Dragon Age for BareBones Fantasy

This fan work is by Jim Alcala Sales of ExplodingDice.com.

BareBones Fantasy™ and Keranak Kingdoms™ are trademarks of DwD Studios. The game, setting, and likenesses are copyright 2012 DwD Studios. The material presented in this publication is fan-generated content and all trademarks and copyrighted material are used with permission under the Creative Commons Attribution-Noncommercial-Share Alike 3.0 Unported License.

World Info – the best place to find information about Thedas is this Wiki:
Alternatively to browsing the wiki is to Google. Example: Google “dragon age dwarves” to find out all about dwarves in Thedas.

RACES
The Elf, Dwarf and Human from BareBones Fantasy are just fine. The Dwarf Resilience ability can be changed to read “Fadeless Dreams”. The effects are the same. Replace the Halfling with the Kossith.

KOSSITH (QUNARI)
Kossith are tall gold and bronze skinned people, most have horns.
>>Add 10 to starting STR
>>Disciplined (Add 10 to starting WIL)
>>Sturdy (+10 to resist physical)
>>Move 8 spaces
>>Speaks qunlat and common

SKILLS
Skills are the same as BBF, just named differently in human lands. Cleric, Templar; Scout, Ranger; Spellcaster, Mage or Blood Mage; Thief, Rogue.

MAGIC IN THEDAS
Magic is more difficult to access in Thedas than in standard BareBones Fantasy settings. All Spellcasting skill rolls are at a -10% to reflect this. This can be overcome by taking Lyrium (see New Equipment).

BLOOD MAGIC
In addition to accepted uses of magic; a darker, easier path exists. By sacrificing BP of oneself or another a bonus to the Spellcasting roll is granted for the encounter on a one for two basis. So the sacrifice of 10 BP of oneself or another grants a +20% to Spellcasting rolls for the encounter. This is cumulative for the encounter. Darker aspects of spells can only be cast by using blood magic.

MAGIC STAVES
A mage may bind one spell he knows to a staff. Using the staff, the mage is able to overcome the standard -10% to spellcaster rolls. A mage may remove a bonded spell from a staff as an act of will if they are the one that bound it at any range. A binding is severed if the staff is destroyed or the mage is killed. A mage may only use a spell bound in a staff that she bound herself. It takes ten minutes and a successful spellcaster skill roll at a -20% penalty to remove someone else’s bonded spell from a staff.

NEW EQUIPMENT
Lyrium Dust* 10gp
Consuming Lyrium dust grants a mage +5% to spellcaster rolls for an encounter.

Lyrium Potion*25gp
Consuming a lyrium potions grant a mage +10% to spellcaster rolls for an encounter.

*Diminishing Returns and Addiction
Additional doses of either form of Lyrium within one day are half as effective. This is cumulative. The imbiber must make a WIL check every time they take a does or become addicted. When this happens the imbiber must make a WIL check the following day or their LOG score is temporarily reduced by 10%. The loss of LOG continues for up to 10 days unless a dose of lyrium is taken or the WIL check is successful.

NEW GM GUIDELINES
NEW CONDITION
>>Tainted -20% to hide from darkspawn. Check twice as often for encounters when traveling in blight areas.

GREY WARDENS
Through a special ritual which requires fresh darkspawn blood a character may be inducted into the grey wardens. A grey warden gains an additional 1D of damage per rank per day they may apply to damage rolls against darkspawn. They also gain 1DR per rank against the physical attacks of darkspawn. They also gain the tainted condition.

BESTIARY
Nearly everything you need is already in BareBones Fantasy. Simply change the trappings of existing monsters to fit what you need. To create a Darkspawn, increase the BP and DR by 50%. Example: use a goblin to create a Genlock and an Orc to create a Hurlock.