

A NEW METHOD FOR CALCULATING HEALTH FOR FANTASY AGE

Instead of using the normal method of determining character and creature Health, the following system can be employed. This system keeps starting character Health the same but seriously curtails the amount of additional Health characters receive as they level up. This system also significantly reduces creature Health in most cases.

THE HEALTH TOTAL FOR CHARACTERS

Normally, a character receives a base amount of Health depending on class (20 for mage, 25 for rogue, and 30 for warrior) along with an additional amount equal to $1d6 + \text{Constitution}$ at every level from 1 to 10. At levels 11 to 20, characters receive only their Constitution.

Under this system, the Health total is not “iterative” and can be quickly calculated. The overall formula for character Health is:

$$\text{HEALTH} = \text{BASE} + \text{ACCURACY} + \text{CONSTITUTION} + \text{FIGHTING} + \text{PERCEPTION} + \text{STRENGTH} + \text{LEVEL}$$

A character’s base is equal to the normal base amount, depending on class (20 for mage, 25 for rogue, and 30 for warrior). No dice are rolled under this system. Health totals at higher levels are lower under this system when compared to the Health totals in the *Fantasy AGE* rules. Health only increases if one of the five determining abilities increases or if the character’s level increases.

THE HEALTH TOTAL FOR CREATURES

Instead of using the listed value for Health under each creature entry, use this formula:

$$\text{HEALTH} = \text{BASE} + \text{ACCURACY} + \text{CONSTITUTION} + \text{FIGHTING} + \text{PERCEPTION} + \text{STRENGTH}$$

A creature’s base Health is determined by their Threat.

BASE HEALTH FOR CREATURES	
Threat	Base Health
Minor	5
Moderate	10
Major	20
Dire	40
Legendary	80

HEALTH AND HEALING

Referencing **Health and Healing** in the *Fantasy AGE Basic Rulebook* (page 39), the Health replenishment from breathers and rests is changed. Use the bullets below instead of those in the *Basic Rulebook*.

- You can take a breather after a combat encounter. This is a 5-minute rest that lets you catch your breath, tend to minor cuts and abrasions, drink some water, and so on. After a breather, you get back the sum of your Accuracy, Constitution, Fighting, Perception, and Strength in Health. You can only take one breather after an encounter. If you were at 0 Health when the combat encounter ended, you cannot take a breather at all.
- You can get some sleep. If you can get at least 6 hours of restful sleep, you regain all of your Health.

A NEW METHOD FOR CALCULATING MAGIC POINTS FOR FANTASY AGE

Normally, a mage receives 10 + Willpower + 1d6 magic points at level 1, Willpower + 1d6 magic points at levels 2 to 10, and Willpower in MPs at levels 11 to 20. Under this system, magic points are calculated using this formula:

$$\text{MAGIC POINTS} = \text{BASE} + \text{COMMUNICATION} + \text{INTELLIGENCE} + \text{PERCEPTION} + \text{WILLPOWER}$$

The base amount depends on the number of magic talents the character has taken. The character has 5 MPs for every magic talent taken.

REGAINING MAGIC POINTS

Referencing **Regaining Magic Points** in the *Fantasy AGE Basic Rulebook* (page 67), magic point replenishment is changed. Use the paragraph below instead of that in the *Basic Rulebook*.

A mage regains magic points over time, regardless of activity. You get back a number of magic points per hour equal to the sum of your Communication, Intelligence, Perception, and Willpower. If you manage 6 hours of restful sleep, you get all your magic points back.