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EXPANDED CLASSES

THREE NEW CLASSES FOR THE FANTASY AGE ROLEPLAYING GAME



FANTASY
AGE

BRAWLER

Whether you are a tavern pugilist, aesthetic monk, or savage barbarian that eschews steel, you are a living weapon whose mettle is forged in battle. While a rogue hopes to catch enemies while unawares and a warrior relies on heavy armor, the brawler's wades into the thick of combat with their best weapons—their own fists. Your superior toughness and striking power means that you are less trained with weapons and armor.

- ♦ **Primary Abilities:** Accuracy, Dexterity, Strength, and Willpower
- ♦ **Secondary Abilities:** Communication, Constitution, Fighting, Intelligence, and Perception
- ♦ **Starting Health:** 30 + Constitution + 1d6
- ♦ **Weapon Groups:** Brawling, Light Blades, Staves, and Rope* weapons.

*see appendix

CLASS POWERS

LEVEL 1

Class Cross-Training: You are treated as a Rogue and Warrior for taking talents. However, when taking a class-based specialization with an ability requirement, that ability must be 1 greater.

Double Strike: When you hit with a Melee Attack, you may make an extra Melee Attack with a Brawling weapon once per round. This second attack can not generate Stunt Points.

Unarmored Grit: You shrug off most blows and don't need armor for protection. While you're not wearing armor or using a shield, you have an Armor Rating of 2 + your Willpower.

Weaponless Attacks: Your entire body is a weapon. Although 'fists' are listed in the brawling weapon group, you can strike with kicks, knees, elbows, headbutts, etc.

Starting Talents: You become a Novice in one of the following talents: Dual Weapon Style, Thrown Weapon Style, or Quick Reflexes. You are also Novice in Unarmed Style.

LEVEL 2

New Ability Focus: You now gain one of the following ability focuses: Constitution (Running), Strength (Jumping), or Willpower (Self-Discipline).

LEVEL 3

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

Evasion: You get a +1 bonus on opposed ability tests and Dexterity (Acrobatics) tests to avoid taking damage from spells or magic.

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

LEVEL 6

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

Stunt Bonus: You are always ready for a fight. You can perform The Upper Hand stunt for 3 stunt points instead of the usual 4.

LEVEL 7

Sudden Strike: You know how to get the jump on foes during combat. When you attack an enemy while they are surprised or before they are able to act during the first round of combat, you deal an additional 1d6 and the damage is treated as penetrating damage.

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

LEVEL 8

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

LEVEL 9

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

LEVEL 10

Crushing Blows: Whenever you deal damage with a Brawling weapon, you deal an additional 1d6 damage and it is treated as magical for the purposes of overcoming resistances.

LEVEL 11

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

LEVEL 12

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

Whirlwind Attack: Once per round, you can make a single attack against all enemies within range with a Brawling weapon.

LEVEL 13

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

Unshakable: You can reroll any Willpower (Courage and Self-Discipline) test, taking the better result.

LEVEL 14

New Specialization Talent: You gain the Journeyman degree in the specialization talent you gained at level 12.

LEVEL 15

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

Deadly Blows: You know how to hit critical areas. Whenever you stunt with an attack with a Brawling weapon, you add additional 1d6 damage and reduces the target's Armor Rating by half (if you perform the Pierce Armor stunt, you reduce the target's Armor Rating to 0).

LEVEL 16

New Specialization Talent: You gain the Master degree in the specialization talent you gained at level 12.

LEVEL 17

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

LEVEL 18

Death-Defying Roll: When you are dealt damage that would reduce you to 0 Health, instead you move 2 yards and are prone with 1 Health. You can do this only once per combat encounter.

LEVEL 19

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

LEVEL 20

Epic Brawler: Pick one type of stunt (combat, exploration, or roleplaying). You gain a +1 bonus when generating stunt points of that type.