

Your people are scarce now, most having gone far to the west, away from the troubled lands of men. Your family stayed, however, your mother acting as the queen of a small elven enclave which remained, secluded from men. You have left that enclave now, and must find your way among strange people.

You are quick and intelligent. Your Dexterity and Intelligence begin at 10, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	Before the rise of men, where did your elven family of old make its home?	Gain
1	They lived atop the trees in a hidden glade.	+2 Wis, +1 Dex, +1 Con, Skill: Survival
2	They ruled from slender towers of arcane construction.	+2 Int, +1 Dex, +1 Wis, Skill: Stone Carving
3	They manned delicate craft on a clear river.	+1 Str, +1 Dex, +1 Int, +1 Wis, Skill: Boating
4	They dwelt beneath the earth with other sorts of fae beings.	+2 Con, +1 Int, +1 Wis, Skill: Gemcraft
5	They roamed open grasslands, hunting the beasts that grazed there.	+2 Dex, +2 Wis, Skill: Hunting
6	They were the high elves, and ruled a court of the fae in the heart of the forest.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They dwelt always near men, making friends more easily than others of their kind.	+2 Cha, +1 Dex, +1 Con, +1 Wis
8	They lived far to the north in glistening spires of icy rock.	+2 Con, +2 Int, +1 Wis
9	Your people always wandered, never staying long in one place.	+2 Dex, +1 Str, +1 Int, +1 Wis
10	Their constant companions were the beasts of the wilderness, with whom they lived in simple harmony.	+2 Dex, +1 Str, +1 Cha, Skill: Animal Ken
11	They built great hidden libraries and stored the world's forgotten knowledge.	+2 Int, +1 Wis, +1 Cha, Skill: Forgotten Secrets
12	Their home was a great city, the likes of which the earth will never see again.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	What caused you to leave the other elves?	Gain
1	Your family was slain by wild, beast-like men from the north.	+2 Str, +1 Wis
2	Simple curiosity led you far from home.	+2 Cha, +1 Int
3	Being a kind-hearted soul, you believe that men and elves can help one another.	+2 Int, +1 Wis
4	You wanted to seek knowledge which your own people did not have.	+2 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Wis, +1 Con
6	You were confident that your unusual skills would help you earn your way among men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your people.	+1 Str, +1 Con, +1 Int
8	Most of your enclave journeyed to the west.	+1 Dex, +1 Int, +1 Wis

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The blacksmith was kind to you, and you often sat at his forge, trading stories.	+2 Str, +1 Cha
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	Most humans found you too strange, and were frightened of you. You spent much time alone.	+1 Con, +1 Int, +1 Wis
4	One of the human elders told you ancient stories of elves and men.	+2 Int, +1 Wis
5	Grandmother Weaver said you were not the first elf she had met.	+2 Wis, +1 Dex
6	Shockingly, you had a tryst with a young, beautiful human.	+2 Cha, +1 Con
7	You served your time with a human militia, aiding them in the protection of their lands.	+1 Str, +1 Con, +1 Cha
8	The old witch was fascinated by you, and the two of you would trade secrets.	+1 Dex, +1 Int, +1 Wis



Your family trained you to be a great warrior, but also taught you the arcane arts. You become a level 1 Warrior-Mage. You gain the class abilities *Weapon Specialization*, *Spell Casting*, and *Sense Magic*, the skill *Ancient History*, and the cantrip *Glamour Weaving*. The tables below will give you your other spells and further define your class abilities. **What have learned since your training?**

1d6	You bear a blade of glistening, elven steel. Where did you get it?	Gain
1	You carry your family's ancient blade, forged in a distant age. Your Weapon Specialization class ability is with the Longsword.	+2 Con, Skill: Ancient History, specialization to left
2	You happened upon Weyland, who helps the fae as well as men, and he gave you your sword. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, Skill: Stealth, specialization to left
3	You were always close to the smith of your enclave, and he crafted you a great sword. Your Weapon Specialization class ability is with the Great Sword.	+2 Str, Skill: Socialize, specialization to left
4	You bear a large sword of strange make; none of your kind know where it came from originally. Your Weapon Specialization class ability is with the Great Sword.	+2 Con, Skill: Forbidden Knowledge, specialization to left
5	You won a fine, light blade in a contest of the elven nobility. Your Weapon Specialization class ability is with the Short Sword.	+2 Dex, Skill: Athletics, specialization to left
6	You forged your own sword from a star fallen to the earth. Your Weapon Specialization class ability is with the Short Sword.	+2 Str, Skill: Smithing, specialization to left

