

Years ago, the local lord returned from an adventure, quest, or war party. Only an infant, you were with him, a strange child of uncertain heritage. Raised in the noble house but always apart, you made close friends with the witch and a few others, but have always been an outsider in the eyes of the others in the castle.

You are hardy and quick-witted. Your Constitution and Intelligence 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 of your secret heritage and grew to be a daring warrior mystic. You become a level 1 Warrior-Mage. You gain the class abilities *Knacks*, *Sense Magic*, and *Spell Casting*, and the skill *Forbidden Secrets*. The tables below will further define your class abilities.

What happened as you learned of your heritage?

1d6	What is the most common rumor of your origin?	Gain
1	They say you are the scandalous child of the lord and a member of distant royalty.	+2 Con, Spell: False Friend
2	Due to your odd features and an ancient legend, some say that you are the human child of a dragon.	+2 Con, Spell: Flame Charm
3	With strange eyes and unnatural prowess, it was easy for others to call you a faerie.	+2 Dex, Spell: Greater Illusion
4	In flights of fancy, some call you the last true heir to the High Kings and Queens of history.	+2 Str, Spell: Commanding Word
5	You have a wild way about you, and they say that you are related to the distant barbarian clans.	+2 Str, Spell: Wolf's Sense
6	Your propensity for secrecy and obtuse comments lead others to say you are born of witches.	+2 Dex, Spell: Smuggler's Luck

1d6	How did the witch come to befriend you?	Gain
1	On a stormy night, she came and took you away to begin weekly tutelage as a child without another word.	+2 Int, +1 Wis, Skill: Ancient History, Spell: Veil of Sleep
2	You assisted her with her ministrations when the lady of the castle became ill, and she has met with you ever since.	+2 Wis, +1 Cha, Skill: Herbalism, Spell: Healing Touch
3	After you had a strange experience on the lord's hunt, he took you to the witch and insisted that she teach you.	+2 Wis, +1 Con, Skill: Animal Ken, Spell: Wild Call
4	A spirit from beyond was lurking somewhere within the castle, and the witch insisted you come with her to dispense of it.	+2 Con, +1 Int, Skill: Forbidden Secrets, Spell: Abjuration
5	When you bested a wicked knight from distant lands on the tourney field, the witch told the lord that she would see on you every full moon.	+2 Str, +1 Dex, Skill: Athletics, Spell: True Strike
6	When the lord was away, you and the witch led his men-at-arms to defend the village and keep from raiders.	+2 Cha, +1 Str, Skill: Command, Spell: Petrify- ing Gaze



1d6	You travelled into forgotten passageways beneath the castle with one of your friends. What happened there? <i>The player to your right was there with you.</i>	Gain
1	You saw a great serpent out of legend and fled while it slept. <i>The friend to your right slowed your step and helped you leave without a sound, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet
2	A strange old woman was hidden in the tunnels, whispering curses and brewing foul potions. <i>The friend to your right helped you make off with her magical accoutrements, and gains +1 Con.</i>	+2 Con, Knack: Resilience
3	A band of goblins were tunneling into the passages beneath the pantries. <i>The friend to your right fought by your side in a desperate battle, and gains +1 Str.</i>	+2 Str, Knack: Defensive Fighter
4	The former advisor of the king had fled to the tunnels with a hostage and you pursued. <i>The friend to your right helped you search for the evil man, and gains +1 Int.</i>	+2 Int, Knack: Resilience
5	Another of the lord's family went wandering too deep and became lost in the tunnels. <i>The friend to your right lit the way for you as you tracked the missing person, and gains +1 Wis.</i>	+2 Wis, Knack: Fleet
6	After unfairly winning the lord's tourney, a capricious faerie fled into the tunnels and you followed. <i>The friend to your right distracted the creature while you struck it down, and gains +1 Cha.</i>	+2 Cha, Knack: Great Strike

1d6	What token was with you when the lord brought you home as an infant?	Gain
1	A branch of twisted yew.	+2 Wis, a talisman of nature
2	A long-lived bird who always watches over you.	+2 Cha, an ally
3	A book written in an inscrutable tongue.	+2 Int, a large tome
4	Arcane or foreign markings across your body.	+2 Con, strange tattoos
5	A shining sword of an unidentifiable metal.	+2 Str, a magical sword
6	A ribbon of foreign silks.	+2 Dex, a forgotten token



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Lord's Secret begins with the following equipment: dagger, your favored weapons, chainmail (+4 AC), fine clothing, an unusual feature (examples: a distinctly foreign look, small horns, eyes of strange shape or color, claw-like fingers or nails, a commanding presence), 2d6+12 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 Lord's Secret, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Lord's Secret.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 8 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. 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 Lord's Secret may wear any armor.

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.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

Spell Casting: The Lord's Secret may only cast spells.

Sense Magic: see p.12 of *Beyond the Wall and Other Adventures*.

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	2,500	+2	14	17	15	17	16
3	5,000	+3	13	16	14	14	15
4	10,000	+4	13	16	14	14	15
5	20,000	+5	11	14	12	12	13
6	40,000	+6	11	14	12	12	13
7	80,000	+7	10	13	11	11	12
8	150,000	+8	10	13	11	11	12
9	300,000	+9	8	11	9	9	10
10	450,000	+10	8	11	9	9	10