

# THE AGE OF THE RING

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This document is not intended for sale or distribution. This document does not imply ownership of the Lord of the Rings or the Adventure Game Engine. This document requires the Fantasy Age Basic Rulebook.

These rules make the following changes to the game otherwise presented in the Fantasy Age Basic Rulebook:

- ❖ In addition to their other benefits, each race gains a unique feature.
- ❖ Backgrounds are dependent on your character's race. Characters become Novice in a talent depending on their background but are restricted which classes they can take (except humans).
- ❖ Each class is further divided into two professions. The information provided is only for level 1 characters.

## RACES

The four races available to players are among the Free Peoples: dwarves, elves, hobbits, and the race of men.

### The Dwarves

The strong and hardy Khazâd are nearly as resilient as the stone they shape. They are widely renowned for their craftsmanship and ferocity in battle.

### DWARF TRAITS

**Ability Bonus:** Add +1 to your Strength.

**Ability Focus:** You can choose Communication (Bargaining) or Constitution (Drinking).

**Hardiness:** You add 5 to your maximum Health.

**Language(s):** You can speak, read and write Khuzdul and Westron.

**Additional Benefits:** Roll twice on the Dwarf Benefits table. If you get the same result twice, re-roll until you get something different.

Dwarf Benefits	
2d6 Roll	Benefits
2	+1 Fighting
3-4	Focus: Intelligence (Engineering)
5	Weapon Group: Axes*
6	Focus: Constitution (Stamina)
7-8	+1 Constitution
9	Focus: Strength (Smithing)
10-11	Focus: Perception (Searching)
12	+1 Willpower
* If the class you choose provides this already, you can take the focus Fighting (Axes) instead.	

### DWARF BACKGROUNDS

Dwarves often come to experience the world depending on their circumstance.

**Durinson (Upper Class):** Although you may wear no crown, in your veins run the ancient kings of the dwarves.

**Benefit:** You can choose Intelligence (Military Lore) or Strength (Intimidation).

**Talent:** You become a Novice in either Contacts or Intrigue.

**Professions:** You can be a Captain or Thief.

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**Hold-Born (Middle Class):** You and your people are the stalwart defenders of Erebor, the Iron Hills or the Blue Mountains.

**Benefit:** You can choose Strength (Might) or Weapon Group: Bludgeons.

**Talent:** You become a Novice in either Armor Training or Lore.

**Professions:** You can be a Captain or Knight.

**Wanderer (Lower Class):** Whether by calamity or exile, you have been banished from your home and forced to travel the lands of Men and Elves.

**Benefit:** You can choose Dexterity (Crafting) or Intelligence (Evaluation)

**Talent:** You become a Novice in either Carousing or Great Fortitude.

**Professions:** You can be a Knight or Thief.

## The Elves

The Eldar are the oldest of the Free Peoples of Middle-earth. Their ageless splendor is only matched by their enmity for the forces of darkness and shadow.

### ELF TRAITS

**Ability Bonus:** Add +1 to your Constitution.

**Ability Focus:** You can choose Dexterity (Acrobatics) or Perception (Hearing).

**Elf-senses:** You can see and hear clearly for up to 2 leagues (little less than 7 miles or twice as far as the average human) and are able to see normally in poor illumination, such as torchlight or moonlight.

**Language(s):** You can speak, read and write Sindarin (Elvish) and Westron (Common Tongue).

**Additional Benefits:** Roll twice on the Elf Benefits table. If you get the

same result twice, re-roll until you get something different.

Elf Benefits	
2d6 Roll	Benefits
2	+1 Perception
3-4	Focus: Perception (Seeing)
5	Weapon Group: Bows*
6	Focus: Intelligence (Healing)
7-8	+1 Dexterity
9	Focus: Strength (Jumping)
10-11	Focus: Dexterity (Stealth)
12	+1 Intelligence
* If the class you choose provides this already, you can take the focus Accuracy (Bows) instead.	

### ELF BACKGROUNDS

Elves are divided among three distinct lineages.

