

# EXPANDED CLASSES

## Open Community Playtest Version 1.75

### What Changed This Time?

A number of updates and revisions have been made after playtesting. Most of these changes have been discussed on the blog but not incorporated in the playtest document. Thank you for your interest and support, I am looking forward to reading your feedback!

## CREDITS

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## INTRODUCTION

The Adventure Game Engine provided an elegant rules system for introducing newcomers to tabletop roleplaying. The *Fantasy Age Basic Rulebook* built upon that foundation. Its simplicity allows for characters to be made quickly and enables fast-and-easy play.

The goal of this document is to further build upon that framework, providing new options for players by enabling them to begin play at level one play at level one with a character reflective of a certain niche or idea. First, it attempts to address the concept of multi-classing found in similar games with three dual classes: the bard, swashbuckler, and templar. Capped at level 10, these will eventually receive a full 20 level write-up. Secondly, it offers options for archetypes, alterations to the three basic classes with less generalized mechanics that reflect a more specific character concept.

By the end of April, a new playtest document will be made available incorporating the feedback received during playtest. Feedback can be shared on the Fantasy AGE/Titansgrave forum on the Green Ronin Community Message Boards. Thank you for your interest and happy gaming!

# BARD

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Music carries its own magic. What separates you from a common minstrel is your ability to weave that magic into song, forming spells no less powerful than any mage. Your natural charm bolsters your allies and even turns unwitting adversaries to your side... at least for a time.

**Primary Abilities:** Accuracy, Communication, Dexterity, and Intelligence

**Secondary Abilities:** Constitution, Fighting, Perception, Strength, and Willpower

**Starting Health:** 20 + Constitution + 1d6

**Weapon Groups:** Bows, Brawling, Light Blades, and Staves.

## LEVEL 1

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**Bard Song:** You are able to work your magic through your music. You choose a song you will be using and then use the Activate action to begin your Bard Song mode. While Bard Song is active, you gain the benefits of the song and you are treated as having an arcane device for the purposes of casting spells.

The first song you have is the *Song of Valor*. Allies within 12 yards of you that can see and hear you gain a +1 bonus on attack rolls while Bard Song is active. Being able to both see and hear you is significant, as it may be difficult in certain combat encounters, such as large-scale battles. Ending Bard Song is a free action.

**Class Cross-Training:** You are treated as a Mage and Rogue for taking talents.

**Magic Training, Bard:** You coax the magic in the world around you to spring forth with your music. You choose two magic talents, but unlike a mage, you are limited to choosing between Air,

Healing, Heroic, Fate, Divination, or Shadow Arcana.

You also use Communication instead of Willpower for calculating Spellpower, regaining MP, and determining the effects of spells.

**Magic Points, Bard:** You start with a number of magic points equal to 5 + Communication + 1d6. You spend magic points when you cast spells. You regain them through rest and meditation. You gain more magic points as you rise in level. From levels 2 to 10, you gain 3 + your Communication + 1d6 magic points whenever you gain a new level. From levels 11 to 20, you gain only your Communication in MPs because increasing your power at higher levels is not as easy.

**Performer's Tumble:** You can tumble to avoid the worst of an explosion or other hazard. When you succeed on a Dexterity (Acrobatics) test to avoid taking damage, you can ignore all the damage from that effect.

**Starting Talents:** You become a Novice in one of the following talents: Command, Intrigue, or Oratory. You also start as a Novice in Music.

## LEVEL 2

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**Stunt Bonus:** Your biting wit gets the better of your foes. You can perform the Taunt stunt for 1 stunt point instead of the usual 2.

## LEVEL 3

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 4

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**New Specialization:** You may choose one specialization for your class. You gain the Novice degree of its specialization talent.

## LEVEL 5

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

**Stunt Bonus:** You know how to work a room. You can perform the Sway the Crowd stunt for 1 stunt point instead of the usual 2.

## LEVEL 6

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**New Specialization Talent:** You gain the Journeyman degree in the specialization talent you gained at level 4.

**Song of Friendship:** You and your allies gain a +1 bonus to Communication (Etiquette, Investigation, Persuasion, and Seduction) tests while Bard Song is active.

## LEVEL 7

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 8

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**New Specialization Talent:** You gain the Master degree in the specialization talent you gained at level 4.

**Song of Captivation:** Once per round while Bard Song is active, with a Major action you can attempt to captivate one enemy within 16 yards that can see and hear you. This is an opposed test of your Communication (Performance) vs. the target's Willpower (Self-Discipline). If you win, the target can take no actions on his or her next turn.

