

An order of devout knights has accepted you into its ranks, and you have sworn to protect the weak and oppose darkness. Your god blesses your blade and gives you great prowess in battle. While you have been vested by these Templars, you are still a novice, and now must prove yourself to them.

You are brave and pious. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



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 near your family's estates 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	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You began the path to becoming a holy knight. You become a level 1 Warrior-Mage. You gain the class abilities *Weapon Specialization* and *Spell Casting*, and the skill *Religious Lore*. The tables below will further define your class abilities.

What happened when you joined the order?

1d6	Who was your mentor within the order?	Gain
1	A valiant knight who had ridden in many great campaigns. Your Weapon Specialization class ability is with the Lance.	+2 Con, specialization to left
2	A talented swordsman who had traveled the land fighting the forces of darkness. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
3	An elder of the order whom all the warriors respected. Your Weapon Specialization class ability is with the Great Sword.	+2 Dex, specialization to left
4	A giant of a man who was always the order's mainstay in battle. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
5	A paragon of the order who had completed more missions than any other templar. Your Weapon Specialization class ability is with the Longsword.	+2 Str, specialization to left
6	A gruff old warrior who had no time for whining. Your Weapon Specialization class ability is with the Mace.	+2 Con, specialization to left

1d6	What is your role within the order?	Gain
1	You learned the healing arts and wish to aid all those in need. You learned the spell Healing Touch.	+2 Wis, +1 Dex, Skill: Healing, spell to left
2	You practiced at standing guard and letting no enemy overcome your position. You learned the spell Bar the Way.	+2 Con, +1 Str, Skill: Alertness, spell to left
3	You studied the texts of your order's doctrine and acquired much old lore. You learned the spell Sanctuary of Peace.	+2 Int, +1 Con, Skill: Ancient History, spell to left
4	You learned the inner workings of the order, and hope to be a leader within it one day. You learned the spell Inspiration.	+2 Cha, +1 Wis, Skill: Politics, spell to left
5	You learned about the forces of darkness and are now ready to stand against them. You learned the spell Word of Courage.	+2 Con, +1 Int, Skill: Forbidden Knowledge, spell to left
6	You trained to be the greatest warrior you could, and plan on being a champion of the order. You learned the spell Healing Touch.	+2 Str, +1 Dex, Skill: Athletics, spell to left



1d6	The Templars sent you on your final test with a single companion of your choosing. What happened there? <i>The player to your right was there with you.</i>	Gain
1	Your god protected you from a dangerous beast in the woods. <i>The friend to your right then distracted the beast as you struck it down, and gains +1 Con.</i>	+2 Con, Spell: Mystical Shield
2	You had to stand against three common guardsmen at once and subdue them without harm. Your god sent light from the heavens. <i>The friend to your right disarmed them as they stood dazed, and gains +1 Wis.</i>	+2 Wis, Spell: Flash of Brilliance
3	A fae knight in black armor was your final challenge. You struck him down with your god's aid. <i>The friend to your right unhorsed the enemy as he charged you, and gains +1 Str.</i>	+2 Str, Spell: True Strike
4	You were sent to an ancient temple of Chaos where you destroyed an obsidian statue of a demon which radiated evil. <i>The friend to your right helped you topple the statue to its ruin, and gains +1 Str.</i>	+2 Str, Spell: Mystical Shield
5	You were sent to convince a nearby petty king to allow the Templars passage through his lands. <i>The friend to your right charmed the king at his banquet, softening his ear, and gains +1 Cha.</i>	+2 Cha, Spell: Commanding Word
6	It was your job to dispatch a dangerous group of bandits in the woods. <i>The friend to your right held their largest man at bay while you struck down their leader, and gains +1 Str.</i>	+2 Str, Spell: True Strike

1d6	When you are inducted into the order, what special token did your trainer give to you?	Gain
1	Something to remember your god's words by.	+2 Int, a religious scroll
2	A silk cloak emblazoned with the symbol of the Templars.	+2 Cha, a beautiful cloak
3	His own favored arms.	+2 Cha, a very nice weapon
4	The symbol of the order's founder.	+2 Wis, a strange ring
5	A small but special weapon that always seems to stay hidden.	+2 Str, a glittering dagger
6	A mighty steed who comes to your call.	+2 Wis, your own steed



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus 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 Novice Templar begins with the following equipment: dagger, your favored weapon, chainmail (+4 AC), a shield bearing the Templars' sigil (+1 AC), a week's food, and no money!
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, you should probably be Lawful; that's what the Templars like.
- Your Base Attack Bonus comes from your class. As a level 1 Novice Templar, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Novice Templar.
- 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: The Novice Templar 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.

Spell Casting: The Novice Templar may cast spells like a mage, but does not have access to cantrips or rituals. Novice Templars do not learn spells like most mages, but rather pray for gifts from their god. Therefore, they cannot learn spells in the usual manner; instead, they gain a knowledge of a single spell every time they gain a level, and may be granted one at other times as a reward for great service to their god. The group and gamemaster should give the Novice Templar access to an additional spell when they feel the time is right.

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	2,500	+2	14	17	15	17	16
3	5,000	+3	13	16	14	14	15
4	10,000	+4	13	16	14	14	15
5	20,000	+5	11	14	12	12	13
6	40,000	+6	11	14	12	12	13
7	80,000	+7	10	13	11	11	12
8	150,000	+8	10	13	11	11	12
9	300,000	+9	8	11	9	9	10
10	450,000	+10	8	11	9	9	10