

With so many other children in the family, you never really found your place. Your siblings spent their time learning to be great leaders and rulers, or doing other important things, and you were mostly left to your own devices. You spent a lot of time by yourself and learned to sit quietly and watch, and you know the ins and outs of the castle better than anyone.

You are agile and charming. Your Dexterity and Charisma 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 taught yourself what you needed. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Alertness*. The tables below will give you all your bonus skills from your class abilities.

### What did you learn on your own?

1d6	No one knows your father's keep like you do. What is your favorite secret spot in the castle?	Gain
1	The top of the highest tower, where you hide with your lunch most days.	+2 Str, Skill: Athletics
2	The stables, where you spend time with the common boy who tends the horses.	+2 Cha, Skill: Riding
3	The scriptorium, where you sit in the corner with a candle and a book long into the night.	+2 Int, Skill: Illumination
4	The apothecary's workshop, where he lets you sit quietly and watch.	+3 Int, Skill: Herbalism
5	The rafters above the kitchen, where you watch the cooks busy themselves with their drudgery.	+3 Wis, Skill: Cooking
6	Your favorite place isn't in the castle at all, but in the peasant village just beyond it.	+3 Cha, Skill: Folklore

1d6	When you get the chance, you frequently like to read on your own. What is your favorite book in the library?	Gain
1	A book of maps, showing all the lands for miles around.	+3 Con, Skill: Cartography
2	A catalog of ancient beasts which once ravaged the lands of men.	+3 Int, Skill: Mythical Beast Lore
3	The medical records left by an ancient doctor who treated gladiators in the old empire's fighting arenas.	+3 Wis, Skill: Healing
4	Records and blueprints of mechanical gears, clockwork, and traps.	+3 Dex, Skill: Trapping
5	A history of all the people who have inhabited these lands for generations.	+3 Int, Skill: Ancient History
6	A record of the nobility and their customs.	+3 Cha, Skill: Etiquette



1d6	Some time ago, a very strange thing happened at the castle, but you and one of your friends were the only ones who paid attention. What happened? <i>The player to your right was there with you.</i>	Gain
1	A foreign knight came to visit, and you found him worshipping dark gods in secret. <i>The friend to your right saw everything and convinced your father that you were not lying, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
2	The ghost of one of your forebears gave a warning of dark days to come. <i>The friend to your right helped you decipher his words, and gains +1 Int.</i>	+2 Int, Skill: Ancient History
3	A noble from another family stayed at your estates for a time, and you fell in love. The noble swore you and your friend to secrecy. <i>The friend to your right helps keep your secret still, and gains +1 Cha.</i>	+2 Cha, Skill: Seduction
4	Some of the guardsmen plotted to steal from the treasury and escape in the night. <i>The friend to your right made a mad dash to alert those who were still loyal while you pursued the robbers, and gains +1 Dex.</i>	+2 Str, Skill: Athletics
5	Deep in the bowels of the castle, you stumbled upon a gathering of faeries. <i>The friend to your right particularly impressed their queen, and gains +1 Cha.</i>	+2 Cha, Skill: Faerie Lore
6	Your father's vizier made a pact with an ancient evil and was working toward a still unknown purpose. You managed to reveal his devilry. <i>The friend to your right managed to destroy the wicked one's summoning circle, and gains +1 Con.</i>	+2 Con, Skill: Alertness

1d6	Your grandmother, who loved you dearly, gave you a precious bauble. What gift from her do you cherish?	Gain
1	A strange dagger she said had been in the family for over a century	+2 Str, a dagger of dark iron
2	The journal of your great-grandfather who campaigned in a great war to the south.	+2 Int, a small leather journal
3	The heavy silver bracelet which she always wore.	+2 Wis, a rune-carved bracelet
4	A bag of fragrant herbs which she said to always keep in your boot.	+2 Dex, a lucky charm
5	A small pennywhistle which she always played upon the battlements in autumn.	+2 Cha, an old musical instrument
6	The language of the crows.	+2 Con, a very strange talent



## 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 Forgotten Child begins with the following equipment: a dagger, a short sword, leathers (+2 AC), a very accurate and hand-drawn map of the entire estate, a dark cloak, and 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 rogue, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 5.
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:** +2

**Armor:** Rogues may wear any armor lighter than plate.

**Fortune's Favor:** Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

**Highly Skilled:** Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

## 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	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10