1d6	As a student, you had access to the ancient records of high elven magic. What did you study?	Gain
1	You learned to see beyond the veil. You learned the following magics: the cantrip Second Sight and the ritual Unseen Servant.	+2 Int, +1 Dex, spells to left
2	You studied the lore of nature. You learned the following magics: the cantrip Druid's Touch and the ritual Goodberry.	+2 Con, +1 Wis, spells to left
3	Tricking the unwary interested you the most as a fickle young student. You learned the following magics: the cantrip Conjure Sound and the ritual Witch's Watchman.	+2 Int, +1 Str, spells to left
4	Uncovering that which was hidden attracted you. You learned the following magics: the cantrip Mage Light and the ritual Arcane Experiment.	+2 Int, +1 Cha, spells to left
5	You wanted to light the way against the enemies of your people. You learned the following magics: the cantrip Mage Light and the ritual Mage Armor.	+2 Con, +1 Int, spells to left
6	You learned to aid those in need. You learned the following magics: the cantrip Blessing and the ritual Goodberry.	+2 Wis, +1 Str, spells to left



1d6	When you entered the lands of men, you soon learned how dangerous they can be. What taught you this lesson? <i>The friend to your right was there with you.</i>	Gain
1	A mob of frightened travelers chased you off the road. <i>Your friend helped you in your flight, and gains +1 Dex.</i>	+2 Dex, Ritual: Sorcerer's Steed
2	A foul faerie took it upon himself to haunt you for a time. <i>The friend to your right helped you ward against this creature, and gains +1 Int.</i>	+2 Int, Ritual: Circle of Protection
3	You helped the village by receiving early warning that a wild warband was coming upon them. <i>The friend to your right struck down one of the scouts and helped you warn the village, and gains +1 Str.</i>	+2 Str, Ritual: Bind Familiar
4	An evil demon sought to drink your fae blood. <i>The friend to your right helped you learn its true name, and gains +1 Int.</i>	+2 Int, Ritual: Circle of Protection
5	When a distant king's armies came dangerously near, you hid the village from them. <i>The friend to your right led the first scouts far afield while you worked your magic, and gains +1 Int.</i>	+2 Int, Ritual: Gather Mists
6	When the harvest was poor, you searched the wilderness for sustenance. <i>The friend to your right wandered tirelessly with you, and gains +1 Con.</i>	+2 Con, Ritual: Bind Familiar

1d6	What token did your people give you when you left them?	Gain
1	A drape of the stars.	+2 Int, a cloak like the night
2	Fine footwear.	+2 Dex, supple elven boots
3	The thing you almost forgot.	+2 Cha, a length of elven rope
4	The sign of a forgotten kingdom.	+2 Cha, a thin circlet
5	The swift vengeance of your people.	+2 Dex, a fine elven bow, a quiver of arrows
6	Your mother's mourning song.	+2 Wis, a voice you will always keep with you



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 Elven Highborn begins with the following equipment: a dagger, fine clothing, a beautiful elven sword (+1 to hit and damage), tooled leathers (+2 AC), elven waybread to last a week, and no money!
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Chaotic like the other faerie lords.
5. Your Base Attack Bonus comes from your class. As a level 1 Elven Highborn, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being an Elven Highborn.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 2.
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. 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: d8

Initiative Bonus: +1

Armor: The Elven Highborn may wear any armor.

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.

Spell Casting: The Elven Highborn may cast cantrips and rituals like a mage, but does not have access to spells.

Sense Magic: The Elven Highborn may sense magic as a mage. See p.10 of the 'Core Rules' booklet for details.

Elf: As an elf, you also have the Elven Vision, Lords of the Fae, Unaging, and Autumn Folk special rules, found on p.25 of the 'Core Rules' Booklet. Note that your Fortune Point penalty from Autumn Folk was already calculated above.

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