

You spent your youth learning the art of magic, but have since settled down in the village. Now events have caused you to befriend a group of youths who live near your home. You know many things about the world that they do not, but they may be the key to solving lingering problems from your past.

You are a wise scholar. Your Intelligence and Wisdom begin at 10, and all of your other ability scores begin at 8.

## Everyone was a child once. How did you grow up?

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 are your closest companions. Besides this ragtag group of kids, whom else did you befriend when you settled here?	Gain
1	The watchman trusts your advice.	+2 Str, +1 Cha
2	The fishermen take you with them sometimes.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the elders remembers your wanderings and enjoys your long talks.	+2 Int, +1 Dex
5	Grandmother Weaver respects your wisdom and honors you.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needs help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary likes to share stories with you.	+1 Dex, +1 Con, +1 Wis



You learned the art of magic and settled in the village. You become a level 2 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Folklore*, the cantrip *Mage Light*, and the rituals *Last Call* and *Wizard's Home*. The tables below will tell you your other spells. **What has your life as a recluse wizard been like?**

1d6	What sort of magic do you practice?	Gain
1	You practice magic of truth, clarity, and light. You know the following magics: the spell Clear Eyes, the ritual Arcane Experiment, and the cantrip Second Sight.	+2 Int spells to left
2	You know the dark arts of necromancy and spirit binding. You know the following magics: the spell Reanimation, the ritual Unseen Servant, and the cantrip Second Sight.	+2 Int spells to left
3	You are a great illusionist. You know the following magics: the spell Greater Illusion, the ritual Unseen Servant, and the cantrip Glamour Weaving.	+2 Int spells to left
4	You know the magic of growing things and green gardens. You know the following magics: the spell Entanglement, the ritual Good Berry, and the cantrip Druid's Touch.	+2 Wis spells to left
5	Most of your art is devoted to protecting your magical house. You know the following magics: the spell Bar the Way, the ritual Witch's Watchman, and the cantrip Glamour Weaving.	+2 Int spells to left
6	You speak words of power and people are compelled to listen. You know the following magics: the spell Commanding Word, the ritual Staff of Might, and the cantrip Hexing.	+2 Wis spells to left

1d6	What is your relationship with the witch in this village?	Gain
1	She considers you a close friend and ally.	+2 Wis, Skill: Herbalism
2	While she knows you have a good heart, she disapproves of your strange magic.	+2 Int, Skill: Forbidden Secrets
3	You and the witch are friends but also rivals.	+2 Wis, Skill: Folklore
4	The witch keeps her distance from you and rarely speaks in your presence.	+2 Int, Skill: Forbidden Secrets
5	The witch appreciates you and likes your help, but wishes you would get out of the house more often.	+2 Int, Skill: Ancient History
6	She appreciates your sharp mind and likes to debate philosophy with you.	+2 Int, Skill: Logic



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Int and -1 Cha, and shares this event with you.</i>	Gain
1	A large band of thieves with whom you had dealings before came to steal from you. <i>The pupil to your right spotted them when they entered the village and warned you, and gains +1 Wis.</i>	+1 Wis Spell: Shared Vision
2	When your garden became overgrown and unruly, the youth showed up and started beating back the weeds, unasked. <i>The pupil to your right discovered unknown talents and always returned to help, and gains +1 Str.</i>	+1 Str Spell: Phantom Skill
3	A band of mercenaries were in town at the market, looking for you. <i>The pupil to your right helped you avoid them and sneak back to your secret home, and gains +1 Dex.</i>	+1 Dex Spell: Veil of Sleep
4	A mighty barbarian warrior from the north swore long ago to see your end. <i>When this villain came to town but could not harm you, the pupil to your right struck him from behind and helped you dump the unconscious warrior in the wilderness, and gains +1 Wis.</i>	+1 Wis Spell: Sanctuary of Peace
5	A powerful demon who hunts you came to town, seeking vengeance for past wrongs. <i>The pupil to your right was unafraid of the spirit and barred its way with iron, and gains +1 Int.</i>	+1 Int Spell: Abjuration
6	One of your former master's rivals is now a mighty lich. This lich sent a band of skeletal warriors against the village. <i>The pupil to your right assembled the villagers in a safe space while you prepared your magic, and gains +1 Cha.</i>	+1 Int, Spell: Evade the Dead

1d6	What special place do you have in or around your house?	Gain
1	A hidden and very well protected basement.	+1 Con, a cellar
2	An attic which houses a family of intelligent bats.	+1 Cha, an attic
3	A small ring of standing stones which you have been erecting for years.	+1 Str, a ring of stones
4	A fully stocked workshop on the south end of the home.	+1 Dex, a workshop
5	A well-stocked and scholarly library.	+1 Int, a library
6	A garden filled with wondrous fruits and herbs.	+1 Wis, a garden



## 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 Recluse Wizard begins with the following equipment: a dagger, comfortable robes and ordinary clothes, your own strange house on the outskirts of the village, some impending visitors from your past, the components for your rituals, 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 2 mage, you have a BAB of +1.
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. To start, your hit points are 6 plus your Constitution bonus. Add 1d6 + Con bonus for your second level.
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