

Your family fell from grace and lost its lands and fortune. Now you stay in another great house at the pleasure of the local lord, a situation of some embarrassment to you. Still, there are many young people about, and how better to teach them than to have them help you reclaim your family's lost honor?

You have a strong arm and a noble bearing. 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 are your closest companions. Besides this ragtag group of kids, who else near the noble estate is your friend?	Gain
1	You share stories and fellowship with the master of the hounds.	+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	To keep your mind off your troubles, you do many jobs with all the castle folk.	+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



Your family fell, but you stand firm. You become a level 2 Warrior-Rogue. You gain the class abilities *Fortune's Favor* and *Weapon Specialization*, and the skill *Etiquette*. The tables below will further define your class abilities.

### What happened to your house, and what will you do now?

1d6	Where is the rest of your fallen house?	Gain
1	You are the last of your line. Where there is life there is hope.	+2 Con, Skill: Stealth
2	While several of your siblings and cousins still live, they are scattered far and wide.	+2 Cha, Skill: Command
3	Your siblings live here, in this noble house, with you now.	+2 Cha, Skill: Etiquette
4	They disappeared when your house fell, but rumors of their survival persist.	+2 Dex, Skill: Investigation
5	The rest of your family fled to another, distant land. You alone remain here.	+2 Str, Skill: Athletics
6	Your weak and old grandfather is here with you; he fills your head with stories of leading men into battle and fighting bravely.	+2 Str, Skill: Command

1d6	What was your family's plan for you before their fall?	Gain
1	You were to tend the craftworks and grow the industry of your lands. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
2	You were to manage the forests and lead the hunts. Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
3	You were to expand their reach over the sea, either by conquest or by trade. Your Weapon Specialization class ability is with the Longsword.	+2 Con, specialization to left
4	You were to manage the peasant levies and look after the common folk. Your Weapon Specialization class ability is with the Halberd.	+2 Wis, specialization to left
5	You were to oversee the treasury and manage affairs of business. Your Weapon Specialization class ability is with the Longsword.	+2 Int, specialization to left
6	You were to negotiate treaties and manage relationships with other houses. Your Weapon Specialization class ability is with the Longsword.	+2 Cha, specialization to left



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Cha and -1 Dex, and shares this event with you.</i>	Gain
1	The youth was fascinated by stories of your fallen house, and the two of you would talk of the nobility for hours. <i>The pupil to your right learned the ways of the courtier by your side and gains +1 Cha.</i>	+1 Cha
2	When the youth needed weapons training, you volunteered. <i>The pupil to your right learned the way of the sword at your side and gains +1 Str.</i>	+1 Str
3	The youth came to you for help with a scheme. Impressed, you agreed to help. <i>The pupil to your right saw the plan through, and gains +1 Int.</i>	+1 Int
4	Riding with the youth reminds you of your own younger days on your family's estate. <i>The pupil to your right enjoys these rides, and gains +1 Con.</i>	+1 Con
5	Last winter, foes of your family sent an assassin against you. <i>The pupil to your right helped you slip away, and gains +1 Dex.</i>	+1 Dex
6	When the youth was born, you swore a great oath of protection. <i>The pupil to your right has always known and been close to you, and gains +1 Con.</i>	+1 Con

1d6	What is the key to reclaiming your fortune?	Gain
1	Your weapon is a powerful and ancient symbol of state.	+1 Str, an ornate weapon
2	A map of great wealth in distant lands.	+1 Wis, a foreign map
3	You have developed a great resistance to one particular poison.	+1 Con, a vial of poison
4	You will do good deeds, but always under your family's sign.	+1 Cha, a great banner
5	You carry magical arms.	+1 Dex, a magical weapon
6	A handwritten book of secrets about the noble families in the land.	+1 Int, a small book



## 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 Landless Noble begins with the following equipment: dagger, your favored weapon, chainmail (+4 AC), the signet ring of your house, a token from home, 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 warrior-rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a warrior-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. 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:** +2

**Armor:** The Landless Noble may wear any armor.

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

**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.

## 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	2,000	+1	13	16	12	15	14
3	4,000	+1	13	16	13	15	14
4	8,000	+2	13	16	13	15	14
5	16,000	+3	12	15	11	13	12
6	32,000	+3	12	15	11	13	12
7	64,000	+4	12	15	11	13	12
8	120,000	+5	12	15	11	13	12
9	240,000	+5	11	14	9	11	10
10	360,000	+6	11	14	9	11	10