	XP Total	Level	Advances
35,200	13	4th	57,600	19	2nd
<b>36,000</b>	<b>14</b>	<b>5th</b>	58,400	19	3rd
36,800	14	1st	59,200	19	4th
37,600	14	2nd	<b>60,000</b>	<b>20</b>	<b>5th</b>
38,400	14	3rd	61,200	20	1st
39,200	14	4th	62,400	20	2nd
<b>40,000</b>	<b>15</b>	<b>5th</b>	63,600	20	3rd
40,800	15	1st	64,800	20	4th
41,600	15	2nd	<b>66,000</b>	<b>21</b>	<b>5th</b>
42,400	15	3rd	67,200	21	1st
43,200	15	4th	68,400	21	2nd
<b>44,000</b>	<b>16</b>	<b>5th</b>	69,600	21	3rd
44,800	16	1st	70,800	21	4th
45,600	16	2nd	<b>72,000</b>	<b>22</b>	<b>5th</b>
46,400	16	3rd	73,200	22	1st
47,200	16	4th	74,400	22	2nd
<b>48,000</b>	<b>17</b>	<b>5th</b>	75,600	22	3rd
48,800	17	1st	76,800	22	4th
49,600	17	2nd	<b>78,000</b>	<b>23</b>	<b>5th</b>
50,400	17	3rd	79,200	23	1st
51,200	17	4th	80,400	23	2nd
<b>52,000</b>	<b>18</b>	<b>5th</b>	81,600	23	3rd
52,800	18	1st	82,800	23	4th
53,600	18	2nd	<b>84,000</b>	<b>24</b>	<b>5th</b>
54,400	18	3rd	85,200	24	1st
<b>52,000</b>	<b>18</b>	<b>5th</b>	86,400	24	2nd
52,800	18	1st	87,600	24	3rd
53,600	18	2nd	88,800	24	4th
54,400	18	3rd	<b>90,000</b>	<b>25</b>	<b>5th</b>
55,200	18	4th			
<b>56,000</b>	<b>19</b>	<b>5th</b>	Added XP	Added Level	Added Rank
56,800	19	1st	+1,200	+1/5	+1

## **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. Starting at level 21, you can choose a focus you have already taken twice and increase its bonus from +3 to +4.

### **HEALTH AND MAGIC POINTS**

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

### **TALENT**

You can choose a new Novice talent for your character or gain a degree in a talent your character already has.

### **Weapon Groups**

Alternatively, you can take a new Weapon Group for your character in lieu of taking a degree in a talent.

### **Professional Advances**

If you do not already have Arcane Blast/Arcane Device, Pinpoint Attack, or Rogue's Armor, you may take one of these professional advancements in lieu of taking a degree in a talent.

If you haven't already taken the Better Health professional advancement twice, you may take Better Health (gain five Health) in lieu of taking a degree in a talent.

### **Magic Talents**

At odd levels, you can use your new talent to become a Novice in a magic talent or gain a degree in a magic talent you already have. You cannot take magic talents at even levels (unless the Game Master approves).

### **Class Powers**

In lieu of taking a degree in a talent, you can take a mage, rogue, or warrior class power as long as your new 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 the Arcane Blast/Arcane Device professional advancement for the Big Blast mage power).

## SPECIALIZATION

At all levels that have a 4, 6, or 8 in the ones place (such as 24, 26, and 28 or 34, 36, and 38) you gain a degree in a specialization. You may advance your specializations as you see fit, such as advancing from Novice to Master in the first before starting on the next, or alternating between them.

## EXPERIENCE POINTS

If you're using the **EXPERIENCE POINT TABLE** (*Fantasy AGE Basic Rulebook*, page 26), each level after 20 requires an additional 6,000 experience points.

## 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 Basic Rulebook*, page 67) 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.