## LEVEL 9

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

**Stunt Bonus:** You are not easily flustered. You can perform the Tower of Will stunt for 3 stunt points instead of the usual 4.

## LEVEL 10

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**Expert Diplomacy:** When making Communication advanced tests, you can add your focus bonus to your Stunt Die if you have an applicable ability focus. If you have the same focus twice, this bonus increases to +3 as well.

### Wait, So When Do I Get New Arcanas?

The description of the mage specifies at certain levels when you gain a “new magic talent.” Bards, and later templars, do not stipulate between magic and other talents and are free to take any talent they qualify for whenever allowed to do so, magic or otherwise.

## BARD SPECIALIZATIONS

### CHRONICLER

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**Requirements:** You must have Intelligence 2 or higher and Lore (Novice).

**Novice:** You are a collector of histories. If you fail an Intelligence (Historical Lore) test, you can re-roll it, but must keep the results of the second roll.

**Journeyman:** You are a master of the written word. Any tests that require you to understand a written work, such as Intelligence (Cryptography, Research, and Writings) only takes half as long to complete. You can also copy written works twice as fast and create very convincing forgeries of documents that you are familiar with or have a copy of, however, the GM is the ultimate arbiter.

**Master:** You can call upon the heroes of old with the *Song of Heroes Returned*. Once per day while Bard Song is active, you can make a TN 17 Communication (Performance) ability test for every

## DUAL CLASSES

unconscious ally within 10 yards. If you succeed, your ally gains health equal to the Stunt Die + your Communication.

## FIRE DANCER

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**Requirements:** You must have Communication and Dexterity 2 or higher.

**Novice:** Allies and enemies only need to see you in order to be effected by your Bard Song. You can also take the Fire Arcana talent.

**Journeyman:** You become inured to heat and flame. You reduce the damage you take from fire and fire effects, such as Fire Arcana spells, by half (rounded down).

**Master:** You learn to call fire with your song, and learn the *Song of the Dancing Dragon*. You can cast Fire Arcana spells for -1 MP (minimum 1 MP) while Bard Song is active.

## SKALD

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**Requirements:** You must have Communication and Accuracy or Fighting 2 or higher.

**Novice:** You take up arms alongside your allies. You can take the Armor Training talent and reduce the Strain for casting spells in armor by 2.

**Journeyman:** You spur your allies' steps onward with ballads, sagas, and songs. You and your allies 1-1/4 times faster than normal when moving overland and not in combat.

**Master:** You inspire your allies into a frenzy with the *Song of Fury*. A number of allies equal to your Communication within 12 yards that can see and hear you gain +2 bonus on Willpower (Courage) and Willpower (Morale) tests, and +1 bonus on your damage rolls in melee combat. However, they suffer a -1 penalty to Defense and to Perception tests while Bard Song is active. You also ignore 4 strain while casting spells in armor.



# SWASHBUCKLER

While a rogue hopes to catch those while unawares and a warrior wades into battle in heavy armor, as a swashbuckler, your agility and cunning are both your weapons and best defense. You flourish your blade with panache and eventually learn a number of tricks that enable you to deliver devastating blows. Eschewing the protection of armor, combat is a dangerous game of high risk and high reward.

