

You grew up sitting wide-eyed round the fire, listening to stories of knights and heroes who slew dragons and saved the kingdom. The other children liked those stories as well, but you lived for them, and you promised yourself that you would grow to be a great knight too.

You are strong and brave. Your Strength begins at 12, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



As you came of age, you began your quest to become a great knight. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Riding*. The tables below will further define your class abilities.

How did you begin your quest?

1d6	Where did you practice your skill at arms?	Gain
1	Raiders from the north sometimes reach the village, and you were always the first volunteer in the forces which defended against them.	+3 Str, Skill: Command
2	You are truly untested, but often boast otherwise.	+3 Cha, Skill: Deceit
3	You spent long days riding and practicing alone.	+3 Con, Skill: Riding
4	A real knight came to town and you rode with him for a time.	+3 Cha, Skill: Etiquette
5	When traders from the south came to the village, you found an old warrior's training manual and you studied it every day thereafter.	+3 Int, Skill: Military History
6	You first saw action with the archers in the levy.	+3 Dex, Skill: Drinking

1d6	What is your preferred fighting style?	Gain
1	Clever swordplay and a quick guard. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
2	A glorious mounted charge. Your Weapon Specialization class ability is with the Lance.	+2 Str, specialization to left
3	Constant and tireless pressure. Your Weapon Specialization class ability is with the Mace.	+2 Con, specialization to left
4	Relentless attacks. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
5	Flashy bladework. Your Weapon Specialization class ability is with the Longsword.	+2 Cha, specialization to left
6	Fierce intimidation and heavy blows. Your Weapon Specialization class ability is with the Great Sword.	+2 Con, specialization to left



1d6	When did you first draw blood? <i>The player to your right was there with you.</i>	Gain
1	You haven't yet, but might pretend otherwise. <i>The friend to your right often helps you pretend that you are more seasoned than you are, and gains +1 Cha.</i>	+2 Cha, Knack: Defensive Fighter
2	One night, you surprised a murderous thug passing through town and looking for trouble. <i>The friend to your right helped you get the jump on the villain, and gains +1 Int.</i>	+2 Int, Knack: Fleet
3	You accidentally slew a partner in training. <i>The friend to your right stayed your hand when you almost made the same mistake again, and gains +1 Str.</i>	+2 Str, Knack: Weapon Specialization
4	When some ruffians attacked your beloved, you fought like a king of old, with great presence. <i>The friend to your right fought off the gang with you, and gains +1 Cha.</i>	+2 Cha, Knack: Great Strike
5	A boastful stranger challenged you to a duel and found you more than he could handle. <i>The friend to your right distracted the stranger's friends when they sought to aid your opponent, and gains +1 Dex.</i>	+2 Dex, Knack: Weapon Specialization
6	A brigand was waylaying villagers on the road, but you decided to put an end to his robbery. <i>The friend to your right traveled the roads with you for two weeks, hunting the thief down, and gains +1 Con.</i>	+2 Con Knack: Resilience

1d6	Now that you are ready, how will you seek your fortune?	Gain
1	You will slay a dragon, and even have a map you think might lead you to one.	+2 Str, an old map
2	You will be knighted by the king after winning the affection of the common folk.	+2 Cha, a shining helm
3	You will rescue a princess, as in all the old stories, but first you have to find one.	+2 Cha, a gold-threaded tunic
4	You will conquer a realm of your own.	+2 Str, +2d6 silvers, a noble name
5	You will banish an ancient evil of which you have heard stories.	+2 Con, an old scroll
6	You will visit distant lands and tirelessly seek adventure along the way.	+2 Con, a lodestone



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus for each using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Would-Be Knight begins with the following equipment: knife, peasants' clothing, a horse of your own, your favored weapon, leather armor (+2 AC), four days feed for your mount, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.8 in the "Core Rules" booklet for rules for the different Knacks and for gaining new ones.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10