

Character Creation Quick Start Guide				<i>Elf</i>	<i>Dwarf</i>	<i>Halfling</i>																																									
Character Concept		Alternate Option 2		<i>Modify your character as follows:</i> Add 1 to your Dexterity ability.	<i>Modify your character as follows:</i> Add 1 to your Constitution ability.	<i>Modify your character as follows:</i> Add 1 to your Dexterity ability.																																									
<p>Before you sit down to make a character, you should learn a little bit about the setting you'll be playing in. Fantasy AGE can be used with a wide variety of settings, so talk to your GM to find out where your game will be set. Once you've found out some basic information about the world, you can start thinking about what kind of character you want to play. You'll make the three most important choices—your race, background, and class—in steps 3 to 5 of character creation, but before you get there it's a good idea to come up with a basic character concept. This can be quite broad to start; the process of character creation will help you focus it.</p>		Option 1 provides you with more power over your character's starting abilities, but some players want total control. In this option your character's abilities start at 0 and you get ten advancements to increase them. Each advancement you spend raises an ability by 1, but no ability can be greater than 3. You must spend all ten advancements. Races and backgrounds then modify these starting ratings as normal.		Pick one of the following ability focuses: <b>Intelligence (Natural Lore)</b> or <b>Perception (Seeing)</b> .	Pick one of the following ability focuses: <b>Constitution (Drinking)</b> or <b>Intelligence (Evaluation)</b> .	Pick one of the following ability focuses: <b>Communication (Bargaining)</b> or <b>Dexterity (Stealth)</b> .																																									
		You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.		You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.	You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.																																										
<p>Some campaign settings include mixed heritage characters (half-elves, to pick a classic example). Exactly which races can procreate together varies depending on the setting, so talk to your GM about what you'd like to do before making such a character. You can create a character of mixed heritage easily enough with the rules. First, decide which race in the character's heritage is dominant. Use that race's basic rules with one exception: Instead of rolling twice on the dominant race's Benefits table, you'll roll once on that and once on the table of your character's other race.</p>		<b>Mixed Heritage Characters</b>		Roll Twice on Benefit Table (rerolling duplicates)	Roll Twice on Benefit Table (rerolling duplicates)	Roll Twice on Benefit Table (rerolling duplicates)																																									
		Benefit table		Benefit table		Benefit table																																									
<p><b>Ability Scores</b></p> <p><b>Determining Abilities</b></p> <p>You roll dice to determine your starting abilities. You will need three 6-sided dice (3d6). Roll all three and add them together to get a result. If you rolled 3, 4, and 6, for example, your result would be 13 (3 + 4 + 6 = 13).</p> <table border="1"> <thead> <tr> <th colspan="4">Ability Table</th> </tr> <tr> <th>3D6 Roll</th> <th>Starting Ability</th> <th>3D6 Roll</th> <th>Starting Ability</th> </tr> </thead> <tbody> <tr><td>3</td><td>-2</td><td>11</td><td>1</td></tr> <tr><td>4</td><td>-1</td><td>12</td><td>2</td></tr> <tr><td>5</td><td>-1</td><td>13</td><td>2</td></tr> <tr><td>6</td><td>0</td><td>14</td><td>2</td></tr> <tr><td>7</td><td>0</td><td>15</td><td>3</td></tr> <tr><td>8</td><td>0</td><td>16</td><td>3</td></tr> <tr><td>9</td><td>1</td><td>17</td><td>3</td></tr> <tr><td>10</td><td>1</td><td>18</td><td>4</td></tr> </tbody> </table>		Ability Table				3D6 Roll	Starting Ability	3D6 Roll	Starting Ability	3	-2	11	1	4	-1	12	2	5	-1	13	2	6	0	14	2	7	0	15	3	8	0	16	3	9	1	17	3	10	1	18	4	2d6 Roll		2d6 Roll		2d6 Roll	
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		6	0	14	2																																										
