

Hunter, gatherer, or guardian, it takes a brave soul to wander the woods. You go where few in your village would dare, and, moreover, you feel at home in those places. You know every twig and leaf for miles around, and all your friends look to your guidance when leaving home.

You are agile and insightful. Your Dexterity and Wisdom begin at 10, 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



The woods called to you, and you spend most of your time away from the village now. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Survival*. The tables below will give you all your bonus skills from your class abilities. **What have you learned in the wild places?**

1d6	What sort of woodsman are you?	Gain
1	You hunt large game in the wilderness.	+3 Str, Skill: Hunting
2	The roads and paths around the village are not safe and you watch them.	+3 Con, Skill: Alertness
3	The clamor and bustle of the village disturb you and so you find solace in the wilderness.	+3 Con, Skill: Survival
4	You wander the wilds, making nary a sound.	+3 Dex, Skill: Stealth
5	You are a tireless tracker, following your prey for days at a time.	+3 Con, Skill: Tracking
6	You are a great trapper, never coming home empty handed.	+3 Wis, Skill: Trapping

1d6	What is your hidden talent?	Gain
1	A soulful voice.	+2 Cha, Skill: Singing
2	Simple skills.	+2 Wis, a trade skill of your choice
3	You collect old lore.	+2 Int, Skill: Ancient History
4	A musical gift.	+2 Wis, a skill with an instrument of your choice
5	You are able to work the skins from your kills.	+2 Str, Skill: Tanning
6	You make the greatest stews.	+2 Dex, Skill: Cooking



1d6	How do you make yourself uestful to the village? <i>The player to your right often helps you.</i>	Gain
1	You make long treks in the wilderness collecting herbs. <i>The friend to your right often comes with you, and gains +1 Con.</i>	+2 Con, Skill: Herbalism
2	There are many forgotten paths in the woods and you guard them all, but not always alone. <i>The friend to your right has stood with you time and again on those paths, and gains +1 Str.</i>	+2 Str, Skill: Alertness
3	In the winter, stores are often low and you bring in meat in lean times. <i>The friend to your right brought down a wild boar with you last winter, and gains +1 Dex.</i>	+2 Dex, Skill: Hunting
4	Sometimes armies from the south move on distant roads. Unseen, you watch them when they do. <i>The friend to your right stayed with you last summer, watching just such a movement of troops, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
5	You bring delicate herbs to the healer and aid him in his work. <i>The friend to your right often aids you in this endeavor, and gains +1 Wis.</i>	+2 Wis, Skill: Herbalism
6	The most dangerous animals often need culling, and you do this for the other villagers. <i>Once, the friend to your right aided you in tracking a pack of ravenous wolves threatening the village, and gains +1 Int.</i>	+2 Int, Skill: Tracking

1d6	What did you find in the woods that no one knows about?	Gain
1	A hidden cache of money, buried in an iron-bound chest beneath an old oak tree. There was a huge gem within, but you've never met anyone with enough silver to buy it.	+2 Dex, a large ruby
2	A deep cave complex with many entrances hidden in a vine-covered stretch of rocky riverside.	+2 Int, your own little cave
3	Glittering in a lightning-cleft rowan tree, an abandoned, but alluring blade.	+2 Str, a magic sword
4	An odd friend who knows older roads than you.	+2 Cha, a strange ally who often remains unseen
5	Some strange ruins built of foreign stones, long abandoned, but recently reclaimed.	+2 Con, a piece of an an- cient marble statue
6	You stumbled upon the dark heart of the woods. The sky went black, and the tree limbs reached for you.	+2 Con, a twisted yew branch



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 Young Woodsman begins with the following equipment: knife, practical clothing, leathers (+2 AC), heavy cloak, flint and tinder, waterskin, a weapon of your choice, 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 rogue, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 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.

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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10