**The Noldor (Upper Class):** As a High Elf, your grace echoes the grandeur of the Elven-kingdoms of old.

**Benefit:** You can choose Communication (Etiquette) or Language: Quenya (Ancient Elvish).

**Talent:** You become a Novice in either Oratory or Weapons Training.

**Professions:** You can be a Lore-keeper or Minstrel.

**The Silvan (Lower Class):** Known as Wood Elves, you prefer the natural splendor of the forest to the cultivated lands of other races.

**Benefit:** You can choose Accuracy (Bows) or Intelligence (Natural Lore)

**Talent:** You become a Novice in either Scouting or Woodcraft

**Professions:** You can be a Hunter or Minstrel.

**The Sindar (Middle Class):** You and the other Grey Elves stayed in Middle-earth rather than sailing west to Valinor, and are deeply tied to the fate of its lands and peoples.

**Benefit:** You can choose Dexterity (Initiative) or Intelligence (Cultural Lore).

**Talent:** You become a Novice in either Chirurgy or Observation.

**Professions:** You can be a Captain or Lore-Keeper.

## The Hobbits

Dwelling in pleasant seclusion in their warm hobbit-holes, few of the Halfling race ever leave their homes in the Shire. However, the few that have become legends in their own right.

### HOBBIT TRAITS

**Ability Bonus:** Add +1 to your Dexterity.

**Ability Focus:** You can choose Communication (Persuasion) or Dexterity (Stealth)

**Small Statured:** You have a +1 bonus on your Defense but can't use two-handed weapons.

**Language(s):** You can speak, read and write Westron (Common).

**Additional Benefits:** Roll twice on the Hobbit Benefits table. If you get the same result twice, re-roll until you get something different.

### HOBBIT BACKGROUNDS

Hobbits come from three different lineages.

**Fallohide (Upper Class):** Fair of hair and complexion, you often have a bold streak that leads you to take risks unusual for their kind.

Hobbit Benefits	
2d6 Roll	Benefits
2	+1 Willpower
3-4	Focus: Dexterity (Legerdemain)
5	Focus: Communication (Gambling)
6	Weapon Group: Missiles
7-8	+1 Communication
9	Focus: Perception (Smelling)
10-11	Focus: Strength (Climbing)
12	+1 Accuracy
*If the class you choose provides this already, you can take the focus Accuracy (Missiles) instead.	

**Benefit:** You can choose Communication (Bargaining) or Willpower (Courage).

**Talent:** You become a Novice in either Observation or Oratory.

**Professions:** You can be a Minstrel or Thief.

**Harfoots (Middle Class):** Your people were the first to settle in the Shire and are prone laughter and agrarian comfort.

**Benefit:** You can choose Dexterity (Acrobatics) or Perception (Empathy).

**Talent:** You become a Novice in either Animal Training or Thievery.

**Professions:** You can be a Captain or Thief.

**Stoors (Lower Class):** Often called Riverfolk, you and your people make your home along the swift backwaters and dark outskirts of the Shire.

**Benefit:** You can choose Constitution (Swimming) or Dexterity (Crafting).

**Talent:** You become a Novice in either Thrown Weapon Style or Quick Reflexes.

**Professions:** You can be a Knight or Thief.

### The Race of Men

Human-kind is the most numerous and dispersed of the Free Peoples of the Third Age. They carry a potential for greatness, but in the past have succumbed to the temptations of evil.

**Ability Bonus:** Add +1 to one ability of your choice

**Ability Focus:** You receive your choice of ability focus or weapon group from the table below or from your Background (see below).

**Versatile:** You can select any class, regardless of your Background.

**Language(s):** You can speak, read and write Westron.

**Additional Benefits:** Roll twice on the Human Benefits table. If you get the same result twice, re-roll until you get something different.

Human Benefits	
2d6 Roll	Benefits
2	+1 Accuracy
3-4	Focus: Dexterity (Initiative)
5	Focus: Constitution (Stamina)
6	Focus: Communication (Deception)
7-8	+1 Constitution
9	Focus: Willpower (Courage)
10-11	Focus: Accuracy (Brawling)
12	+1 Perception

### RACE OF MEN BACKGROUNDS

Humans are the most varied of the Free Peoples.

