

You grew up obsessed with ancient stories and songs, the oral history of your people. As a child, the stories told around the hearth at the inn and by traveling minstrels seemed more real to you than your own daily struggles in the village. Now that you have come of age, you keep the old stories, and your neighbors have come to respect your craft.

You have great presence and charm. Your Charisma begins at 12, and all of your other ability scores begin at 8.

## What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



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 in the village 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	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You mastered your art. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and a performance skill of your choice (such as singing, storytelling, or playing an instrument). The tables below will give you all your bonus skills from your class abilities. **What happened as you started your career?**

1d6	Whose stories held your attention the most?	Gain
1	Grandmother Weaver's tales of faeries, knights, and maidens filled your head with tales of adventure.	+2 Cha, +1 Int, Skill: Folklore
2	Your favorite nights were spent swapping tall-tales at the inn.	+2 Cha, +1 Con, Skill: Deceit
3	The village witch let you tag along often on her treks into the woods while you listened to her prattle about this and that.	+2 Wis, +1 Dex, Skill: Herbalism
4	The eldest sat with you outside of his house and told you the true tales.	+2 Int, +1 Cha, Skill: Ancient History
5	A charming man claiming to be from the great cities to the south stayed for a time in the village, teaching you all manner of things.	+2 Dex, +1 Wis, Skill: Pickpocketing
6	One of the old fishermen often took you on his trips and told you of the secrets the wilds hold.	+2 Con, +1 Str, Skill: Survival

1d6	What gets the best applause from your audience?	Gain
1	A plaintive and spellbinding song about lost innocence.	+2 Wis, a performance skill
2	Tricks and distractions.	+2 Dex, Skill: Sleight-of-Hand
3	A startling performance about a great hero of old.	+2 Str, Skill: Intimidation
4	Your stories of the history of your lands.	+2 Int, Skill: Ancient History
5	Telling your neighbors and travellers from nearby villagers about their own ancestry.	+2 Int, Skill: Folklore
6	A famous and well-loved tale of romance.	+2 Cha, Skill: Seduction



1d6	What happened to you that one night in the inn? <i>The player to your right was there when it happened.</i>	Gain
1	A drunk mercenary from the south was troubling the locals. You gave him a bit of your tongue and then threw him from the inn to the praise of your fellows. <i>The friend to your right struck him a blow, and gains +1 Str.</i>	+2 Str, Skill: Athletics
2	One of the hunters came with a strange and hideous beast from the woods, half dead and curled upon itself. Despite its state, it attacked the innkeep, but you interposed yourself and saved him. <i>The friend to your right drove it into the dark, and gains +1 Con.</i>	+2 Con, Skill: Athletics
3	Two spies from northern conquerors paid for room and board. You were able to overhear their plans and alert your neighbors. <i>The friend to your right ran from house to house to spread the word, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
4	A faerie prince (or so he said, to the mockery of most) stabled his horses and you spent the evening in a riddle contest. <i>The friend to your right secretly passed on a hint to you, and gains +1 Int.</i>	+2 Int, Skill: Folklore
5	The local lord came to stay amongst his people for an evening and they called on you in a panic. You were able to gain the lord's attention and make him think more favorably of the village. <i>The friend to your right spoke on the village's behalf as well, and gains +1 Wis.</i>	+2 Wis, Skill: Boasting
6	A famous minstrel from the south sat all night at the hearth and taught you and your friend many songs and tales. <i>The friend to your right learned a thing or two as well, and gains +1 Cha.</i>	+2 Cha, a performance skill

1d6	What was the best tip you ever got?	Gain
1	A beautiful musical instrument of strange make.	+2 Dex, an unusual instrument
2	The eternal affection of the innkeep.	+2 Wis, free room and board
3	A book of tales from faraway places.	+2 Int, a heavy tome
4	The love of a faerie noble.	+2 Con, the true name of a faerie
5	The purse of a rich man.	+2 Dex, 6d6 silvers
6	A sword of black steel crafted by alien hands.	+2 Str, a frightening blade



## 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 Local Performer begins with the following equipment: a dagger, simple clothing, a flamboyant cloak or hat, a small musical instrument, and 4d6 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.

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

## 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