

EXPLORATIONS

FREEPORT BACKGROUNDS

Freeport, City of Adventure, is Green Ronin's signature fantasy city, and one with a long history. The company's second-ever release, *Death in Freeport*, brought the City of Adventure to the attention of gamers back in 2000. From that humble 32-page adventure, Freeport grew to be a storied city featured in many books and home campaigns. This culminated in the *Pirate's Guide to Freeport*, a systemless sourcebook describing the city in full detail and offering dozens of plots, adventure hooks, and NPCs.

With the success of *Dragon Age*, the first RPG built around the Adventure Game Engine (AGE), it was only natural to look at using AGE to run Freeport adventures. The meat of the material in this PDF was originally written to explore that idea and published as an article in *Kobold Quarterly* in 2010. Now that Green Ronin is publishing AGE branded PDFs like the *Battle & Loot* and *AGE Explorations* series, it seemed an oppor-

tune time to revisit Freeport. You can use the material presented here to run a Freeport game proper or incorporate it into the setting of your own AGE fantasy campaign.

This product provides eleven backgrounds for use with Freeport: nine from the original article and two new ones (Goblin Sneak and Hobgoblin Tough). The format of these is the same as those in the *Dragon Age* RPG. Before making characters with these options, you should bear two things in mind. First, Freeport is a





setting that draws a distinction between arcane and divine magic, but the *Adventure Game Engine* has only one spell casting class: the mage. You'll thus need to use the mage class to represent both arcane and divine spell casters. The easiest way to handle the differences is through spell choice. A classic cleric would takes spells like heal and heroic offense, while a wizard would take spells like arcane bolt and flame blast. For further ideas on dealing with priests and other religious characters, see *AGE*

Explorations: Gifts of the Gods.

The second thing to note is that there are not separate backgrounds for half-races like half-elves and half-orcs. If you want to play one of those races, simply use the background that best represents the character's upbringing. This is usually the background of the dominant parent. A half-orc brought up by orc pirates would use the Orc Raider background, for example, while one brought

up in Freeport would use the Human Burgher background.

Azhar Wanderer

The azhar are a mysterious race that first appeared in the waters around Freeport only a century ago. They claim descent from the efreet of the fabled City of Brass, though they look human on first inspection. Their eyes, however, are fiery red and they have tempers to match. The azhar founded a sultanate on the Continent and they have expanded their power aggressively. The azhar are great travelers; many become merchants, explorers, and pirates. That makes them frequent guests in Freeport, though few have stayed to put down roots. Azhar mages claim that they tap into their efreet blood when they perform magic.

PLAYING AN Azhar wanderer

If you choose to play an Azhar wanderer modify your character as follows:

- Add 1 to your Constitution ability.
- Pick one of the following ability focuses: Communication (Bargaining) or Constitution (Rowing).
- You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- You can speak and read Azharan and the Common Tongue.
- Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

AZHAR WANDERER	
2D6 Roll	Benefit
2	+1 Cunning
3-4	Focus: Cunning (Cultural Lore)
5	Focus: Communication (Seduction)
6	Focus: Strength (Climbing)
7–8	+1 Magic
9	Focus: Constitution (Swimming)
10-11	Focus: Cunning (Navigation)
12	+1 Strength

Dwarf Tradesman

Freeport is a nautical city but even that hasn't made dwarves into sailors. No, the dwarves stick to what they know and thus most of those who settle in Freeport are tradesmen of one sort or another. They are smiths, brewers, masons, carpenters, and the like. Traders and mercenaries are also common in their ranks. Dwarf mages tend to be priests rather than wizards. Dwarves who were not brought up in Freeport must get used to the idea that orcs and goblins walk the streets. To many dwarves this seems dangerous and unnatural.

PLAYING A DWARF TRADESMAN

If you choose to play a dwarf tradesman, modify your character as follows:

- Add 1 to your Constitution ability.
- Pick one of the following ability focuses: Constitution (Drinking) or Cunning (Evaluation).
- You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- You can speak and read Dwarven and the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

DWARF TRADESMAN	
2D6 Roll	Benefit
2	+1 Communication
3–4	Focus: Communication (Bargaining)
5	Weapon Group: Axes*
6	Focus: Constitution (Stamina)
7-8	+1 Cunning
9	Focus: Cunning (Engineering)
10-11	Focus: Strength (Smithing)
12	+1 Strength
* If the class you choose pr	ovides this already take the focus Strength (Axes) instead.

If the class you choose provides this already, take the focus Strength (Axes) instead.

Gnome Artisan

Freeport is home to a small community of gnomes. One of their number is even on the Captains' Council. Their small and nimble hands are well suited to fine detail work, so many find work as jewelers, sculptors, and the like. Gnomes are also well-known tricksters and some find success in less noble pursuits. Gnome mages tend to be wizards, though they prefer less flashy magic than many spell casters.