7	0	15	3																																												
8	0	16	3																																												
9	1	17	3																																												
10	1	18	4																																												
Benefit		Benefit		Benefit		Benefit																																									
2		+1 Communication		2		+1 Willpower																																									
3-4		Focus: Int (Cultural Lore)		3-4		Focus: Int (Historical Lore)																																									
5		Focus: Percep (Hearing)		5		Focus: Con (Stamina)																																									
6		Weapon Group: Bows		6		Weapon Group: Axes																																									
7-8		+1 Accuracy		7-8		+1 Fighting																																									
9		Focus: Dex (Initiative)		9		Focus: Str (Smithing)																																									
10-11		Focus: Comm (Persuasion)		10-11		Focus: Int (Engineering)																																									
12		+1 Perception		12		+1 Strength																																									
<b>Gnome</b>				<b>Human</b>		<b>Orc</b>		<b>Saurian</b>																																							
<i>Modify your character as follows:</i>				<i>Modify your character as follows:</i>		<i>Modify your character as follows:</i>		<i>Modify your character as follows:</i>																																							
Add 1 to your Dexterity ability.				Add 1 to your Fighting ability.		Add 1 to your Strength ability.		Add 1 to your Strength ability.																																							
Pick one of the following ability focuses: <b>Constitution (Stamina)</b> or <b>Dexterity (Legerdemain)</b> .				Pick one of the following ability focuses: <b>Dexterity (Riding)</b> or <b>Constitution (Swimming)</b> .		Pick one of the following ability focuses: <b>Constitution (Stamina)</b> or <b>Strength (Might)</b> .		Pick one of the following ability focuses: <b>Intelligence (Scientific Lore)</b> or <b>Willpower (Self-Discipline)</b> .																																							
You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.				Humans have no special sight like other races.		You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.		Saurian have no special sight like other races.																																							
Your Speed is equal to 8 + Dexterity (minus armor penalty if applicable).				Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).		Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).		Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).																																							
Languages: Gnomish & Common tongue				Languages: Common tongue		Languages: Orcish & Common tongue		Languages: Saurian & Common tongue																																							
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2				+1 Constitution		2		+1 Constitution																																							
3-4				Focus: Dex (Traps)		3-4		Focus: Percep (Smelling)																																							
5				Focus: Int (Evaluation)		5		Focus: Dex (Stealth)																																							
6				Focus: Percep (Hearing)		6		Focus: Str (Intimidation)																																							
7-8				+1 Willpower		7-8		+1 Fighting																																							
9				Focus: Int (Arcane Lore)		9		Weapon Group: Bludgeons																																							
10-11				Focus: Comm (Bargaining)		10-11		Focus: Accuracy (Brawling)																																							
12				+1 Intelligence		12		+1 Willpower																																							
<p>In this option you roll your abilities randomly as described above. However, you can assign the results as you wish, so you can decide which rating goes with which ability. Instead of rolling in the ability order of the character sheet, you simply roll nine times on the <b>Determining Abilities</b> table and note the results on a piece of scratch paper. Then you assign each rating to the ability of your choice.</p> <p>*Note that unlike some similar systems in other RPGs, this option does not allow you to make some abilities worse so you have more advancements to spend on others.</p>																																															