**Primary Abilities:** Accuracy, Communication, Dexterity, and Strength

**Secondary Abilities:** Constitution, Fighting, Intelligence, Perception, and Willpower

**Starting Health:** 30 + Constitution + 1d6

**Weapon Groups:** Brawling, Curved Blades\*, Dueling, Light Blades, Staves, and either Black Powder or Rope\* weapons.

\*see appendix

## LEVEL 1

**Class Cross-Training:** You are treated as a Rogue and Warrior for taking talents.

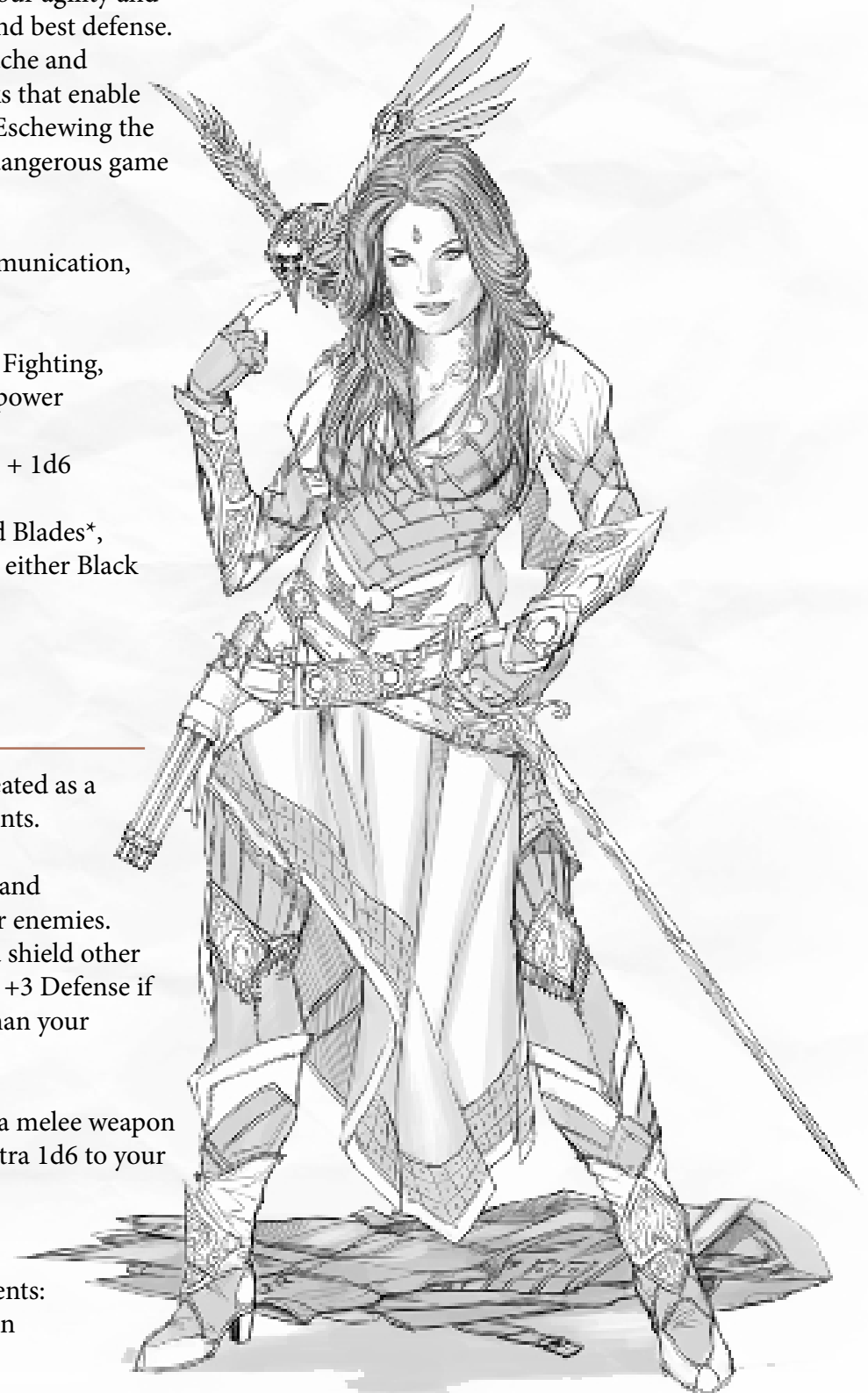
**Canny Defense:** You use trickery and miscommunication to outwit your enemies. While unarmored and not using a shield other than a spiked buckler, you receive +3 Defense if your Communication is greater than your opponent's.

**Weapon Finesse:** While wielding a melee weapon based on Accuracy, you add an extra 1d6 to your damage rolls.

**Starting Talents:** You become a Novice in one of the following talents: Dual Weapon Style, Single Weapon Style, or Thrown Weapon Style.

## LEVEL 2

**New Ability Focus:** You now gain one of the following ability focuses: Communication (Etiquette), Dexterity (Riding), or Strength (Jumping).



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### LEVEL 3

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

### LEVEL 4

**New Specialization:** You may choose one ~~specialization for your class. You gain the Novice degree of its specialization talent.~~

### LEVEL 5

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

**Daring Charge:** When you take the Charge action, you gain a +2 on the attack roll instead of the normal +1.

### LEVEL 6

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**New Specialization Talent:** You gain the Journeyman degree in the specialization talent you gained at level 4.

**Stunt Bonus:** You know how to make an impression. You can perform the With A Flourish stunt for 3 stunt points instead of the usual 4.

