

1 GOLD PIECE = 100 SILVER PIECES =
10,000 COPPER PIECES

WEAPONS

WEAPON	DAMAGE	MIN. STR	COST
AXES GROUP (STRENGTH)			
Battle Axe	2d6	1	14 sp
Throwing Axe	1d6+2	1	10 sp
Two-handed Axe	3d6	3	20 sp
BLUDGEONS GROUP (STRENGTH)			
Mace	2d6	1	12 sp
Maul	1d6+3	1	14 sp
Two-handed Maul	2d6+3	3	19 sp
BOWS GROUP (DEXTERITY)*			
Crossbow	2d6+1	1	20 sp
Short Bow	1d6+1	-1	9 sp
Long Bow	1d6+3	1	15 sp
BRAWLING GROUP (DEXTERITY)			
Fist	1d3	-	-
Gauntlet	1d3+1	-	4 sp
Improvised Weapon	1d6-1	-	-
HEAVY BLADES GROUP (STRENGTH)			
Bastard Sword	2d6+1	2	20 sp
Long Sword	2d6	1	18 sp
Two-handed Sword	3d6	3	23 sp
LIGHT BLADES GROUP (DEXTERITY)			
Dagger	1d6+1	-	9 sp
Short Sword	1d6+2	-1	14 sp
Throwing Knife	1d6	-	10 sp
SPEARS GROUP (STRENGTH)			
Spear	1d6+3	0	12 sp
Throwing Spear	1d6+3	0	12 sp
Two-handed Spear	2d6	1	20 sp
STAVES GROUP (DEXTERITY)			
Club	1d6	-	1 sp
Morningstar	1d6+3	1	11 sp
Quarterstaff	1d6+1	-	3 sp

* Weapons from the Bows Group add Perception instead of Strength to damage.

ARMOR

ARMOR	ARMOR RATING	ARMOR PENALTY	COST
Light Leather	3	0	15 sp
Heavy Leather	4	-1	30 sp
Light Mail	5	-2	50 sp
Heavy Mail	7	-3	75 sp
Light Plate	8	-4	100 sp
Heavy Plate	10	-5	150 sp

SHIELDS

SHIELD	SHIELD BONUS	COST
Light Shield	+1	15 sp
Medium Shield	+2	30 sp
Heavy Shield	+3	60 sp

MISSILE WEAPON RANGES

WEAPON	SHORT RANGE	LONG RANGE	RELOAD
Crossbow	30 yards	60 yards	Major Action
Long Bow	26 yards	52 yards	Minor Action
Short Bow	16 yards	32 yards	Minor Action
Throwing Axe	4 yards	8 yards	Minor Action
Throwing Knife	6 yards	12 yards	Minor Action
Throwing Spear	8 yards	16 yards	Minor Action

HAZARD CATEGORY

CATEGORY	DAMAGE
Minor Hazard	1d6
Moderate Hazard	2d6
Major Hazard	3d6
Arduous Hazard	4d6
Harrowing Hazard	5d6
Murderous Hazard	6d6



ABILITY FOCUSES

COMMUNICATION FOCUSES

Animal Handling, Bargaining, Deception, Disguise, Etiquette, Gambling, Investigation, Leadership, Performance, Persuasion, Seduction.

CONSTITUTION FOCUSES

Drinking, Rowing, Running, Stamina, Swimming.

CUNNING FOCUSES

Arcane Lore, Cartography, Cultural Lore, Engineering, Evaluation, Healing, Heraldry, Historical Lore, Military Lore, Musical Lore, Natural Lore, Navigation, Research, Religious Lore, Writing.

DEXTERITY FOCUSES

Acrobatics, Bows, Brawling, Calligraphy, Initiative, Legerdemain, Light Blades, Lock Picking, Riding, Staves, Stealth, Traps.

MAGIC FOCUSES

Arcane Lance, Creation, Entropy, Primal, Spirit.

PERCEPTION FOCUSES

Empathy, Hearing, Searching, Seeing, Smelling, Tracking.

STRENGTH FOCUSES

Axes, Bludgeons, Climbing, Driving, Heavy Blades, Intimidation, Jumping, Might, Spears.

WILLPOWER FOCUSES

Courage, Faith, Morale, Self-Discipline.

THINGS TO REMEMBER ABOUT HAZARDS

- They may sometimes be avoided with appropriate ability tests.
- Determine damage using the **Hazard Category** table.
- Ability tests may allow characters to mitigate the damage. A successful test usually means half damage (rounded down).
- Some hazards have special effects.
- Some hazards are one-offs, but others reoccur.

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ACTIONS

You can take a major action and a minor action or two minor actions on your turn.

MAJOR ACTIONS

CHARGE: You may move up to half your Speed (rounded down) in yards and then make a melee attack against an adjacent enemy. You gain a +1 bonus on your attack roll.

DEFEND: You concentrate on defending yourself this round. Until the beginning of your next turn, you gain a +2 bonus to your Defense.

