

In your youth you were the sixth child of a noble house. With nothing much to do, you took to education and learned everything your tutors could teach, then read more and more and more, until you were one of the most learned people in the land. Now you teach others, and these kids need your wisdom.

You are brilliant. Your Intelligence begins at 12, 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 are your closest companions. Besides this ragtag group of kids, who else near the noble estate is your friend?	Gain
1	You give the blacksmith a lot of advice; sometimes he appreciates it.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You wander about the estate, and sometimes even further with a peddler you befriended.	+2 Con, +1 Int
4	You play chess with the family's seneschal.	+2 Int, +1 Dex
5	You learned the secret patterns of castle life by the side of the cook.	+2 Wis, +1 Str
6	You frequently discuss matters of state with the lady of the house.	+2 Cha, +1 Con
7	Despite your age you relish doing chores around the castle.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard has taken a liking to you.	+1 Dex, +1 Con, +1 Wis



You became an eminent scholar. You become a level 2 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Ancient History*. The tables below will give you all your bonus skills from your class abilities.

**You learned much from books and scholars.**

1d6	Which book was your first love?	Gain
1	A record of the ages, detailing all of the peoples which have dwelt in your lands.	+1 Con, +1 Int, Skill: Ancient History
2	A great history of the famous battles fought by your people.	+1 Int, +1 Wis, Skill: Strategy
3	A record of your family's lands, its fruits, and its needs.	+1 Wis, +1 Cha, Skill: Estate Management
4	A beautifully illuminated manuscript decorated by a famous scribe from ages past.	+1 Dex, +1 Int, Skill: Illustration
5	A history of the various cults and secret societies throughout the land.	+1 Str, +1 Int, Skill: Forbidden Secrets
6	A book of maps both old and new, of your own land and those far away.	+1 Dex, +1 Wis, Skill: Cartography

1d6	Which subject excites you the most?	Gain
1	The ancient secret of the keystone arch took your understanding of building to new heights.	+2 Int, Skill: Engineering
2	The rise and fall of great houses excites you less than their care and feeding.	+2 Wis, Skill: Estate Management
3	While you spend more time in your books than on the battlefield you still have a strong arm, and feats of war impress you most.	+2 Str, Skill: Strategy
4	Nothing excites you more than reading about ancient civilizations and visiting their ruins.	+2 Con, Skill: Ancient History
5	You devote much of your time to the study and practice of perfection.	+2 Dex, a crafting skill of your choice
6	You have combined your love of study with your love of fellowship and good cheer in your quest for the perfect drink.	+2 Cha, Skill: Brewing



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Int and -1 Con, and shares this event with you.</i>	Gain
1	You stumbled upon the youth in your secret chambers, trying to read one of your books. You were angry but impressed. <i>The pupil to your right begged to be taught, and gains +1 Cha.</i>	+1 Cha, Skill: Investigation
2	The poor youth was being swindled in the market. <i>After many lessons the pupil to your right learned mathematics so this would not happen again, and gains +1 Int.</i>	+1 Int, Skill: Mathematics
3	The pupil brought you a book of strange magic which neither of you fully understands and traded it to you in exchange for reading lessons. <i>The pupil to your right learned which books to read and which to put down, and gains +1 Wis.</i>	+1 Wis, Skill: Magic Lore
4	One day, when returning from your travels, you were beset by robbers. Thankfully you were not caught alone. <i>The pupil to your right came to your aid, and gains +1 Str.</i>	+1 Str, Skill: Athletics
5	The youth came to you one day and told you about the discovery of a hidden chamber underground, filled with scrolls. You went, of course. <i>The pupil to your right learned from you to be careful in such places, and gains +1 Dex.</i>	+1 Dex, Skill: Stealth
6	Last winter you needed an assistant to stay up many nights with you measuring the phases of the moon. <i>The pupil to your right volunteered and stayed his watch, and gains +1 Con.</i>	+1 Con, Skill: Astrology

1d6	What artifact do you keep in your possession?	Gain
1	The top to the standard of a great civilization.	+1 Con, a golden eagle
2	The writings of an ancient poet.	+1 Cha, a scroll
3	An idol once worshipped by a forgotten people.	+1 Wis, a small statue
4	The sign of a lost noble house.	+1 Dex, a signet ring
5	The tip of an ancient warlord's spear.	+1 Str, a spearhead
6	A beautifully painted ceramic lamp.	+1 Int, an oil lamp



## 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 Learned Tutor begins with the following equipment: dagger, scholar's robes, four books, a chest with its lock and key, parchment and quills, and 2d6+12 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 2 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- To start, your hit points are 8 plus your Constitution bonus. Add 1d8 + Con bonus for your second level.
- 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:** +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