### LEVEL 7

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

**Feint:** You can throw your opponent off, leaving him or her vulnerable to your next attack. You must first use a minor action to make an opposed test of your Communication (Deception) vs. your opponent's Perception (Seeing). If you win, you have off-balanced your opponent and you gain a +2 attack bonus on your next attack against that opponent and inflict +1d6 extra damage if you hit. test of your Communication (Deception) vs. your opponent's Perception (Seeing). If you win, you

have off-balanced your opponent and you gain a +2 attack bonus on your next attack against that opponent and inflict +1d6 extra damage if you hit.

### LEVEL 8

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**New Specialization Talent:** You gain the Master degree in the specialization talent you gained at level 4.

### LEVEL 9

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

### LEVEL 10

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**En Garde:** You know that a good defense is a great offense. When you Defend or Guard Up, you can attack once until your next turn as a free action when an enemy moves to be adjacent to you or an enemy moves away from you. This attack cannot generate stunt points, and you only add half of your Dexterity (rounded down) to damage.

## SWASHBUCKLER SPECIALIZATIONS

### BLADE BRAVADO

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**Requirements:** You must have Communication 2 or higher and the Accuracy (Curved Blades) or (Dueling) focus.

**Novice:** You can perform the Taunt stunt for 1 SP instead of the usual 2.

**Journeyman:** You and your weapon are never parted. You cannot be disarmed; stunt points spent trying to part you from your weapon are wasted.

**Master:** You can easily relieve your opponent of his or her weapon. You can perform the Disarm stunt for 1 SP instead of the usual 2.

## DERVISH

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**Requirements:** You must have Dexterity 2 or higher and the Dexterity (Acrobatics) focus.

**Novice:** Nothing gets in your way. If you fail a Dexterity (Acrobatics) test, you can re-roll it, but must keep the results of the second roll.

**Journeyman:** You somersault back onto your feet even after being knocked down. You can attempt a TN 17 Dexterity (Acrobatics) test after any effect that would normally knock you prone, such as the Knock Prone stunt, to remain standing.

## MUSKETEER

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**Requirements:** You must have Accuracy and Perception 2 or higher

**Novice:** You learn the Black Powder Weapon Group if you don't know it already. If your campaign does not include black powder weapons, this specialization may not be suitable.

Also, you can easily switch between weapons. Swapping your current weapon for a sheathed or stowed weapon is a free action, rather than a minor action as per normal.

**Journeyman:** You are especially deadly when dual wielding a melee weapon and firearm. When doing so, you receive a +1 bonus on all your damage rolls.

**Master:** You are a storm of steel and booming gunpowder. If you make a melee attack with your primary weapon and you are not charging, you can make a ranged attack with your secondary black powder weapon as a minor action. The second attack cannot generate stunt points, and you only add half of your Perception (rounded down) to damage.

# TEMPLAR

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Anyone who professes faith can name himself or herself a priest, but as a templar, you are weapon in the hands of your deity. What you lack in training with other weapons and fighting styles you more than make up for in arcane might. Not just an armored mage, you are capable channeling the magic bestowed upon you in the thick of battle and render your deity's judgment with the force of a hammer.

**Primary Abilities:** Constitution, Fighting, Intelligence, and Willpower

**Secondary Abilities:** Accuracy, Communication, Dexterity, Perception, Strength, and Willpower

**Starting Health:** 25 + Constitution + 1d6

**Weapon Groups:** Bows, Brawling, Staves, and Bludgeons or Flails\*.

\*see Appendix

## LEVEL 1

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**Class Cross-Training:** You are treated as a Mage and Warrior for taking talents.

**Magic Training, Templar:** You manifest your faith through magic. You begin with one magic talent and two spells. Unlike a mage, your choice of arcana is restricted by your deity. For example, a cleric who follows Arune the Dawnbringer can choose the Fire, Healing, or Heroic Arcana.

**Magic Points, Templar:** You start with a number of magic points equal to 5 + Willpower + 1d6. You spend magic points when you cast spells. You regain them through prayer. You gain more magic points as you rise in level. From levels 2 to 10, you gain your Willpower + 1d6 in magic points whenever you gain a new level.

**Weapon of Faith:** Your spells and strikes are

driven by belief, not strength. You pick one weapon, not a weapon group, of your choice. You receive training with it and you add your Willpower instead of Perception or Strength to weapon damage with that weapon type. Lastly, your Weapon of Faith is treated as your Arcane Device for the purpose of casting spells.