Standard Starting Equipment		Social Class Table		
All Classes		Mage		
Backpack	Coin purse	One Weapon	Arcane Device	1d6 Roll
Traveler's garb	Waterskin	Caster robes		
*3 Fulgrim Batteries	Quiver & ammo for ranged weapon	Warrior		1
		Three Weapons	Heavy Leather Armor or *Scout Armor	2-3
		Medium Shield (If weapon & shield style)		4-5
				6
Rogue				
Two Weapons	Light Leather			
		Starting Money		
		Silver Pieces		
		15+3d6		
		25+3d6		
		50+3d6		
		100+3d6		

Outsider Backgrounds (Optional Equipment)			
Criminal, Radical, Pirate			
Bedroll	Cheap Dice	Dining Utensils	Tool
Blanket (Wool)	Crowbar	Lock picks	Torch
Book (Special)	Cup (tin)	Plate (tin)	
Exile, Hermit, Wanderer			
Bedroll	Dining Utensils	Healer's kit	Plate (tin)
Blanket (Wool)	Fishing Tackle	Hunter's snare	Tent, small
Cup (Tin)	Flint and Steel	Pan (Frying, Iron)	Whetstone

Starting Class Abilities			
Rogue		Mage	
Primary Abilities		Primary Abilities	
Accuracy, Communication, Dexterity, and Perception		Accuracy, Intelligence, Perception, and Willpower	
Secondary Abilities		Secondary Abilities	
Constitution, Fighting, Intelligence, Strength, and Willpower		Communication, Constitution, Dexterity, Fighting, and Strength	
Starting Health	Weapon Groups	Starting Health	Weapon Groups
25 + Constitution + 1d6	*Blaster Pistols, Brawling, Light Blades, Staves, and Choose one; **Black Powder, *Blaster Longarms or Bows.	20 + Constitution + 1d6	Brawling And Staves
Powers Abilities		Powers Abilities	
Pinpoint Attack: Once per round, you can add 1d6 to the damage of a successful attack if your Dexterity is greater than your opponent's.		Arcane Blast: If you are holding your arcane device (see following), you can make a special Ranged Attack that damages foes with a blast of magical energy. This is resolved like a normal Ranged Attack (so stunts are possible), but the attack roll is an Accuracy (Arcane Blast) test. An Arcane Blast has a range of 16 yards and inflicts 1d6 + Willpower damage. It requires no magic points to make this attack.	
Rogue's Armor: You are at home in leather armor. You can ignore the Armor Penalty of leather armor altogether. It affects neither your Speed nor your Dexterity.		Arcane Device: Each mage has an arcane device through which they can focus magical energy. Its primary use is the channeling of Arcane Blasts, but it is used with certain spells as well. The exact nature of the arcane device differs from mage to mage. It could be a staff, wand, holy symbol, amulet, etc. You should decide what form your arcane device takes when you make your character. If you lose your arcane device, you can attune a new one to you by spending one hour and 5 magic points to do so.	
Starting Talents: You become a Novice in one of the following talents: Contacts, Scouting, or Thievery.		Arcane Device: Each mage has an arcane device through which they can focus magical energy. Its primary use is the channeling of Arcane Blasts, but it is used with certain spells as well. The exact nature of the arcane device differs from mage to mage. It could be a staff, wand, holy symbol, amulet, etc. You should decide what form your arcane device takes when you make your character. If you lose your arcane device, you can attune a new one to you by spending one hour and 5 magic points to do so.	
Warrior			
Primary Abilities			
Constitution, Dexterity, Fighting, and Strength			
Secondary Abilities			
Accuracy, Communication, Intelligence, Perception, and Willpower			
Starting Health	Weapon Groups	Magic Training: This is the most important of the mage's powers. It allows a mage to cast the spells that are the hallmark of the class. You begin with two magic talents and four spells.	
30 + Constitution + 1d6	Brawling, plus any **Three/*Four of the following: Axes, **Black Powder, *Blaster Pistols, *Blaster Longarms, Bludgeons, Bows, Heavy Blades, Light Blades, Spears, or Staves.	Magic Points: You use magic points (MPs) to power your spells. You start with a number of magic points equal to 10 + Willpower + 1d6. You must keep track of your current magic points; this is a measure of how much magical power is at your command at any given time. You spend magic points when you cast spells. You regain them through rest and meditation.	
Powers Abilities		Starting Talent: You become a Novice in one of the following talents: Chirurgy, Linguistics, or Lore.	
Starting Talents: You become a Novice in two of the following talents: Archery Style, *Blaster Weapon Style, Dual Weapon Style, Pole Weapon Style, Single Weapon Style, Throwing Weapon Style, Two-Hander Style, Unarmed Style, Weapon and Shield Style. You also start as a Novice in Armor Training.		* Titans Grave Exclusives	
		** Cannot be used with the TitansGrave Setting.	

Lower Class Backgrounds (Optional Equipment)			
Artist			
Canvas 3(Rolled)	Painter's kit	Paints (7 pots)	Ink (Black vial)
Paper (10 pages)	Insense (3 sticks)	Hand Mirror	Chalk
Laborer, Sailor, Tradesperson			
Bedroll	Flask	Rope (20 yds)	Torch
Blanket (Wool)	Cup (tin)	Plate (tin)	
Tool Pouch	Dining Utensils	Tools	
Performer			
Costume (Clothes)	Instrument	Smoke Bomb	Whetstone
Dice	Playing Cards	Spark Tube	
Hand Mirror	Pole (*Extending)	Stinker	
Soldier			
Bedroll	Dining Utensils	Hunter's snare	Rope (20 yds)
Blanket (Wool)	Fishing Tackle	Pan (Frying, Iron)	Tent, small
Cup (Tin)	Flint and Steel	Plate (tin)	Whetstone
Middle Class Backgrounds (Optional Equipment)			
Guilder, Innkeeper, Merchant			
*Calculator	Bottle (3, Glass)	Flint and Steel	Sack
*Matches	Candle (5)	Pouch (two belt)	
*Watch	Flask	Pouch/Satchel	
Initiate, Scribe, Student			
*Calculator	Ink (2 Red vials)	Quill (2)	Sealing wax
Illuminating kit	Paper (20 pages)	Scroll (3)	
Ink (2 Black vials)	Pouch (belt)	Sealing ring	
Upper Class Backgrounds (Optional Equipment)			
Apprentice, Scholar			
Book (Blank)	Ink (3 Black vials)	Pouch (belt)	Sealing ring
*Calculator	Ink (3 Red vials)	Quill (2)	Sealing wax
Illuminating kit	Paper (30 pages)	Scroll (5)	
Dilettante, Noble, Official			
Dice	Hand Mirror	Playing Cards	Sealing Wax
Flask	Instrument	Sealing ring (custom)	
Squire			
Bedroll	Dining Utensils	Lantern	Rope (20 yds)
Blanket (Wool)	Flint and Steel	Pan (Frying, Iron)	Tent, small
Cup (Tin)	Healer's kit	Plate (tin)	Whetstone