**Bree-Folk (Lower Class):** Often living side-by-side with hobbits, you and your people often lead simple rustic lives.

**Benefit:** You can choose Intelligence (Cultural Lore) or Strength (Might).

**Talent:** You become a Novice in either Contacts or Great Fortitude.

**Dale-Folk (Middle Class):** Dwelling under the shadow of the Lonely Mountain, you count dwarves among your neighbors.

**Benefit:** You can choose Dexterity (Crafting) or Weapon Group: Axes.

**Talent:** You become a Novice in either Carousing or Observation.

**Dúnedain (Outcast):** Longer-lived than other humans, you range across the North and wild places.

**Benefit:** You can choose Perception (Tracking) or Weapon Group: Bows.

**Talent:** You become a Novice in either Scouting or Woodcraft.

**Gondorian (Upper Class):** From the white walls of Minas Tirith, you and your people have long-stood against the forces of Mordor.

**Benefit:** You can choose Communication (Leadership) or Intelligence (Historical Lore).

**Talent:** You become a Novice in either Weapons training or Oratory.

**Rohirrim (Middle Class):** You are born to the saddle as one of the Horse Lords of Rohan.

**Benefit:** You can choose Communication (Animal Handling) or Weapon Group: Spears.

**Talent:** You become a Novice in either Horsemanship or Mounted Combat Style.

## CLASSES

Each of the three classes has two professions that provide further benefits.

### The Magician

Practitioners of magic delve into the secrets and power of the unseen world. Their arts are seldom understood by common folk, who often carry mistrust or fear.

**Primary Abilities:** Accuracy, Communication, Intelligence, and Willpower  
**Starting Health:** 20 + Constitution + 1d6  
**Weapon Groups:** Brawling and Staves

**Magic Points:** You use magic points (MPs) to power your spells. You start with a number of magic points equal to 12 + 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.

### LORE-KEEPER

Your magic comes from knowledge and study of the great wizards of Middle-earth.

**Magic Staff:** You imbued a quarterstaff with magic. You need to be able to speak and have your Magic Staff in order to cast spells. In your hands, you also inflict +1d6 damage and add your Willpower to damage rolls. If you lose your Magic Staff, you need one day of work and meditation to make a new one.

**Minor Magic:** You can perform minor feats of magic. The effects you can create

with this are simple and harmless. A few examples of these are as follows:

- ❖ Make an object to glow
- ❖ Speak in an ominous, booming voice
- ❖ Cause household objects to perform chores (a broom to sweep the floor, a hand towel to wring itself out, etc.).
- ❖ Create a small spark
- ❖ Levitate a palm-sized object in the air

**Starting Talents:** You start as a Novice in Lore. You also become a Novice in two of the following talents: Divination Arcana, Enchantment Arcana\*, Fate Arcana, Healing Arcana, Illusion Arcana\*, Power Arcana, Protection Arcana\*, or Shadow Arcana.

\*In the Fantasy AGE Companion

### MINSTREL

Your spells come from the inherent magic of music.

**Inspiring Music:** While you are playing music, all allies that can both see and hear you gain a +1 bonus on attack rolls and gain 1 additional SP whenever they stunt. Being able to see and hear you is significant, as it may be difficult during large-scale battles.

**Spell-Song:** In order to cast spells, you first must use the Activate to begin playing and be able to play an instrument or sing. While Spell-song is active, you cast spells by making a successful Communication (Performance) test and your allies gain the benefit of your Inspiring Music. If you take damage while it is active, you must succeed a TN 15 Communication (Performance) test to continue playing Spell-song. Speaking normally while it is active also immediately ends Spell-Song.

Lastly, you can end Spell-song willingly as a Free Action.

**Starting Talents:** You start as a Novice in Music. You also become a Novice in two of the following talents: Air Arcana, Beast Arcana\*, Earth Arcana, Heroic Arcana, Shadow Arcana, Water Arcana, or Wood Arcana.

\*In the Fantasy AGE Companion

## The Rogue

Quick wits and faster hands are the hallmarks of rogue. Relying stealth and secrecy, they are often at their best when their work goes unnoticed.

