

Every great mage was a student once. Some say the true heart of magic is the simple, practical work of the village witch. Your village, like many, had its own crone who tended the sick and blessed the fields. She chose you as her apprentice.

You are naturally intelligent and thoughtful. Your Intelligence and Wisdom begin at 10, 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



The witch chose you to be her apprentice and you began your training. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Herbalism*, and the cantrip *Hexing*. The tables below will tell you your other spells. **What else happened to you when you were her apprentice?**

1d6	What first caused the witch to choose you?	Gain
1	She was impressed by the old stories and lore that filled your head.	+3 Int, Skill: Folklore
2	No other six-year old had his own still.	+3 Cha, Skill: Brewing
3	You command respect wherever you go.	+3 Int, Skill: Intimidate
4	The woods where she wanders are your second home.	+3 Wis, Skill: Survival
5	Your craftsmanship.	+3 Dex, a trade skill of your choice
6	You always tend the sick in the village.	+3 Con, Skill: Herbalism

1d6	With what did the witch have power?	Gain
1	With colors and hues. She taught you the following magics: the spell Greater Illusion, the ritual Gather Mists, and the cantrip Glamour Weaving.	+2 Dex spells to left
2	With beasts. She taught you the following magics: the spell Call the Swarm, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis spells to left
3	With spirits and the unseen world. She taught you the following magics: the spell Whispering Wind, the ritual Unseen Servant, and the cantrip Second Sight.	+2 Int spells to left
4	With health and body. She taught you the following magics: the spell Healing Touch, the ritual Goodberry, and the cantrip Blessing.	+2 Wis spells to left
5	With things that grow. She taught you the following magics: the spell Pass without Trace, the ritual Staff of Might, and the cantrip Druid's Touch.	+2 Con spells to left
6	With people. She taught you the following magics: the spell Sense Nature, the ritual Witch's Watchman, and the cantrip Blessing.	+2 Cha spells to left



1d6	The witch was hard on you. How did you finally prove yourself to her? <i>The player to your right was there with you.</i>	Gain
1	Last summer you protected her from bandits in the forest and helped her escape the danger. <i>The friend to your right helped you fight them off while you aided the witch in escaping, and gains +1 Str.</i>	+2 Str Spell: Mystical Shield
2	For years you worked for her calmly and patiently, and never questioned her wisdom or authority. <i>The friend to your right often calmed you when you grew frustrated with your lot, and gains +1 Wis.</i>	+2 Wis Spell: Sanctuary of Peace
3	You watched her for many years and learned all the secrets of her garden. <i>The friend to your right often spent time there with you, keeping you company and learning at your side, and gains +1 Int.</i>	+2 Int Spell: Entanglement
4	While she was always helpful to them, the witch was never trusted by the superstitious villagers. You defended the witch when they blamed her for a drought and would have cast her out. <i>The friend to your right gave a rousing speech, and gains +1 Cha.</i>	+2 Cha Spell: Petrifying Gaze
5	You always paid close attention when the witch went into the woods, and you learned all of the hidden paths and mystical places there. <i>The friend to your right has often traveled these paths with you, and gains +1 Int.</i>	+2 Int Spell: Entanglement
6	One night a stranger came to rob the witch while she was in a deep trance. You caught him unawares and frightened him away, protecting your mistress. <i>The friend to your right helped you rout the robber, and gains +1 Cha.</i>	+2 Cha Spell: Terrifying Presence

1d6	Where is the witch now?	Gain
1	She still works in the village as she always has.	+2 Int, +4d6 silvers, 1 healing potion
2	She vanished one day; her location is a mystery even to you.	+2 Wis, the witch's hut
3	Recently, a dark spirit came to claim you. She died banishing it and protecting you.	+2 Con, the witch's charred staff
4	She went on a mission less than a week ago, leaving you in charge back home.	+2 Cha, a silver brooch showing your authority
5	She is in hiding, working on something secret.	+2 Int, a small crystal which can light your way
6	For long months she has been tending someone in dangerous pregnancy.	+2 Wis, a lucky charm



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 for each 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 Witch's Prentice 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 mage, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
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 6 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: d6

Initiative Bonus: +0

Armor: Mages may not wear any armor.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9