

You are not the eldest in your family. You are not the greatest warrior of your many siblings, or a diligent student of the arcane arts. Rather, you have a broad range of abilities, a sharp mind, and a winning smile. You've also dabbled in some things you probably shouldn't have. You know a bit of everything, and are rather bored with your situation.

You are intelligent 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	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 learned a bit of everything. You become a level 1 Rogue-Mage. You gain the class abilities *Highly Skilled* and *Spell Casting*, the skill *Etiquette*, and the cantrip *Second Sight*. The tables below will give you all your bonus skills, cantrips, and rituals from your class abilities.

### What did you do with yourself in your boredom?

1d6	How did you learn to get your way?	Gain
1	By lying when it suited you.	+2 Cha, +1 Wis, Skill: Deceit
2	By gathering all the information you could.	+2 Int, +1 Con, Skill: Stealth
3	By charming the court with your gifts.	+2 Cha, +1 Dex, a performance skill
4	By crafting valuable goods.	+2 Dex, +1 Str, a crafting skill
5	Through strength and intimidation.	+2 Str, +1 Con, Skill: Intimidation
6	By knowing more than your peers.	+2 Int, +1 Wis, Skill: Forbidden Secrets

1d6	What was your favorite pastime?	Gain
1	Going out on noble hunts.	+2 Wis, Skill: Hunting
2	Long rides throughout the lands of the estate.	+2 Con, Skill: Riding
3	Spying on visiting nobles and learning their business.	+2 Dex, Skill: Alertness
4	Climbing every wall and ruin for miles around.	+2 Str, Skill: Athletics
5	Spending hours reading the old tomes in the library.	+2 Int, Skill: Ancient History
6	Roughing it with the peasants who live around the estate.	+2 Cha, Skill: Folklore



1d6	You dallied with forces beyond your ken. How did you save yourself with the help of a friend? <i>The player to your right was there with you.</i>	Gain
1	You loosed a shadow upon the world, but hunted it and sealed it again beyond the dark. You gain the cantrip Mage Light and the ritual Circle of Protection. <i>The friend to your right tirelessly hunted with you and helped you cast the great banishing spell, and gains +1 Int.</i>	+2 Int, Skill: Survival, cantrip and ritual to left
2	A minor spirit was playing tricks on those around the castle, but you bound it to your will. You gain the cantrip Hexing and the ritual Unseen Servant. <i>The friend to your right still helps you think of the best uses for your invisible friend, and gains +1 Wis.</i>	+2 Wis, Skill: Alertness cantrip and ritual to left
3	You learned of a creature of darkness who was leading a band of marauders against the keep. You stood against it yourself in the battle. You gain the cantrip Mage Light and the ritual Mage Armor. <i>The friend to your right slew the enemy's lieutenant in the battle, and gains +1 Str.</i>	+2 Str,, Skill: Athletics, cantrip and ritual to left
4	A spirit whispered to you the tricks of the fae as you slept at night. You gain the cantrip Glamour Weaving and the ritual Witch's Watchman. <i>The friend to your right heard the voices too and is now somewhat touched, and gains +1 Cha.</i>	+2 Cha, Skill: Stealth, cantrip and ritual to left
5	A mighty sorcerer visited the keep, and you learned much from him that is strange to other men. You gain the cantrip Conjure Sound and the ritual Gather Mists. <i>The friend to your right sat at his feet and learned many old tales with you, and gains +1 Int.</i>	+2 Int, Skill: Forbidden Knowledge, cantrip and ritual to left
6	When a visiting noble came with an odd trinket and ill intentions, you and a friend stole this most prized possession. You gain the cantrip Glamour Weaving and the ritual Arcane Experiment. <i>The friend to your right helped you lift the magical bauble and banish the meddling noble from the keep, and gains +1 Int.</i>	+2 Int, Skill: Pickpocketing, cantrip and ritual to left

1d6	You have amassed an assortment of oddities throughout your life, some of which you don't even remember. What is your favorite?	Gain
1	The favor of a pretty peasant.	+2 Cha, a token of love
2	A magical trinket.	+2 Int, a small carved bird that talks
3	Your father's sword.	+2 Str, the blade of your house
4	A fae flower that never wilts.	+2 Con, an ordinary seeming flower
5	A symbol of protection against Chaos.	+2 Wis, a silver brooch
6	A beautifully made instrument.	+2 Cha, a small musical instrument



## 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 Gifted Dilettante begins with the following equipment: a dagger, a weapon of your choice, leather armor (+2 AC), a bit of food and drink, a very attractive cloak, pouches full of oddments, 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 Gifted Dilettante, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being the Gifted Dilettante.
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 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:** The Gifted Dilettante may wear leather armor.

**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.

**Spell Casting:** The Gifted Dilettante may cast cantrips and rituals but not spells. Your Playbook has given you your starting magics.

## 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	2,500	+1	13	16	12	15	14
3	5,000	+1	13	16	13	15	14
4	10,000	+2	13	16	13	15	14
5	20,000	+3	12	15	11	13	12
6	40,000	+3	12	15	11	13	12
7	80,000	+4	12	15	11	13	12
8	150,000	+5	12	15	11	13	12
9	300,000	+5	11	14	9	11	10
10	450,000	+6	11	14	9	11	10