HEAL: You provide some quick first aid to an injured ally. You must be adjacent to your ally and you must have bandages ready. This is a TN 11 CUNNING (HEALING) test. If you are successful, your ally gets back an amount of Health equal to the Dragon Die + your Cunning. A character cannot benefit from another heal action until he takes additional damage.

MELEE ATTACK: You attack one adjacent enemy in hand-to-hand combat. An enemy within 2 yards of you is considered adjacent.

RANGED ATTACK: You fire or throw a missile weapon at one visible enemy within range.

RUN: You can move up to double your Speed in yards. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

MINOR ACTIONS

ACTIVATE: This action allows you to start using certain powers or items, such as fighting styles and potions.

AIM: You take the measure of your opponent and plan your next strike. If your next action is a melee attack or ranged attack, you gain a +1 bonus on your attack roll.

MOVE: You can move up to your Speed in yards. You can also go prone, stand up, or mount a horse or vehicle, but if you do so you can only move at half Speed (rounded down).

PREPARE: You pick one major action that you prepare to execute and then end your turn. Any time until your next turn, you can interrupt another character and take your prepared action immediately. If you don't use it by your next turn, the action is lost. You cannot take the prepared action if you've already taken a major action on your turn.

READY: You can unsheathe a weapon, pull out a potion, or otherwise ready an item that is stowed. As part of this action, you can put away something already in hand. You could thus put away your bow and draw a sword, for example.

MAJOR FLYING ACTIONS

DIVE: A character that was circling or flying high the previous round can dive this round. A character that was circling can move a number of yards equal to Flying Speed and make a melee attack against an opponent on the ground. A character that was flying

FOCUS ON THE CHARACTERS

YOU'RE WORKING TOGETHER WITH THE PLAYERS TO TELL THEIR STORY IN YOUR DRAGON AGE CAMPAIGN.

PUSH THE HEROES TO MAKE TOUGH MORAL CHOICES

PRESENT SITUATIONS WHERE BOTH OPTIONS ARE BAD, WHERE THE RIGHT DECISION REQUIRES REAL SACRIFICE, WHERE EVEN A GREAT DIE ROLL CAN'T ABSOLVE A DISHONORABLE CHOICE.

PAINT THE WORLD WITH FIVE SENSES

REMEMBER THAT YOU'RE THE PLAYERS' ONLY WINDOW ON THE DUNGEON. BUT DON'T OVERWHELM THEM; FOCUS ON THE TWO OR THREE CRITICAL SIGHTS, SOUNDS, OR SMELLS THAT BOIL EACH SCENE DOWN TO ITS CORE.

BE FLEXIBLE

PLAY TO THE TABLETOP RPG'S ULTIMATE STRENGTH -- FLEXIBILITY -- BY ALLOWING THE ADVENTURE TO TURN IN ANY DIRECTION IT NEED TO GO.

BE EXCITING

IF THE GAME STARTS TO DRAG, JUMP AHEAD TO THE NEXT EXCITING THING!

high can move a number of yards equal to double his Flying Speed and make a melee attack against an opponent circling or on the ground. In either case the attack can take place at any point in the character's movement and receives +1 bonus on the melee attack roll and damage roll. At the end of the dive the character is roughly 3 yards off the ground, just as if he had taken the fly action.

FLY HIGH: The character can move a number of yards equal to his Flying Speed while climbing far above the battlefield. While flying high, the character can neither attack nor be attacked (even by other characters flying high). A character must start his turn circling to fly high.

MINOR FLYING ACTIONS

CIRCLE: The flying character circles above the battlefield at a low altitude, moving a number of yards equal to his Flying Speed. Ranged attacks from the ground add 20 yards to the horizontal distance from the shooter to the target to represent the height of the flier. A circling character can attack other circling characters at no penalty. A character must start his turn flying to circle.

FLY: The character moves a distance equal to his Flying Speed. The character is roughly 3 yards off the ground and can be attacked in melee by opponents on the ground. The character's own melee attack rolls receive a +1 bonus vs. opponents on the ground due to the height advantage. A character can choose to land after flying, in which case the normal rules once again apply. A prone character cannot fly until he takes a move action to stand up first.

ABILITY TESTS

TEST RESULT

3D6 + ABILITY + FOCUS

BASIC TEST DIFFICULTY

TEST DIFFICULTY	TARGET NUMBER
Routine	7
Easy	9
Average	11
Challenging	13
Hard	15
Formidable	17
Imposing	19
Nigh Impossible	21

ADVANCED TESTS

TASK DIFFICULTY	SUCCESS THRESHOLD
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

THINGS TO REMEMBER ABOUT ABILITY TESTS

- Only one focus can apply to a test.
- Leave the dice on the table after a roll because the result of the Dragon Die may be important.
- The Dragon Die only counts for successful tests.
- In Opposed Tests, ties are broken by the higher Dragon Die, or by the higher ability if the Dragon Dice are tied.
- For basic tests, assess the situation and assign a difficulty.
- For opposed tests, circumstances can be represented with bonuses and penalties of 1-3.
- Advanced tests use a success threshold to measure completion over time. Don't overuse them!

