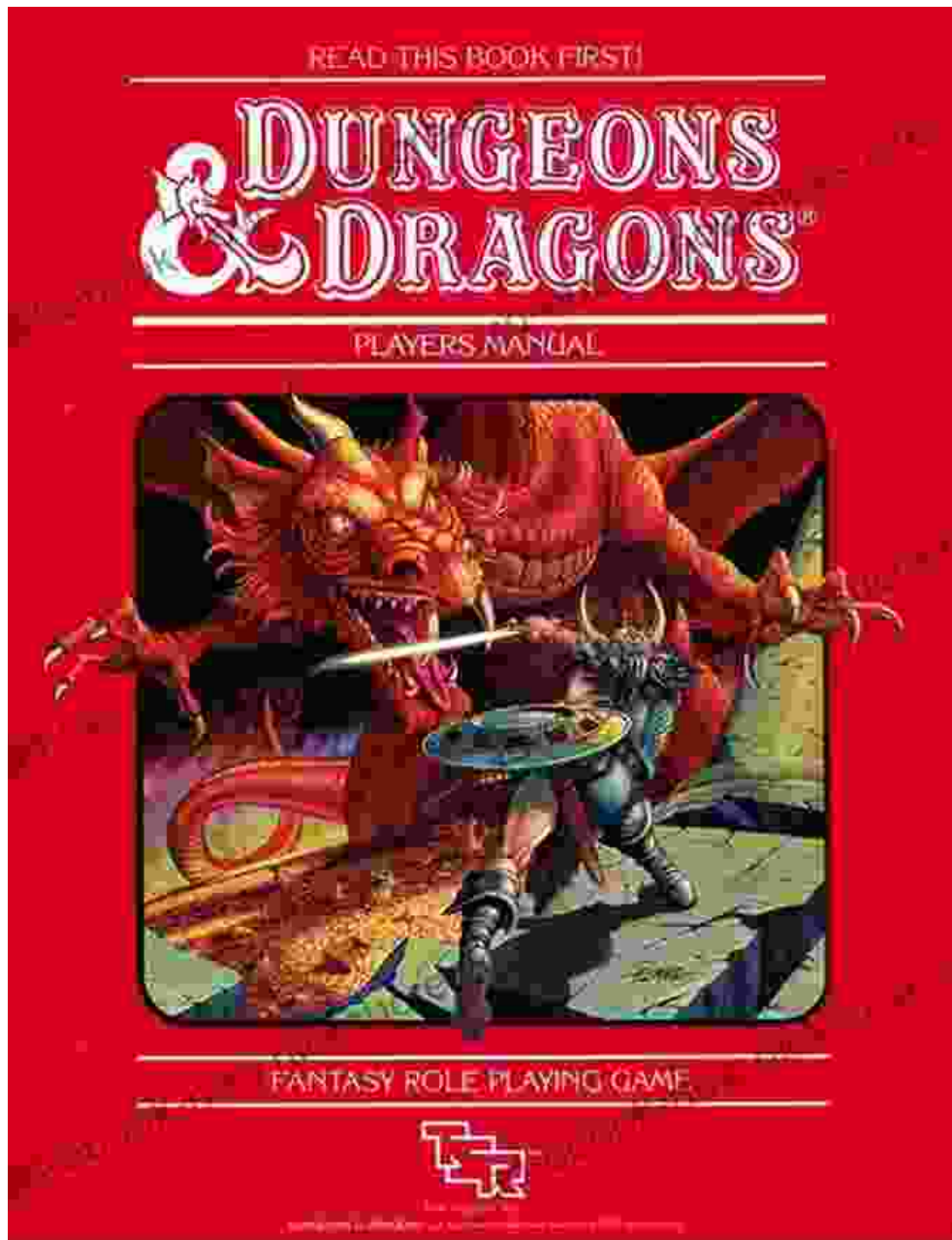


The Comprehensive Guide to Handbook for Burning Age: A Primer for Exploring the Arcane



Handbook for Burning Age is a tabletop roleplaying game that transports players to a vibrant and tumultuous fantasy world where magic and danger

lurk at every turn. Players take on the roles of enigmatic heroes known as burners, wielders of ancient and powerful magic that can both protect and destroy.



Handbook For A Burning Age by Claire Tomalin

★★★★☆ 4.2 out of 5

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File size	: 7386 KB
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Screen Reader	: Supported
Enhanced typesetting	: Enabled
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This comprehensive guide will serve as your indispensable companion as you embark on your journey through the Burning Age. We will delve into the game's core mechanics, character creation, magic system, and the fascinating world it resides in. Whether you are a seasoned roleplayer or a curious newcomer, this guide will empower you to unlock the secrets and embrace the challenges of the Burning Age.

Creating Your Burning Character

At the heart of Handbook for Burning Age lies the character creation process, where players forge their unique heroes who will shape the destiny of the realm.

Archetypes

The first step is choosing an archetype that defines your character's basic abilities and background. Each archetype offers a distinct set of skills and talents:

- **Arcanist:** Wise and enigmatic scholars who wield arcane knowledge and potent spells.
- **Barbarian:** Unstoppable warriors who rely on brute force and unwavering determination.
- **Cleric:** Devout healers and protectors who channel divine power through prayer.
- **Duelist:** Skilled and agile fighters who excel in close combat.
- **Ranger:** Adaptable wilderness experts who navigate the wilds with ease.
- **Rogue:** Cunning and stealthy individuals who rely on cunning and deception.
- **Trickster:** Charismatic and unpredictable figures who can manipulate others with words and illusions.

Attributes

Attributes represent your character's physical and mental capabilities. They are divided into six categories:

- **Strength:** Physical prowess and raw power.
- **Dexterity:** Agility, speed, and coordination.
- **Constitution:** Endurance, stamina, and resistance to harm.

