

You were raised to seek glory on the field of battle and to protect your charges. Chivalry is everything to you. Shortly after being squired, however, you lost your knight. Now you have set yourself on your own errantry, and will need the help of stalwart friends in order to see yourself knighted.

You are a born knight. Your Strength 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 became the squire to a great knight. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Riding*. The tables below will further define your class abilities.

### What happened with you and your knight?

1d6	Who was your knight?	Gain
1	A charming and gallant warrior, at home both on the field and at court. Your Weapon Specialization class ability is with the Longsword.	+2 Cha, +1 Con specialization to left
2	The slayer of a dangerous questing beast that had long tormented to common folk of the land. Your Weapon Specialization class ability is with the Longsword.	+2 Str, +1 Wis specialization to left
3	An elder of his noble family who had fought in numerous campaigns and long served his vassals. Your Weapon Specialization class ability is with the Lance.	+2 Wis, +1 Con specialization to left
4	A valiant warrior famed for his skill at arms. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, +1 Str specialization to left
5	The winner of the jousting competition for four years running. Your Weapon Specialization class ability is with the Lance.	+2 Str, +1 Dex specialization to left
6	A knight errant who had long traveled the lands, righting wrongs and bringing justice. Your Weapon Specialization class ability is with the Longsword.	+2 Con, +1 Wis specialization to left

1d6	How did you lose your knight?	Gain
1	The warrior fell in combat with a band of foul brigands.	+2 Con, Skill: Riding
2	While on errantry with your knight, you woke to find him vanished.	+2 Int, Skill: Investigation
3	Your knight was called away immediately to distant lands for unknown reasons.	+2 Wis, Skill: Survival
4	Your knight was mortally wounded in an accident at a tourney.	+2 Dex, Skill: Riding
5	The intricate politics of court sent your knight to another kingdom without you.	+2 Cha, Skill: Etiquette
6	A monster from legend returned and your knight fell trying to slay the beast.	+2 Str, Skill: Hunting



1d6	Which of your lost knight's rivals came to the estate? <i>The player to your right was there with you.</i>	Gain
1	The most unscrupulous knight in the land challenged you in the melee of the latest tourney, struck you down, and was about to slay you. <i>The friend to your right caught him and stopped his blow, and gains +1 Con.</i>	+2 Con, Knack: Resilience
2	The Questing Beast came to town. <i>The friend to your right helped you drive it away by force of arms, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
3	Your former knight's brother, his archrival, came and disputed your right to bear the knight's arms. While you were not his match, you withstood his blows and he left with respect. <i>The friend to your right stood in harm's way to aid you, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter
4	The knight's mother-in-law came to take her daughter "away from all this," despite her desire to stay. <i>The friend to your right made an impassioned speech that swayed her mind, and gains +1 Cha.</i>	+2 Cha, Knack: Resilience
5	A dragon your knight had driven off on multiple occasions came to settle the score. <i>The friend to your right helped you convince it that the knight was no longer here, and gains +1 Cha.</i>	+2 Cha, Knack: Fleet
6	When a pack of brigands, led by a scarred man, came to the estate and called your knight's name, you stood your ground. <i>By a ruse, the friend to your right convinced them that they were surrounded and got them to flee, and gains +1 Wis.</i>	+2 Wis, Knack: Weapon Specialization

1d6	What possession of your knight's do you keep?	Gain
1	A strong and trustworthy steed.	+2 Wis, a horse and tack
2	The materials for a future quest.	+2 Int, an old map
3	The favor of an admirer.	+2 Cha, a bit of lace
4	A trophy from a previous enemy.	+2 Con, a foreign jewel
5	The warrior's arms.	+2 Str, an elegant weapon
6	A lordly mantle.	+2 Dex, a fine cloak



## 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 Knightless Squire begins with the following equipment: a dagger, chainmail (+4 AC), your favored weapons, your family's tabard, the lost knight's shield (+1 AC), 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 warrior, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
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 10 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:** d10

**Initiative Bonus:** +1

**Armor:** Warriors 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.

**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.

## 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	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10