

THE ERRANT OCCULTIST

As a young adult, you were initiated into a secretive cult within the city. Maintaining the semblance of a normal life, you learned their mysteries and performed the tasks they gave you. Since then you have fled the cult but you wait for the day that they come to claim you. The GM will determine more information about the cult using The Hidden Cult scenario pack

You are very smart and agile. Your Intelligence and Dexterity begin at 10, all your other ability scores begin at 8.

What was your childhood like?

| 1d12 | What did your parents do in the city? What did you learn from them? | Gain |
|------|---|---|
| 1 | You were an urchin and were brought up on the streets. | +2 Con, +2 Dex, Skill: Cutpurse |
| 2 | Your family is from the underclass: bawds, harlots, smugglers and beggars. | +2 Int, +1 Str, +1 Cha, Skill: Streetwise |
| 3 | Your father was a sailor and rarely at home. You learned the ropes. | +1 Str, +2 Dex, +1 Wis, Skill: Rope Use |
| 4 | Your father was a soldier who fell in battle. A widow's pension kept you. | +2 Str, +1 Con, +1 Dex, +1 Wis |
| 5 | Your parents worked in service to a wealthy or noble family | +2 Con, +1 Dex, +1 Cha, Skill: Rope Use |
| 6 | Your father was a peddler of odds and ends and your mother, a street performer. | +2 Con, +1 Int, +1 Cha, Skill: Scrounging |
| 7 | Your father was in the guard and kept the peace. | +2 Str, +1 Con, +1 Wis, Skill: Rope Use |
| 8 | You come from a minor merchant family that traded in imports and exports. | +2 Cha, +1 Wis, +1 Int, Skill: Haggling |
| 9 | Your parents were scribes or scholars and you grew up around ink and parchment. | +2 Int, +2 Wis, Skill: Knowledge* |
| 10 | Your family had an inn or a tavern and welcomed travellers. | +2 Cha, +1 Int, +1 Dex, +1 Wis |
| 11 | Your father was a member of a guild and taught you the craft. | +2 Dex, +1 Int, +1 Str, Skill: Craft* |
| 12 | Your parents were artisans and they taught you how to make works of art. | +1 Int, +1 Dex, +1 Cha, +1 Wis, Skill: Art* |

*see below

| 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 city befriended you while you were growing up? | Gain |
|-----|--|----------------------|
| 1 | You helped out the labourers on the dockside or the wagon yards | +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 on long caravan trips to nearby towns. | +2 Con,+1 Int |
| 4 | The old folks of the neighbourhood taught you the old card games. | +2 Int,+1 Dex |
| 5 | The bakers paid you in warm bread to deliver his goods at dawn. | +2 Wis,+1 Str |
| 6 | You had a romance with a member of a family that was forbidden. | +2 Cha,+1 Con |
| 7 | You worked with the charitable folks that give food to the destitute. | +1 Str,+1 Int,+1 Cha |
| 8 | The captain of the watch took a liking to you. | +1 Dex,+1 Con,+1 Wis |



The Cult initiated you as member. You become a level 1 Rogue-Mage. You gain the class abilities *Highly Skilled* and *Spell Casting*, and the skill *Forbidden Secrets*. The tables below give you all your bonus skills from your class abilities.

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

| 1d6 | Why did the Cult choose or accept you into their ranks? | Gain |
|-----|---|------------------------------|
| 1 | Little escapes your notice, including the Cultist that finally sponsored you. | +3 Int, Skill: Alertness |
| 2 | Your physical prowess. | +3 Str, Skill: Athletics |
| 3 | You are good looking and charming. Very useful to the Cult indeed. | +3 Cha, Skill: Seduction |
| 4 | They took you in off the streets. Why were on the streets? | +3 Con, Skill: Begging |
| 5 | Unwisely perhaps, but people tend to confide in you. | +3 Wis, Skill: Gossip |
| 6 | Your light fingers and lack of scruples. | +3 Dex Skill: Pick Pocket |

