

THE ASSISTANT BEAST KEEPER PLAYBOOK

The old witch in the village took a liking to you when you were still young, and you now keep her animals for her. While what you do may seem inconsequential, the witch seems to consider you to be vitally important, and favors you above all others. You dream of a more exciting life.

You have a knack with animals. Your Constitution and Wisdom 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.	+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 took on the strangest job in the kingdom. You become a level 1 Rogue-Mage. You gain the class abilities *Fortune's Favor*, *Highly Skilled*, *Sense Magic*, and *Spellcasting*, and the skill *Animal Ken*. The tables below will give you all your bonus skills from your class abilities. **What have you learned?**

1d6	The witch seems to enjoy making you do your least favorite chore. What is it?	Gain
1	Mucking out the stables.	+3 Str, Skill: Animal Lore
2	Gathering dead wood to keep her cauldron bubbling.	+3 Con, Skill: Survival
3	Cleaning and sorting the herbs.	+3 Int, Skill: Herbalism
4	Assisting her when she sees the sick.	+3 Wis, Skill: Healing
5	Feeding all the animals (and there are so, so many of them).	+3 Wis, Skill: Animal Lore
6	Preparing the meals.	+3 Dex, Skill: Cooking

1d6	Despite your lack of natural talent, you learned a bit of magic. What did you learn?	Gain
1	How to make things go easier for yourself and others.	+2 Wis, Skill: Athletics Cantrip: Blessing
2	How to trick the other youths when you were feeling mischievous.	+2 Int, Skill: Stealth Cantrip: Conjure Sound
3	How to tend the garden in even the worst of times.	+2 Wis, Skill: Herbalism Cantrip: Druid's Touch
4	How to see that which you probably should not.	+2 Int, Skill: Forbidden Knowledge Cantrip: Second Sight
5	How to light your way, even without a torch.	+2 Int, Skill: Survival Cantrip: Mage Light
6	How to put the evil eye on those who displeased you.	+2 Wis, Skill: Socialize Cantrip: Hexing



1d6	One day, while wandering the woods with a friend, you saw something very strange. <i>The player to your right was there when it happened.</i>	Gain
1	You saw your true love with another. You confronted the cheating pair. <i>The friend to your right consoled you after the encounter, and gains +1 Cha.</i>	+2 Cha, Skill: Intimidation
2	A horned rider galloped through the trees on a dark errand. You hid in fear. <i>The friend to your right was just as scared as you, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
3	The march of a faerie lord and his court. It was the most beautiful thing you have ever seen, and you still hear their song. <i>The friend to your right was there with you and wept at the sight, and gains +1 Cha.</i>	+2 Cha, Skill: Singing
4	The meeting of a sinister cult from another village. One of the men grabbed you, but you managed to escape. <i>The friend to your right struck the man from behind and you knocked him unconscious, and gains +1 Str.</i>	+2 Str, Skill: Athletics
5	The miller having a clandestine meeting with a strange thief. You followed the thief and saw him lift a merchant's purse. <i>The friend to your right sneaked through the village with you after the thief, and gains +1 Dex.</i>	+2 Dex, Skill: Pickpocketing
6	A knight on a quest. He broke bread with you and told you of faraway places. <i>The friend to your right shared some of their own stories when you were too embarrassed to do so, and gains +1 Cha.</i>	+2 Cha, Skill: Folklore

1d6	One of the witch's beasts is now your constant companion (note: this counts as an Ally). Which strange animal is your new best friend?	Gain
1	An inquisitive raven.	+2 Int, an inquisitive raven
2	A small mouse who always finds a bit of food.	+2 Dex, a small mouse
3	A silvery stag.	+2 Str, a silver stag
4	A very loud owl who always knows the way.	+2 Wis, a very loud owl
5	A talking pig.	+2 Cha, a talking pig
6	A mother bear who visits daily.	+2 Con, a mother bear



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 Assistant Beast Keeper begins with the following equipment: knife, peasants' clothing, everything you need to care for your animal companion, 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 Rogue-Mage, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Rogue-Mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- 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.

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: d8

Initiative Bonus: +1

Armor: The Assistant Beast Keeper may wear any armor lighter than plate.

Fortune's Favor: The Assistant Beast Keeper has 5 Fortune Points instead of the usual 3.

Highly Skilled: The Assistant Beast Keeper receives two additional skills at first level. Your Playbook has already given you your extra skills. You gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc).

Spell Casting: The Assistant Beast Keeper may only cast cantrips.

Sense Magic: see 'Core Rules' p.10.

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	13	16	12	15	14
2	2,500	+1	13	16	12	15	14
3	5,000	+1	13	16	13	15	14
4	10,000	+2	13	16	13	15	14
5	20,000	+3	12	15	11	13	12
6	40,000	+3	12	15	11	13	12
7	80,000	+4	12	15	11	13	12
8	150,000	+5	12	15	11	13	12
9	300,000	+5	11	14	9	11	10
10	450,000	+6	11	14	9	11	10