

You always dreamed of taking to the road, selling your wares, and making your fortune. Recently, you actually managed to come into possession of some goods, a cart, and a trusty mule. With a helpful ally by your side, your plan is to take to the road, help the village, and become a wealthy merchant.

You are savvy and charming. Your Intelligence and Charisma 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



You learned the ways of the merchant. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Appraisal*. The tables below will give you all your bonus skills from your class abilities. **How did you decide to begin your career?**

1d6	When did you first show aptitude for trading?	Gain
1	Before you had come of age you were able to name the value of every good at market. The other villagers came to rely on your keen eye.	+3 Int, Skill: Appraisal
2	You have never paid full price for a meal at the inn. At this point, the innkeep finds your constant haggling amusing.	+3 Cha, Skill: Haggling
3	When an unusual traveler from distant lands came to market two years ago, you recognized the value of several of his strange wares.	+3 Int, Skill: Forbidden Secrets
4	You briefly apprenticed with the best woodworker in town. In that time, you showed skill not just with the craft, but with getting the best buyer for each item.	+3 Dex, Skill: Carpentry
5	When a minor lady visited the town, you got her to forget your station and managed to buy a small piece of her jewelry for an affordable price.	+3 Cha, Skill: Haggling
6	Even as a child, you were never lost when you went wandering, and always knew the lay of the land and the directions of the roads.	+3 Con, Skill: Direction Sense

1d6	What other talent do you have?	Gain
1	You are tireless and love wandering in the lands surrounding the village.	+2 Con, Skill: Survival
2	You were always one of the best climbers in the village, and won your share of the foot races.	+2 Str, Skill: Athletics
3	With natural aptitude and the witch's guidance, you can name every berry and shoot in the forest.	+2 Wis, Skill: Herbalism
4	You have a good head for the old stories and are one of Grandmother Weaver's favorites.	+2 Int, Skill: Folklore
5	You can move very quietly while on the road or in the forest.	+2 Dex, Skill: Stealth
6	Though you do not always like to admit it, you can hide your motives and spin a tale very well.	+2 Cha, Skill: Deceit



1d6	Recently you got your hands on some valuable goods. How did you find your wares? <i>The player to your right was there when it happened.</i>	Gain
1	You came upon the scene of a battle in the forest and found an abandoned cart full of goods. <i>The friend to your right helped you find your way back quickly, and gains +1 Wis.</i>	+2 Wis, Skill: Direction Sense
2	Starting with a small bit of money, you made deal after deal last autumn at the festival until you ended up with a large pile of goods to sell. <i>The friend to your right followed you all day and convinced the tersest merchant to hear you out, and so gains +1 Cha.</i>	+2 Cha, Skill: Hagglng
3	When some travelers came to the inn and told stories of an abandoned cart far in the wilderness, you decided to follow their directions. <i>The friend to your right protected you on your dangerous journey, and gains +1 Con.</i>	+2 Con, Skill: Survival
4	A boastful nobleman from the south came to town and challenged all comers to a dice game. You beat him at his game and took his goods. <i>The friend to your right spotted a flaw the dice and showed you how to get them to land as you needed, and gains +1 Dex.</i>	+2 Dex, Skill: Gambling
5	Starting with two large backpacks full of herbs, you set out over difficult terrain to sell medicines to the mountain folk who needed them. After several trips, you have gathered enough to start trading in wider lands. <i>The friend to your right helped pull you up some of the steepest parts of the path, and gains +1 Con.</i>	+2 Con, Skill: Mountaineering
6	A woman with a touch of faerie about her came to town to barter last spring. She did not know the worth of her goods in your lands, and you made a very good trade with her. <i>The friend to your right first spotted her wares, and gains +1 Int.</i>	+2 Int, Skill: Appraisal

1d6	Who is your special helper?	Gain
1	A young man with a gift with animals.	+2 Wis, an ally
2	A cunning and clever lad who knows the roads.	+2 Int, an ally
3	A young woman who is quick on her feet.	+2 Dex, an ally
4	One of the veterans of an old war.	+2 Str, an ally
5	A retired peddler who wants to take to the roads again.	+2 Cha, an ally
6	The miller's daughter, who is a hearty traveler.	+2 Con, an ally



## 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 Adventurous Trader begins with the following equipment: dagger, nice clothes, your chosen weapon, your helper (counts as an ally), a cart and mule, 200 silvers' worth of goods (according to you, at least), 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.

## 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	13	15	14
2	1,500	+1	13	16	13	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