| 1d6 | What mysteries did you learn from the Cult and what tasks did you perform? | Gain |
|-----|--|--|
| 1 | You were trained as an infiltrator into the city's many circles, societies and cliques. | +2 Wis, Skill: Deceit, Spell: Mask Image |
| 2 | You were trained to be almost invisible. Spying, stealing and smuggling missions were all appointed to you. | +2 Dex, Skill: Stealth, Spell: Obscurement |
| 3 | You were chosen to befriend, charm and persuade those the Cult wanted support from. | +2 Cha, Skill: Socialise, Spell: False Friend |
| 4 | You were an enforcer of the cult. Those you were sent to intimidate would have been brought into line with the Cult's plans. | +2 Str, Skill: Intimidate, Spell: Terrifying Presence |
| 5 | You were a courier and smuggler for the cult. | +2 Con, Skill: Direction Sense, Spell: Pass w/o Trace |
| 6 | You acted as a spy. You learned many secrets, some of which you passed onto the Cult through sorcery. | +2 Int, Skill: Deceit, Spell: Whispering Wind |



| 1d6 | How and why did you flee from the cult? | Gain |
|-----|---|---|
| | <i>You were helped to escape their clutches by the player to your right.</i> | |
| 1 | You magically perceived the true nature of the Cult and fled into the night. <i>The friend to your right eventually took you in: +1 Wis</i> | +2 Wis, Skill: Survival, Spell: Sense Nature |
| 2 | Failing an important mission you were thrown off a cliff as punishment. <i>The friend to your right fished you out the sea: +1 Con</i> | +2 Con, Spell: Feather Fall |
| 3 | Imprisoned for disobedience, the rats of in your cell gnawed the ropes that bound you. <i>Your friend helped you hide from pursuers +1 Int</i> | +2 Int, Spell: Summon Swarm |
| 4 | Defying the Elders in the secret moot, your life was forfeit until you drew down the dark. <i>The friend to your right is the last light in your life. +1 Cha</i> | +2 Cha, Spell: Conjure Darkness |
| 5 | You were rrested, thrown down an oubliette as punishment and abandoned by the cult. <i>Your friend smuggled food past the city guards +1 Dex</i> | +2 Dex, Spell: Spider Climb |
| 6 | When the Cult enforces cam for your friend, you struck them down to protect him/her. <i>The friend to your right fought at your side +1 Str</i> | +2 Str, Spell: True Strike |

| 1d6 | What evidence remains that you were part of the Cult? | Gain |
|-----|--|--|
| 1 | A phial of sleeping draught from your last uncompleted mission | +2 Con, <i>potion as the spell Veil of Sleep</i> |
| 2 | A secret initiation tattoo with strange esoteric meanings | +2 Cha, <i>a mysterious tattoo</i> |
| 3 | An ornate ceremonial dagger stolen from the cult elders.. | +2 Str, <i>a silver dagger</i> |
| 4 | A strange talisman that you took from a fallen cultist | +2 Wis, <i>A silver ring and the Ritual: Wizard's Mark</i> |
| 5 | A set of lock picks that helped you escape. | +2 Dex, <i>A silver dagger</i> |
| 6 | A rare book of esoteric arcane that you do not understand. | +2 Int, <i>A currently indecipherable book</i> |



| 1d6 | Art | Craft | Knowledge |
|-----|-------------|------------|------------------|
| 1 | Painting | Tailor | History |
| 2 | Engraving | Carpenter | Scribe |
| 3 | Sculpture | Blacksmith | Geography |
| 4 | Composition | Weaver | Forbidden Lore |
| 5 | Playwright | Stonemason | Astronomy |
| 6 | Embroidery | Locksmith | Ancient Language |

*Players may either choose an art, craft or skill (with GM approval) or roll on the table left.

FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, re-cord 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 Errant Occultist begins with the following equipment: a dagger, a weapon of your choice, leather armor (+2 AC), a bit of food and drink, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Cha-otic, 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-mage, you have a BAB of +0
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Rogue-Mage.
- Your Armor Class is 10, plus your Dex armor you have.
- Your Fortune Points are 3.
- 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.

