

Your father has always told you stories of how great a hero he was. Many of the other villagers scoff at his stories and pity you for being raised by such a liar, but you know that he is true and honest. Now you have his sword, a mighty weapon of power, and you will make a name for yourself to make him proud.

You are athletic and adventurous. Your Strength and Dexterity 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, but you remember all of your father's stories.	+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



You came of age and began to seek your own legend. You become a level 1 Warrior-Rogue. You gain the class abilities *Weapon Specialization* and *Fortune's Favor*, and the skill *Storytelling*. The tables below will further define your class abilities. **What have you learned?**

1d6	What stories did you father tell of his past?	Gain
1	He was a mighty knight who rode with a deposed king.	+3 Cha, Skill: Etiquette
2	He stopped a mighty necromancer from summoning an army of the dead which would have destroyed the land.	+3 Con, Skill: Forbidden Secrets
3	He slew a great wyrm who made its home in a volcano to the south.	+3 Str, Skill: Survival
4	When a northern king united the barbarian tribes, your father led a coalition of villages from another land against him.	+3 Cha, Skill: Command
5	He traveled to faerie and returned after defeating and evading all the perils of that strange land.	+3 Dex, Skill: Stealth
6	He sailed to far away lands and plundered the tombs of kings so old they are now dust.	+3 Dex, Skill: Trapping

1d6	How did your father teach you to fight?	Gain
1	He made you balance on fallen trees and parry his blows. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
2	The two of you would spar long into the night. Your Weapon Specialization class ability is with the Longsword.	+2 Con, specialization to left
3	He thought it more worthwhile for you to learn to attack the enemy unawares. Your Weapon Specialization class ability is with the Short Sword.	+2 Dex, specialization to left
4	You learned early on that a single, powerful strike was the best way to end a fight. Your Weapon Specialization class ability is with the Great Sword.	+2 Str, specialization to left
5	He taught you close-quarter fighting, as a true soldier. Your Weapon Specialization class ability is with the Short Sword.	+2 Str, specialization to left
6	You practiced the old ways of war, wherein single heroes battle for glory and honor. Your Weapon Specialization class ability is with the Great Sword.	+2 Con, specialization to left



1d6	Something finally pushed you to go make a name for yourself. What was it? <i>The friend to your right was there when it happened.</i>	Gain
1	The loudmouths at the inn finally got to you with their insults and you decided to prove your family name. <i>The friend to your right stood up to them with you, and gains +1 Con.</i>	+2 Con
2	A mysterious figure from your father's past came to town one night. <i>The friend to your right also met the stranger, and gains +1 Wis.</i>	+2 Wis
3	A skilled fighter from another village came to town and challenged your father to a duel; you stood in his place and won! <i>The friend to your right protected you from the bully's friends, and gains +1 Str.</i>	+2 Str
4	You proved your prowess in the games at the festival last spring using some tricks that your father taught you. <i>The friend to your right sat in on your father's lessons and learned a lot too, and gains +1 Dex.</i>	+2 Dex
5	Someone or something connected to your father's adventures came seeking revenge, and you had to fight it off. <i>The friend to your right helped you in the battle, and gains +1 Str.</i>	+2 Str
6	When a traveling minstrel visited at the inn one night, you listened to his stories long into the night; you swear he mentioned your father! <i>The friend to your right heard it too, and gains +1 Int.</i>	+2 Int

1d6	Last autumn you visited the market at a nearby village and found an item that reminded you of your father's stories. What was it?	Gain
1	A broken blade engraved with your father's name.	+2 Str, that which will be reforged
2	A map of the lands your father once explored.	+2 Wis, a questionable map
3	The diary of one of your father's former companions.	+2 Int, a small book
4	A fragment of tapestry depicting your father's deeds.	+2 Cha, a frayed bit of cloth
5	The shield of one of your father's former enemies.	+2 Con, an ensorcelled shield
6	The key to a secret horde.	+2 Dex, a brass key



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 Heir to a Legend begins with the following equipment: dagger, peasant's clothing, your father's sword, leathers, a single coin made from pure platinum, 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-Rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior-Rogue.
- 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 Heir to a Legend may wear any armor.

Fortune's Favor: The Heir to a Legend has luck beyond that of other men and receives five Fortune Points instead of the normal three.

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.

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