

CLASSLESS FANTASY AGE

Here are some optional rules that bring the free-form character development from the *Elder Scrolls* games into *Fantasy AGE*.

SPECIAL THANKS

Again, I'd like to thank DiBastet and DracoDruid from the Roninarmy.com forums for allowing me to use some of their rules on playing *Fantasy AGE* without character classes.

CHARACTER CREATION

Creating a character with these rules is similar to the rules presented in *Fantasy AGE*, but there are several points where the process diverges.

STEP ONE: CHARACTER CONCEPT

Decide on a general idea for your character.

This concept can be as have as much, or as little, detail as you wish, but it should at least give you enough information to help you determine the character's race, abilities, ability focuses, talents, and equipment.

STEP TWO: CHARACTER RACE

Choose your character's race.

The character gains the standard traits of their race (ability increase, ability focuses, Speed, etc), except you do not get to roll on the racial benefits table.

STEP THREE: CHARACTER ABILITIES

Determine the character's primary and secondary abilities, as well as their starting scores.

- ◆ **Primary and Secondary Abilities:** Choose four abilities to be your Primary Abilities. The remaining five become your Secondary Abilities.
- ◆ **Starting Scores:** You have 10 Advancements to spend on your character's starting abilities. All abilities start at 0. For each point spent on an ability, its score increases by 1. No ability can start higher than 3. A character's race can modify these starting abilities, as normal.

STEP FOUR: STARTING BENEFITS

All characters start with the following benefits:

- ◆ **Ability Focuses:** You start with 4 ability focuses of your choice. However, to gain an ability focus relating to a Weapon Group, you must know that Weapon Group first (see below).
- ◆ **Talents:** You start with 3 talents of your choice. You begin as a Novice in all three.
- ◆ **Weapon Groups:** You start with Brawling, and 3 other Weapon Groups of your choice.

STEP XXX: HEALTH, MAGICKA, AND STAMINA

Determine your Health, Magicka, and Stamina Points.

- ◆ **Starting Health:** A character's starting Health is $20 + \text{Constitution} + 2d6$.
- ◆ **Starting Magicka:** A character's starting Magicka is $20 + \text{Willpower} + 2d6$.

- ◆ **Starting Stamina:** A character's starting Stamina is 20 + Constitution + Willpower.
- ◆ A character's race can modify their starting Health, Magicka, and/or Stamina Points.

STEP XXX: WEALTH AND EQUIPMENT

Determine character wealth and equipment.

See page XXX for starting wealth, and page XXX for starting equipment.

CHARACTER ADVANCEMENT

With the removal of character classes, every character now receives the listed benefits described on the Level Benefits table.

- ◆ **Ability Advancements:** With each level, you gain an Ability Advancement. On even-numbered levels you gain one Advancement towards a Primary Ability, and on odd-numbered levels, towards your Secondary Abilities. These Advancements work as described in *Fantasy AGE* (see page XXX).
- ◆ **Ability Focuses:** With each level you gain 1 Ability Focus of your choice. On even-numbered levels, this focus must be from one of your Primary Abilities. On odd-numbered levels, this focus must be chosen from one of your Secondary Abilities. Starting at 11th level, you can spend a second ability focus on a focus you already know to increase its bonus to +3.
- ◆ **Specializations:** You gain specializations as described in *Fantasy AGE* (see on page 47 for further information). However, since there are no classes, you ignore all references to character class. Thus, this allows a character to learn any specialization so long as they meet the other, non-class requirements.
- ◆ **Talents:** Talents are gained at every level, except at levels where they gain a specialization (specifically, 4th, 6th, 8th, 12th, 14th, and 16th level).
- ◆ **Weapon Groups:** You can learn a new weapon group with by spending an ability focus on it. You must first know a Weapon Group before you can learn its ability focus.

LEVEL MILESTONES

At certain level milestones, characters receive the following benefits:

- ◆ **Greater Success.** At 6th level, you may add your ability focus bonus to the stunt die when determining your Degree of Success (see page 32 in *Fantasy AGE* for more information).
- ◆ **Greater Focus.** At 11th level, you may spend an ability focus advancement on an ability focus you already possess to increase its bonus to +3.
- ◆ **Epic Stunts.** At 20th level, choose one category of stunts (combat, exploration, roleplaying, or spell). You receive an extra 1 SP when performing stunts from that category.

AGE OF TAMRIEL

LEVEL BENEFITS TABLE

LEVEL	ABILITY INCREASE & FOCUS	OTHER BENEFIT(S)
1st	---	Starting benefits
2nd	1 Primary increase & 1 focus	1 Talent
3rd	1 Secondary increase & 1 focus	1 Talent
4th	1 Primary increase & 1 focus	1st Specialization (novice)
5th	1 Secondary increase & 1 focus	1 Talent
6th	1 Primary increase & 1 focus	1st Specialization (journeyman); Greater success
7th	1 Secondary increase & 1 focus	1 Talent
8th	1 Primary increase & 1 focus	1st Specialization (master)
9th	1 Secondary increase & 1 focus	1 Talent
10th	1 Primary increase & 1 focus	1 Talent
11th	1 Secondary increase & 1 focus	1 Talent; Greater focus
12th	1 Primary increase & 1 focus	2nd Specialization (novice)
13th	1 Secondary increase & 1 focus	1 Talent
14th	1 Primary increase & 1 focus	2nd Specialization (journeyman)
15th	1 Secondary increase & 1 focus	1 Talent
16th	1 Primary increase & 1 focus	2nd Specialization (master)
17th	1 Secondary increase & 1 focus	1 Talent
18th	1 Primary increase & 1 focus	1 Talent
19th	1 Secondary increase & 1 focus	1 Talent
20th	1 Primary increase & 1 focus	1 Talent; Epic stunts