<p><b>Primary Abilities:</b> Accuracy, Communication, Dexterity, and Perception</p> <p><b>Starting Health:</b> 25 + Constitution + 1d6</p> <p><b>Weapon Group:</b> Brawling, Light Blades, Staves, and Bows</p>
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**Ambuscade:** You inflict double damage when you hit a target that is caught-off guard, such as when they are surprised, outnumbered in melee, or have a penalty to Defense.

## HUNTER

You a skilled marksman and are at home in the wilderness.

**Hunter's Leather:** You can ignore the Armor Penalty of leather armor.

**Precise Shot:** When you Aim on your turn before hitting with a crossbow, long bow, or short bow, you inflict an additional 1d6 damage.

**Starting Talent:** You become a Novice in one of the following talents: Animal Handling, Archery Style, or Woodcraft.

## THIEF

You are a crafty and sneaky scoundrel that is deadly with the blade.

**Backstab:** When you hit an opponent whose Dexterity is less than yours while using a dagger or short sword, you inflict an additional 1d6 damage.

**Thief's Dodge:** Once per turn, you can dodge out of the way of an attack or hazard. Before taking damage, you may roll a Dexterity (Acrobatics) test. If the result equals to or greater than the attack roll or TN what would inflict damage on you, you take no damage but instead are prone in an unoccupied area 2 yards away.

**Starting Talent:** You become a Novice in one of the following talents: Contacts, Scouting, or Thievery.

## The Warrior

Warriors not only stand against their foes at the frontlines of any battlefield, but also protect all those who lie behind their shields.

<p><b>Primary Abilities:</b> Accuracy, Constitution, Fighting, and Strength</p> <p><b>Starting Health:</b> 30 + Constitution + 1d6</p> <p><b>Weapon Groups:</b> Bludgeons, Brawling, Light Blades, and Spears</p>
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**Additional Weapons:** You can use weapons from three additional weapon groups of your choice.

**Combat Training:** Your Defense is equal to 10 + your Dexterity or Fighting, whichever is greater.

## CAPTAIN

You lead from the front, reinforcing the resolve of your companions.

**Bolster Ally:** You can perform Bolster Ally, a special combat stunt for 1 SP. This allows you to offer words of inspiration to one ally that can hear and understand you regains Health equal to 1d6 + your Communication. You can spend additional SP for this stunt, with each 1 SP spent adds 1d6.

**Bonus Ability Focus:** You gain one of the following ability focuses: Communication (Leadership), Intelligence (Military Lore), or Willpower (Courage).

**Starting Talents:** You become a Novice in one of the following talents: Armor Training, Command, or Weapon and Shield Style.

## KNIGHT

You rush to meet the enemy and are expertly trained at fighting in heavy armor.

**Powerful Charge:** When you hit after a Charge on your turn, you inflict an additional 1d6 damage or 2d6 damage if you are mounted.

**Starting Talents:** You start as a Novice in Armor Training. You also become a Novice in two of the following talents: Dual Weapon Style, Mounted Combat Style, Pole Weapon Style, Single Weapon Style, Throwing Weapon Style, Two-Hander Style or Weapon and Shield Style.

## NEW TALENTS

### GREAT FORTITUDE

**Novice:** If you fail a Constitution (Stamina) test, you can re-roll it, but you must keep the results of the second roll.

**Journeyman:** You recover from injuries much quicker than most. After you 6 hours of sleep, you regain 15 + Constitution + Level in Health.

**Master:** Your Armor Rating is increased by 2.

### WEAPONS TRAINING

**Novice:** You are trained in any two of the following: Axes, Bludgeons, Bows, Heavy Blades, Light Blades, or Spears.

**Journeyman:** You know how to goad and off-balance your opponents. You can perform the Threaten stunt for 1 SP instead of 2 SP.

**Master:** You inflict +2 damage when you hit with a weapon with which you have an ability focus.

### WOODSCRAFT

**Novice:** If you fail an Intelligence (Natural Lore) test, you can re-roll it, but you must keep the results of the second roll.

**Journeyman:** You are skilled at foraging. You gain a +1 bonus to any test used find a source of food or water.

**Master:** Self-reliance is imperative to survival. You can perform the Resources at Hand stunt for 2 stunt points instead of the usual 4.