

As the eldest of your family, it has fallen to you to learn to rule, to lead men in battle, and to inspire your people. While you have only been tested once, you proved yourself well, and are now ready to earn the right to take your father's place.

You are strong and commanding. 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 were your best friends. Who else near your family's estates 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	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You trained to be a leader of men. You become a level 1 Warrior-Rogue. You gain the class abilities *Fortune's Favor*, *Highly Skilled*, and *Knacks*, as well as the skill *Command*. The tables below will give you all your bonus skills from your class abilities.

What have you learned about ruling?

1d6	You had many tutors when you were younger. Which was your favorite?	Gain
1	The captain of the guard, who taught you to command the respect of the men.	+2 Cha, Skill: Command
2	Your father's old scribe, who taught you your letters and lessons.	+2 Int, Skill: Ancient History
3	The weapon master, who showed you the ways of the sword.	+2 Str, Skill: Intimidation
4	A young bard, who taught you many old stories and songs.	+2 Cha, a musical skill of your choice
5	The captain of the hunt, with whom you rode for many long days throughout the lands.	+3 Con, Skill: Hunting
6	Your father's seneschal, who revealed the secrets of his craft.	+3 Wis, Skill: Estate Management

1d6	You take your duty seriously. How do you plan to honor your family?	Gain
1	You will always be the first to the fight.	+3 Dex, Knack: Fleet
2	When your people need you, you will protect them at all costs.	+3 Cha, Knack: Resilience
3	With great power, you will strike down the enemy of your people.	+3 Str, Knack: Great Strike
4	Using your wits and all that you have learned, you will outsmart the enemy and gain the upper hand.	+3 Int, Knack: Fleet
5	You will ward off all foes from your lands.	+3 Con, Knack: Defensive Fighter
6	You know that ruling involves more than conflict, and you will lead your people in peace as well as war.	+3 Wis, Knack: Defensive Fighter



1d6	When a barbarian warband came looking for plunder last winter, it fell to you to save the land. How did you handle your first real test? <i>The player to your right was there with you.</i>	Gain
1	You led the best men in a secret attack as the barbarians crossed your borders. <i>The friend to your right showed you the best path, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
2	You fought valiantly, but the barbarians prevailed. Men died, and your stores were ransacked. You've learned a hard lesson about the world. <i>The friend to your right was wounded in the battle but pulled through, and gains +1 Wis.</i>	+2 Wis, Skill: Survival
3	Facing the invaders head on, you conquered your foe and were cheered by the men. <i>The friend to your right helped hold the line against a cavalry charge, and gains +1 Str.</i>	+2 Str, Skill: Command
4	Trickery won the day, as you convinced the barbarians that there were richer lands to the south and sent them away without any bloodshed. <i>The friend to your right crafted the lie with you, and gains +1 Cha.</i>	+2 Cha, Skill: Deceit
5	You led the people behind the walls of the keep and repelled the attack. <i>The friend to your right told you that meeting them on the field was foolish and suggested the tactical retreat, and gains +1 Wis.</i>	+2 Wis, Skill: Socialize
6	Knowing that there is more than one way to win a war, you parlayed with the barbarian leader and convinced him to move on. <i>The friend to your right rode under the banner of truce with you and impressed the barbarians, and gains +1 Cha.</i>	+2 Cha, Skill: Diplomacy

1d6	When the barbarians withdrew, what did you find left on the field?	Gain
1	A colorful pelt from an unknown animal.	+2 Con, a strange bit of fur
2	Bracers of gleaming silver.	+2 Con, silver bracers
3	A small drum stitched with foreign runes.	+2 Wis, a magical drum
4	A small crate filled with phials of strange liquids.	+2 Int, four potions that you haven't been brave enough to drink yet
5	The clasp to a cloak, carved from a beast's tooth.	+2 Str, a broach
6	Sketched on a piece of hide, a map which marks several locations to the north.	+2 Dex, a dubious map



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 Future Warlord begins with the following equipment: a dagger, your favored weapon, chainmail (+4 AC), the tabard of your house, a very loud horn, and 2d6 +12 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 Future Warlord, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being the Future Warlord.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 4.
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: +1

Armor: The Future Warlord may wear any armor.

Fortune's Favor: Receive four 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.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. You Playbook gives you your first Knack. See p.8 in the "Core Rules" booklet for rules for the different Knacks and for gaining new ones.

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	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10