PLAYING A GNOME ARTISAN

If you choose to play a gnome artisan, modify your character as follows:

- Add 1 to your Dexterity ability.
- Pick one of the following ability focuses: Constitution (Stamina) or Dexterity (Legerdemain).
- You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- You can speak and read Gnomish and the Common Tongue.
- Your Speed is equal to 8 + Dexterity (minus armor penalty if applicable).
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

GNOME ARTISAN	
2D6 Roll	Benefit
2	+1 Constitution
3-4	Focus: Dexterity (Traps)
5	Focus: Cunning (Evaluation)
6	Focus: Perception (Hearing)
7-8	+1 Cunning
9	Focus: Cunning (Cartography)
10-11	Focus: Dexterity (Calligraphy)
12	+1 Magic

Goblin Sneak

Goblins are tolerated (barely) in Freeport but they are not exactly welcome anywhere. Goblins venturing into the Eastern and Merchant Districts are asking for trouble, so most spend their days in the goblin enclave in Bloodsalt. Even there, they suffer the abuse of their larger cousins, the orcs and hobgoblins. A brave few try to make an honest living but the city's widespread racism means most fail and many turn to crime to make ends meet. The majority of Goblin mages are shamans not adapted particularly well to city life.



PLAYING A GOBLIN SNEAK

If you choose to play a goblin sneak, modify your character as follows:

- Add 1 to your Dexterity ability.
- Pick one of the following ability focuses: Communication (Deception) or Dexterity (Stealth).
- You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- You can speak and read Goblin and the Common Tongue.
- Your Speed is equal to 8 + Dexterity (minus armor penalty if applicable).
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

GOBLIN SNEAK	
2D6 Roll	Benefit
2	+1 Cunning
3–4	Focus: Communication (Gambling)
5	Focus: Dexterity (Initiative)
6	Focus: Perception (Searching)
7-8	+1 Perception
9	Focus: Dexterity (Legerdemain)
10-11	Focus: Cunning (Evaluation)
12	+1 Communication

Halfling Entrepreneur

Wherever humanity goes, halflings follow. It is thus no surprise that the small folk are a presence in Freeport. The city attracts halflings with big ideas and they protect their own through the Halfling Benevolent Association. Finn, who is the leader of the HBA and a notorious crime lord, encourages and profits from halfling ingenuity. He runs the Eastern District, home to most of Freeport's halflings. Very few halflings become mages of any kind.

PLAYING A HALFLING Entrepreneur

If you choose to play a halfling entrepreneur, modify your character as follows:

- Add 1 to your Dexterity ability.
- Pick one of the following ability focuses: Dexterity (Stealth) or Strength (Jumping).
- You can speak and read Halfling and the Common Tongue.
- Your Speed is equal to 8 + Dexterity (minus armor penalty if applicable).
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

HALFLING ENTREPRENEUR		
2D6 Roll	Benefit	
2	+1 Cunning	
3–4	Focus: Communication (Persuasion)	
5	Focus: Dexterity (Initiative)	
6	Focus: Willpower (Courage)	
7-8	+1 Communication	
9	Focus: Perception (Hearing)	
10-11	Focus: Strength (Climbing)	
12	+1 Perception	

High Elf

Though they are the dominant elves on the Continent, high elves are few in number in Freeport. They are proud of their magic and their intellect and see themselves as carrying the torch of civilization. Most high elves view Freeport as a cesspit and would rather dwell in the great elven cities of the Continent. Some do travel to Freeport, though, and a small number even remain in the city. They find some value in places like the Freeport Opera House, the Temple of the God of Knowledge, and the Wizards' Guild. High elves have a long tradition of arcane magic and their mages tend to be wizards.

PLAYING A HIGH ELF

If you choose to play a high elf, modify your character as follows:

- Add 1 to your Magic ability.
- Pick one of the following ability focuses: Communication (Etiquette) or Perception (Seeing).
- You can speak and read Elven and the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

HIGH ELF	
2D6 Roll	Benefit
2	+1 Cunning
3-4	Focus: Dexterity (Calligraphy)
5	Focus: Cunning (Historical Lore)
6	Focus: Perception (Hearing)
7-8	+1 Dexterity
9	Focus: Dexterity (Stealth)
10-11	Focus: Perception (Searching)
12	+1 Perception

Hobgoblin Tough

Your average Freeporter sees little difference between an orc and a hobgoblin. A brutish thug is a brutish thug, right? Every once in a while, though, a human gang tries to cause trouble in Bloodsalt and that's when they find out how wrong they are. Hobgoblins are often lumped together with other savage humanoids, but unlike their kin they are disciplined and organized. Under the leadership of Draegar Redblade, hobgoblins rule Bloodsalt—and with brutal efficiency. Their mages are priests whose spell power is integrated into the tactics of their group.

PLAYING A HOBGOBLIN TOUGH

If you choose to play a hobgoblin tough modify your character as follows:

- Add 1 to your Constitution ability.
- Pick one of the following ability focuses: Constitution (Stamina) or Willpower (Self-Discipline).
- You can speak and read Goblin and the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

	HOBGOBLIN TOUGH
2D6 Roll	Benefit
2	+1 Willpower
3–4	Focus: Communication (Leadership)
5	Focus: Cunning (Military Lore)
6	Focus: Willpower (Courage)
7-8	+1 Cunning
9	Weapon Group: Spears*
10-11	Focus: Strength (Intimidation)
12	+1 Communication

* If the class you choose provides this already, take the focus Strength (Spears) instead.