- **Intelligence:** Knowledge, problem-solving abilities, and arcane understanding.
- **Wisdom:** Perception, intuition, and spiritual awareness.
- **Charisma:** Force of personality, leadership qualities, and social influence.

Burning Talents

Burning talents are unique magical abilities that distinguish burners from ordinary mortals. Players choose two talents from a vast selection:

- **Blazing Strike:** Unleash a fiery burst of energy that damages enemies.
- **Iron Fist:** Imbue your fists with unyielding strength to crush foes.
- **Healing Touch:** Mend wounds and restore vitality.
- **Mind Control:** Manipulate the thoughts and actions of others.
- **Shadow Step:** Teleport short distances, leaving behind a shadowy double.
- **Tongue of Fire:** Cast spells with the power of your words.
- **Unseen Passage:** Render yourself invisible to move undetected.

Unveiling the Magic of Burning Age

Magic is the lifeblood of Handbook for Burning Age, empowering burners to perform incredible feats and alter the course of events.

Burn Points

Burn points are the fuel that powers magic. Players spend burn points to cast spells, activate talents, and enhance their abilities.

Spells

Spells are powerful incantations that can inflict damage, heal wounds, control minds, and manipulate the environment. Each spell has its own unique effects and casting cost.

Rituals

Rituals are complex and time-consuming magical ceremonies that unlock greater power. They require specific components, preparation, and a significant investment of burn points.

The Corruption

However, wielding magic in Burning Age comes with a price. Every time a spell or ritual is cast, there is a chance the caster will succumb to the Corruption. The Corruption represents the inherent danger and unpredictability of magic, and it can manifest in various forms, such as physical ailments, mental instability, or loss of control.

Traversing the Burning Age World

The world of Burning Age is a vast and dynamic setting, rich in history, culture, and adventure.

The Nine Kingdoms

The world is divided into nine kingdoms, each with its unique geography, political landscape, and cultural traditions:

- **Aetheria:** A floating island nation ruled by powerful arcanists.
- **Baldoria:** A vast wilderness home to nomadic barbarians and treacherous beasts.
- **Calderia:** A volcanic mountain kingdom where fire magic thrives.
- **Doria:** A devout land blessed with divine favor.
- **Eridon:** A maritime kingdom known for its skilled sailors and seafaring traditions.
- **Fortenia:** A war-torn land where old grudges fuel ongoing conflicts.
- **Lyria:** A tranquil kingdom ruled by nature spirits.
- **Noxia:** A shadowy place where corruption and secrets lurk in the shadows.
- **Zephyria:** A nomadic desert kingdom where survival is a constant struggle.

Cities of Intrigue

Throughout the kingdoms, players will encounter vibrant cities filled with bustling streets, hidden temples, and shadowy taverns:

- **Arcanum:** The floating capital of Aetheria, a beacon of arcane knowledge.
- **Cinderfall:** A volcanic city where forges blaze and craftsmen create powerful weapons.
- **Ironbridge:** A formidable fortress guarding the border of Fortenia.

- **Lunargent:** The sacred city of Doria, where the devout gather for pilgrimages.
- **Raven's Rest:** A mysterious city shrouded in darkness.

Dangerous Wilds

Beyond the cities, players will venture into untamed wildernesses teeming with perils:

- **Bloodwood Forest:** A haunted woodland where ancient trees whisper secrets.
- **Crimson Desert:** A vast and unforgiving wasteland, home to nomadic raiders.
- **Ironwood Mountains:** A towering mountain range filled with hidden caves and treacherous cliffs.
- **Shadowfen:** A misty swamp where dangerous creatures lurk.
- **Whispering Woods:** A primeval forest said to be haunted by spirits of the dead.

Embarking on Your Burning Age Adventure

With your character created and the world before you, it is time to embark on your Burning Age adventure.

Game Master's Role

The Game Master (GM) is responsible for creating the world, directing the story, and adjudicating the rules. The GM is the guide and arbiter, ensuring a fun and engaging experience for all players.

Gameplay Structure

The game is typically played in sessions of 3-4 hours, with players taking turns to describe their actions and the GM narrating the consequences. Dice rolls are used to determine outcomes and resolve conflicts. A unique feature of Burning Age is the use of tarot card readings to introduce unexpected events and add an element of mystery to the game.

Challenges and Rewards

In the Burning Age, players will face perilous challenges that test their skills, courage, and intellect. They will encounter cunning bandits, formidable beasts, and treacherous obstacles. But with each obstacle overcome, players will be rewarded with experience points, new abilities, and the satisfaction of shaping their destiny.

Unleashing the Power of the Burning Age

Handbook for Burning Age is more than just a tabletop roleplaying game. It is an invitation to explore a captivating world, embrace the power of magic, and forge a story that will ignite your imagination and leave an unforgettable mark on your gaming experience.



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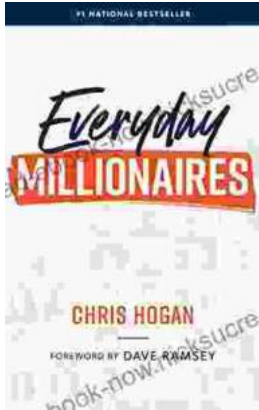
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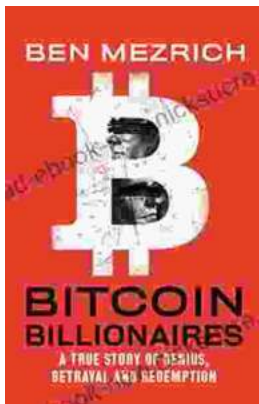
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