

You were never quiet and demure, as some would have wished you to be. You grew up on tales of heroes, mighty deeds, and great battles. You learned the ways of war in secret and can now best any lad in the castle.

You are quick and tough. Your Dexterity and Constitution 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 learned the ways of the warrior as well as the courtier. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Etiquette*. The tables below will further define your class abilities.

How did you become such a remarkable warrior?

1d6	Who taught you to fight?	Gain
1	A landless knight who owed your parents a debt. Your Weapon Specialization class ability is with the Lance.	+2 Con, specialization to left
2	You learned from the old mercenary who serves your parents. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
3	Your father, who always wanted a son. Your Weapon Specialization class ability is with the Great Sword.	+2 Str, specialization to left
4	A gruff sergeant at arms who teased you too often. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
5	The handsome young hunter. Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
6	You taught yourself while watching the soldiers drill. Your Weapon Specialization class ability is with the Short Sword.	+2 Int, specialization to left

1d6	How did you finally earn the men's respect?	Gain
1	You saved an injured hunter in the woods.	+3 Dex, Skill: Hunting
2	A beast of legend attacked the local village and you were the one who drove it off.	+3 Str, Skill: Alertness
3	You saved the villagers from bandits and raised the alarm.	+3 Con, Skill: Healing
4	When a rival family's army besieged your castle, you snuck past their guards and brought back help to break the siege.	+3 Dex, Skill: Stealth
5	At your father's war council you surprised everyone by devising the perfect strategy to defeat his enemies.	+3 Int, Skill: Command
6	You haven't... yet.	+3 Cha, Skill: Politics



1d6	Your father threw a tourney and you entered in secret. What happened there? <i>The player to your right was there with you.</i>	Gain
1	You revealed yourself after winning the prize and turned down the reward. <i>The friend to your right helped disguise you and sneak you into the event, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
2	The very first round was a loss for you, but you learned a great deal from the defeat. <i>The friend to your right tended your wounds, and gains +1 Int.</i>	+2 Int, Knack: Defensive Fighter
3	A fantastic swordmaster from far away beat you handily. <i>The friend to your right convinced him to show you both a trick or two after the tourney, and gains +1 Dex.</i>	+2 Dex, Knack: Weapon Specialization
4	You accidentally killed your first foe and then withdrew. <i>The friend to your right helped you practice so you would not make the same mistake again, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
5	After revealing yourself as a lady, you won the crowd's affection. <i>The friend to your right led the crowd's cheer, and gains +1 Cha.</i>	+2 Cha, Knack: Fleet
6	You made it halfway through the tournament but broke your arm. <i>The friend to your right helped you off the field and nursed you back to health, and gains +1 Con.</i>	+2 Con Knack: Resilience

1d6	One night you went deeper beneath your family's castle than ever before, into long abandoned dungeons, tunnels, and storerooms. What did you find?	Gain
1	A long-forgotten ancestral trophy.	+2 Int, a dragon's tooth
2	A well-crafted weapon, like none you had held before.	+2 Str, one beautiful weapon
3	Hidden in a box above a rafter, a strange map to a treasure in the north.	+2 Dex, a worn treasure map
4	A mail shirt thin enough to be hidden beneath a tunic, but with a small hole in the back.	+2 Str, light-weight and concealable mail
5	A beautiful jeweled ring that glitters in the darkness.	+2 Cha, a precious ring
6	Your family's ancient standard, somewhat tattered but still bright.	+2 Con, an ancient standard



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 Nobleman's Wild Daughter begins with the following equipment: dagger, a stashed dress, chainmail (+4 AC), a tabard of your house, your favored weapon, fine boots, and 2d6 +12 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