**Starting Talents:** You become a Novice in one of the following talents: Command, Chirurgery, or Observation. You also start as a Novice in Armor Training.

## LEVEL 2

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**Armored Casting:** You reduce the amount of strain for casting spells in armor by 2.

## LEVEL 3

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 4

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**New Specialization:** You may choose one specialization for your class. You gain the Novice degree of its specialization talent.

## LEVEL 5

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

**Quick Prayer:** You can use your faith to regain magic points. After resting for 5 minutes, you can attempt a TN 15 Willpower (Faith) test. If you succeed, you regain MP equal to the Stunt Die + your Willpower.

## LEVEL 6

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**New Specialization Talent:** You gain the Journeyman degree in the specialization talent you gained at level 4.



**Improved Armored Casting:** You reduce the amount of strain for casting spells in armor by 4.

## LEVEL 7

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 8

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**New Specialization Talent:** You gain the Master degree in the specialization talent you gained at level 4.

## LEVEL 9

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**New Talent:** You become a Novice in a new talent or gain a degree in a talent you already have.

## LEVEL 10

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**Greater Armored Casting:** You reduce the amount of strain for casting spells in armor by 6.

# TEMPLAR SPECIALIZATIONS

## BLACKGUARD

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**Requirements:** You must have Strength and Willpower 2 or higher, and Power or Shadow Arcana (Novice).

**Novice:** You concentrate dark energies around you. You can spend 3 MP with an Activate action to create a 2-yard radius aura around you. Enemies within your aura receive a -1 penalty to Defense. This aura lasts until the end of the encounter.

**Journeyman:** You can inspire fear in others. If you fail a Strength (Intimidate) test, you can re-roll it, but you must keep the results of the second roll.

**Master:** Your aura becomes increasingly debilitating to your enemies. Enemies within your aura receive a -2 penalty on all opposed ability tests against you.

## HOLY CHAMPION

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**Requirements:** You must have Constitution and Willpower 2 or higher.

**Novice:** You can imbue your weapon with magic. You can spend 2 MP and an Activate action to treat your weapon of faith as a magic weapon for 5 minutes.

**Journeyman:** You can choose to put yourself in harms way for your allies. When you Defend or Guard Up, you can choose one ally within 2 yards that receives the Defense bonus instead.

**Master:** You can channel some of your power through your weapon. As an activate action, for every 2 MP you spend you add +1 penetrating damage to your next hit with your weapon. The maximum MP you can spend is equal to Willpower.

## INQUISITOR

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**Requirements:** You must have Perception 2 or higher, and Observation (Novice).

**Novice:** You can single-out an opponent for your justice. You use an Activate action to designate one enemy you can see within 10 yards as your Quarry. You receive a +1 bonus to attack rolls made against your Quarry.

**Journeyman:** You are an expert in the pursuit. If you fail a Perception (Tracking) test, you can re-roll it, but you must keep the results of the second roll.

**Master:** Your enemies can't hide from you. You can spend 3 MP as an Activate action to remove any penalty to your attack against your Quarry due to cover.

# ALCHEMIST (MAGE)

## LEVEL 1

**Grenadier:** You also begin as a Novice in Alchemy. Also, you can make grenades using alchemy with a cauldron, a fire, and 30 minutes of preparation per grenade made. If you have a well-stocked laboratory, the cost of making grenades is also cut in half. This replaces Arcane Blast.

## LEVEL 6

**Spell Bomb:** This works like Spell Blast, but can be performed after an attack with a grenade instead of an Arcane Blast.

## LEVEL 8

**Empower Grenades:** Your grenades can affect a 6-yard radius by spending 5 MP. This replaces Big Blast.

## LEVEL 10

**Stunt Bonus:** With grenades, you can perform the Dual Strike stunt for 3 SP instead of the usual 4. This replaces Power Blast.

# BARBARIAN (WARRIOR)

## LEVEL 1

**Ferocity:** Whenever you roll a 6 on a damage roll, roll that die again and add both results to your total damage.

**Tough Hide:** While unarmored, you receive an Armor Rating equal to 2 + your Constitution.

**Starting Talents:** You become a Novice in one of the following talents: Carousing, Horsemanship,

or Unarmed Style. This replaces warrior starting talents.

## LEVEL 2

**Powerful Blows:** You receive a +1 bonus on all your damage rolls. This bonus increases to +2 if you are wielding a two-handed weapon. This replaces gaining a New Ability Focus.



