

THE APPRENTICE COURT SORCERER PLAYBOOK

Your desire was not to learn the ways of war or rulership as the other noble children did, but to study the arcane arts under the venerable court sorcerer. You took to the difficult studies well, and are now ready to take his place.

You are very smart and quick-witted. Your Intelligence begins at 12, 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



The court sorcerer took you under his wing. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Deceit*, and the cantrip *Glamour Weaving*. The tables below will tell you your other spells.

What happened to you as you learned the ways of magic?

1d6	How did the old sorcerer best serve your father?	Gain
1	He was a font of lore.	+3 Int, Skill: Ancient History
2	Every great family needs a spy.	+3 Dex, Skill: Stealth
3	He was a fantastic entertainer.	+3 Cha, a performance skill of your choice
4	He crafted beautiful charms.	+3 Dex, a crafting skill of your choice
5	His wise counsel was always available to your father.	+3 Wis, Skill: Estate Management
6	He charmed all the noble families who came to visit.	+3 Cha, Skill: Etiquette

1d6	Beyond the tricks which he showed the court, what real power did the old sorcerer have?	Gain
1	He had mastered the dark arts. You learned the following magics: the spell Abjuration, the ritual Sorcerer's Steed, and the cantrip Second Sight.	+2 Con, spells to left
2	He was the greatest illusionist for miles. You learned the following magics: the spell Greater Illusion, the ritual Gather Mists, and the cantrip Conjure Sound.	+2 Cha, spells to left
3	His magic protected him from prying eyes. You learned the following magics: the spell Silence, the ritual Witch's Watchman, and the cantrip Hexing.	+2 Dex, spells to left
4	He could heal the wounded and aid an army. You learned the following magics: the spell Healing Touch, the ritual Mage Armor, and the cantrip Blessing.	+2 Wis, spells to left
5	The beasts of the wild were at his beck and call. You learned the following magics: the spell Call the Swarm, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis, spells to left
6	He had learned the ancient arts from the distant south. You learned the following magics: the spell Greater Illusion, the ritual Bind Familiar, and the cantrip Mage Light.	+2 Int, spells to left



1d6	The sorcerer disappeared last year under strange circumstances. Only you and your friend know what occurred. What happened? <i>The player to your right was there with you.</i>	Gain
1	A true demon of Chaos devoured him in his chambers. <i>The friend to your right still shivers at the thought, and gains +1 Con.</i>	+2 Con, Spell: Mystical Shield
2	The walking dead came up from his laboratory and he was never seen again. <i>The friend to your right helped you research how to banish the dead before anyone else found out, and gains +1 Int.</i>	+2 Int, Spell: Banish the Dead
3	You crept upon him one night when he was leaving on a dangerous errand. He swore you and your friend to secrecy. <i>The friend to your right shares your oath, and gains +1 Dex.</i>	+2 Dex, Spell: Terrifying Presence
4	He fought in a recent skirmish at the side of a neighboring lord and took you and your friend along with him. <i>The friend to your right helped avenge his death in the battle, and gains +1 Str.</i>	+2 Str, Spell: Magic Missile
5	You found him working on a secret ritual of a dark nature, and so you attempted to stop him. He vanished with a flash of light. <i>The friend to your right broke the seal of his magical circle before the summoning was complete, and gains +1 Wis.</i>	+2 Int, Spell: Flash of Brilliance
6	While out for a ride, the three of you were waylaid by mad, fae creatures. The sorcerer disappeared, pursuing them into the woods. <i>The friend to your right was wounded by a faerie dart but fought on, and gains +1 Con.</i>	+2 Con Spell: Magic Missile

1d6	What did you find in the sorcerer's abandoned laboratory?	Gain
1	A collection of books in a language you do not know.	+2 Int, some currently useless books
2	His collection of mystical components.	+2 Dex, components for a ritual
3	A phial of green liquid.	+2 Con, a healing potion (1d10 HP)
4	His talisman, which now hangs from your staff.	+2 Wis, a bit of fur and thread
5	The heavy robes which he never wore openly.	+2 Cha, a magical robe
6	His abandoned familiar.	+2 Cha, a very unhappy animal



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 Self-Taught Mage begins with the following equipment: a dagger, embroidered robes, flash powder, a very impressive staff, 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 mage, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- 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 6 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: d6

Initiative Bonus: +0

Armor: Mages may not wear any armor.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9