Human Burgher

Most Freeporters are human, drawn from an astonishing array of cultures. Freeport is called the crossroads of the world for good reason and humans from all over have settled in the city. That mix of influences and the city's rich history have given Freeport a culture all its own, though. With mariners often away for months at a time, the burghers are the heart of the city. They are shopkeepers, laborers, bodyguards, traders, publicans, cooks, actors, stevedores, students, musicians, priests—the hardworking people who make Freeport what it is. Most human mages in Freeport are either priests working in the Temple Quarter or wizards in the Wizards' Guild.



If you choose to play a human burgher, modify your character as follows:

- Add 1 to your Communication ability.
- Pick one of the following ability focuses: Communication (Bargaining) or Constitution (Drinking).
- You can speak and read the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

HUMAN BURGHER		
2D6 Roll	Benefit	
2	+1 Perception	
3-4	Focus: Constitution (Stamina)	
5	Focus: Perception (Searching)	
6	Focus: Communication (Persuasion)	
7-8	+1 Constitution	
9	Focus: Communication (Deception)	
10-11	Focus: Dexterity (Brawling)	
12	+1 Magic	

Human Mariner

Pirates founded Freeport, so it's been a nautical city from the start. While the city "went legit" in theory a long time ago, that just means the piracy is more organized now. Freeport's privateers hire themselves out every year to the highest bidder. Privateering is legalized piracy—and quite profitable at that. Many merchants, fisherman, traders, and explorers also call Freeport home. These mariners keep the nautical, non-piratical traditions of Freeport alive. It's rare for mariners to become mages but those that do concentrate on spells to enhance the professional abilities or fighting prowess of their ships' crews.

PLAYING A Human Mariner

If you choose to play a human mariner, modify your character as follows:

- Add 1 to your Strength ability.
- Pick one of the following ability focuses: Constitution (Drinking) or Strength (Might).
- You can speak and read the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

HUMAN MARINER		
2D6 Roll	Benefit	
2	+1 Constitution	
3-4	Focus: Perception (Seeing)	
5	Focus: Strength (Climbing)	
6	Focus: Constitution (Swimming)	
7-8	+1 Dexterity	
9	Weapon Group: Light Blades*	
10-11	Focus: Cunning (Navigation)	
12	+1 Perception	
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* If the class you choose provides this already, take the focus **Dexterity** (Light Blades) instead.

Orc Raider

It's a surprise to many Freeporters that orcs can sail at all, but it's true. Orcs simply adapted their usual raiding tactics to the sea and have thus produced some fearsome pirate captains. Orc pirates can still be found in the waters near Freeport and some even use the city as a base. Freeport also brought landlubber orcs over from the Continent to provide cheap labor for various construction projects. This has caused as many problems as it has solved and now most of the orcs live in the notorious district called Bloodsalt. Orcs in Freeport do not have it easy; they are considered second-class citizens at best. Orc mages tend to be shamans whose "uncivilized magic" is considered dangerous by the Wizards' Guild.

PLAYING AN ORC RAIDER

If you choose to play an orc raider modify your character as follows:

- Add 1 to your Strength ability.
- Pick one of the following ability focuses: Constitution (Stamina) or Strength (Might).
- You can speak and read Orcish and the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

	ORC RAIDER
2D6 Roll	Benefit
2	+1 Perception
3-4	Focus: Perception (Smelling)
5	Focus: Constitution (Swimming)
6	Focus: Strength (Intimidation)
7-8	+1 Constitution
9	Weapon Group: Bludgeons*
10-11	Focus: Dexterity (Brawling)
12	+1 Willpower

* If the class you choose provides this already, take the focus **Strength (Bludgeons)** instead.

EXPLORATIONS .

Sea Elf

Of all the elves it is the sea elves that are the most frequent visitors to Freeport, for obvious reasons. The high elves rule the great cities of the interior but the sea elves dominate the coast of the elven kingdom. They are born travelers who love adventure and, as such, fit in well with the mariners of Freeport. In the city's earliest days sea elves were counted amongst the pirate captains and that count continues today among the city's privateers. The high elves look down on their seafaring kin, though of course they also rely on sea elf merchants to bring in exotic goods from foreign lands. Sea elf mages are not terribly common, but those that choose that path often become priests of the God of the Sea.

PLAYING A SEA ELF

If you choose to play a sea elf, modify your character as follows:

- Add 1 to your Dexterity ability.
- Pick one of the following ability focuses: Communication (Bargaining) or Perception (Seeing).
- You can speak and read Elven and the Common Tongue.
- Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

SEA ELF	
2D6 Roll	Benefit
2	+1 Strength
3-4	Focus: Strength (Might)
5	Focus: Perception (Hearing)
6	Weapon Group: Bows*



2D6 Roll	Benefit
7-8	+1 Perception
9	Focus: Strength (Climbing)
10-11	Focus: Constitution (Swimming)
12	+1 Communication

 * If the class you choose provides this already, take the focus Dexterity~(Bows) instead.

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