DEFENSE & SPEED

DEFENSE

10 + DEXTERITY + SHIELD BONUS (IF APPLICABLE)

SPEED

DWARF = 8 + DEXTERITY - ARMOR PENALTY (IF APPLICABLE)

ELF = 12 + DEXTERITY - ARMOR PENALTY (IF APPLICABLE)

HUMAN = 10 + DEXTERITY - ARMOR PENALTY (IF APPLICABLE)

COMBAT

ATTACK ROLL

3D6 + DEXTERITY* OR STRENGTH* + FOCUS (IF APPLICABLE)

**Determined by the weapon's group*

SUCCESSFUL ATTACK

ATTACK ROLL ≥ TARGET'S DEFENSE

ATTACK ROLL MODIFIERS

MODIFIER	CIRCUMSTANCE
-3	Defender in heavy cover, such as a building or stone wall. Melee attacker in heavy snow.
-2	Defender in light cover, such as a hedge or the woods. Melee attacker in the mud. Ranged attack vs. defender engaged in melee combat. Combat at night.
-1	Rain, mist, or smoke obscures the defender. Combat in low light conditions.
0	Normal circumstances.
+1	Attacker is on higher ground. Defender is prone. Melee attacker and allies outnumber defender 2 to 1.
+2	Melee attacker and allies outnumber defender 3 to 1. Defender is drunk.
+3	Defender is unaware of the attack.

WEAPON DAMAGE

**WEAPON DAMAGE ROLL + STRENGTH MODIFIER*
- TARGET ARMOR RATING**

**Weapons from the Bows group substitute the Perception Modifier.*

DYING

When a Player Character's Health reaches 0, he is dying. He will die after a number of rounds equal to **2 + CONSTITUTION** unless he receives healing. A dying character can talk but cannot take any other actions. The character dies at the start of his turn on the final round, so his allies have until then to save him. Most NPCs simply die when their Health reaches 0. The GM may apply the PC rules to major NPCs at his option, however.

HEALING

- One character can aid another with a heal action. A target can't benefit from another heal action until he takes more damage; there is only so much benefit to be gained from first aid.
- A 5-minute rest (called a breather) restores **5 + CONSTITUTION + LEVEL** in Health. A Player Character can only take one breather after an encounter. If the PC was at 0 Health when the combat encounter ended, he cannot take a breather at all.
- Six hours of restful sleep restores **10 + CONSTITUTION + LEVEL** in Health.
- You can receive magical healing. This is most commonly the mage spell Heal.

STANDARD STUNTS

SP COST	STUNT
1+	SKIRMISH: You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	RAPID RELOAD: You can immediately reload a missile weapon.
2	KNOCK PRONE: You knock your enemy prone. Any character making a melee attack against a prone foe gains +1 bonus on the attack roll.
2	DEFENSIVE STANCE: Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	DISARM: You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. These attack rolls do not generate stunt points. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you nominate.
2	MIGHTY BLOW: You inflict an extra 1d6 damage on your attack.
2	PIERCE ARMOR: You find a chink in your enemy's armor. His armor rating is halved (rounded down) vs. this attack.
3	LIGHTNING ATTACK: You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a ranged attack. If you roll doubles on this attack roll, you do not get any more stunt points.
4	DUAL STRIKE: Your attack is so strong it affects two targets. First, pick a secondary target. He must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, inflict your normal damage on him.
4	SEIZE THE INITIATIVE: Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.

STANDARD SPELL STUNTS

SP COST	SPELL STUNT
1-3	PIUSSANT CASTING: Increase the Spellpower of your spell by 1 per stunt point spent, to a maximum of 3.
2	SKILLFUL CASTING: Reduce the mana cost of the spell by 1. This can reduce the mana cost to 0.
2	MIGHTY SPELL: If the spell does damage, one target of the spell of your choice takes an extra 1d6 damage.
3	MANA SHIELD: You use the residual mana of the spell casting to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	FAST CASTING: After you resolve this spell, you can immediately cast another spell. The second spell must have a casting time of a major action or a minor action. If you roll doubles on this casting roll, you do not get any more stunt points.
4	IMPOSING SPELL: The effect of the spell is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful WILLPOWER (COURAGE) test. The target number (TN) is 10 + your Magic ability. Those who fail must take a move or defend action instead.

SPELLCASTING

CASTING ROLL

3D6 + MAGIC + FOCUS (IF APPLICABLE)

SPELLPOWER

10 + MAGIC + FOCUS (IF APPLICABLE)

CASTING IN ARMOR

ARMOR WORN	STRAIN
Light Leather	1
Heavy Leather	2
Light Mail	3
Heavy Mail	4
Light Plate	5
Heavy Plate	6

MANA RECOVERY

1D6 + MAGIC PER HOUR OF REST OR MEDITATION.

8 HOURS OF SLEEP RESTORES ALL MANA.