## LEVEL 4

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**Power Attack:** When you take the All-Out Attack action, you gain +2 damage bonus while instead of the normal +1. This replaces learning a New Weapon Group.

## LEVEL 8

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**Break Armor:** You can perform Break Armor, a special combat stunt, for 4 SP. Any target wearing armor must reduce its Armor Rating by 3 (before damage is calculated). Armor remains damaged until repaired with a TN 11 Strength (Smithing) test for metal armor or Dexterity (Crafting) for leather armor, but armor whose Armor Rating is reduced to 0 is destroyed. This replaces learning a New Weapon Group.

## LEVEL 12

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**Cleave:** When you reduce an opponent to 0 Health with a melee attack, you can make an extra attack against another adjacent enemy as a free action. This replaces Veteran.

# RANGER (ROGUE)

## LEVEL 1

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**Summon Spirit Animal:** You are can call out to nature to summon a spirit animal, a loyal magical beast that in many ways acts as an extension of yourself and represents your kinship with the wild. As a major action, you can summon a boar, crocodile, eagle, horse, snake or wolf to your side once per day. Spirit animals are like a normal animal of its kind (see *Fantasy Age Bestiary*, page 129-130), except that it has the spectral quality (*Fantasy Age Bestiary*, page 135) and their attacks are treated as magical. A spirit animal acts on your initiative and follows commands without the need for a Communication (Animal Handling) test. The spirit animal remains until dismissed, slain, or the end of the day. If your

spirit animal is slain, you must wait a week until that spirit animal can be summoned again, but can call forth others.

**Ranger's Weapon:** You learn how to use Axes or Heavy Blades.

**Starting Talents:** You become a Novice in one of the following talents: Archery, Dual Weapon Style, or Scouting. You also start as a Novice in Animal Training. This replaces rogue starting talents.

## LEVEL 6

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**Greater Spirit Animal:** When you summon a spirit animal, you can also choose a bear or tiger.

## LEVEL 7

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**Double Attack:** You can perform Double Attack, a special combat stunt for 2 SP. This allows your spirit animal to make an attack against the same target. This attack does not generate stunt points.

## LEVEL 13

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**Survivalist:** When attempting an advance test to survive or traverse a wilderness environment, you immediately reduce the success threshold by a number equal to your Perception. This replaces Stunt Bonus.

## NEW WEAPONS

Weapon	Damage	Min. Str.	Cost
<b>Curved Blades (Accruacy)</b>			
Cutlass	1d6+2	–	15 sp
Falchion*	2d6+2	2	21 sp
Scimitar	2d6	0	18 sp
<b>Flails (Fighting)</b>			
Flail	2d6	1	16 sp
Scourge	1d6	–	11 sp
Two-Handed Flail*	2d6+2	2	20 sp
<b>Rope (Accuracy)</b>			
Garrote	Special	–	8 sp
Lasso	Special	–	5 sp
Whip	1d6-1	–	10 sp

\*Requires two hands

**Cutlass:** A short, curved, single-edged sword used for slashing and thrusting that is favored by pirates.

**Falchion:** A heavy, broad-bladed and curved single-edged sword capable of delivering devastating chops.

**Flail:** A short haft with as much as a foot-long length of chain extending from the tip, and ending in a spiked metal ball, utilizing the momentum of the swing for maximum impact.

**Garrote:** A garrote is often a short-length of thin wire between two wooden handles. After an attack, the victim can not move and begins to be strangled. The victim must use a major action to make a TN 15 Constitution (Stamina) test to hold his or her breath or a break free with an opposed Dexterity (Acrobatics) or Strength (Might) vs. your Accuracy (Rope). If the victim fails, the victim takes 1d6-1 penetrating damage.

**Lasso:** A length of rope with a loop at the end tied with a knot that quickly constricts the loop when pulled, a lasso is often used to wrangle animals. After an attack, the opponent must make an opposed Strength (Might) test to move. You

can use a subsequent major action to pull the enemy towards you 2 yards with an opposed Strength (Might) test. Undoing a lasso takes a full turn.

**Scimitar:** A smaller version of the falchion that is more easily wielded one-handed.

**Scourge:** Sometimes called a “cat of nine tails,” this short whip is sometimes tipped with barbs and often used to inflict pain.

**Two-Handed Flail:** Like a flail, but the haft can be as long as 5 feet. The head is often heavier, along with a much shorter chain. It is often used to unseat horsemen.

**Whip:** A whip is often made from intertwined stands of supple, tanned leather. You can attack targets from 2 yards away with a whip.