

Thrust by fate into the eternal struggle between Law and Chaos, you now serve as a champion of one of the great powers. Whether in this world or on other planes, you travel the Cosmos, forever fighting in an incomprehensible struggle. But are you player or pawn?

You are strong and wise. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

## WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what land do you hail?	Gain
1	A prosperous and outward-looking kingdom on the southern continent.	+2 Cha, +2 Int, Skill: Gossip
2	You were born to wanderers on a boat in the northern seas.	+2 Dex, +1 Con, +1 Wis, Skill: Sailing
3	Your nearby island was only recently subjugated by the Great City. The wounds are fresh.	+2 Wis, +1 Int, +1 Str, +1 Con
4	You were raised to roam in outrigger canoes amongst the many islands of the great archipelago.	+2 Dex, +1 Str, +1 Con, Skill: Athletics
5	The child of a warrior tribe, you were born under your mother's shield and raised to bear your father's arms.	+2 Str, +2 Con, +1 Cha
6	Your homeland, miles from the sea, was ruled by the cruel priests of the sky gods.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	Your home was a large and crowded city overrun with crime and poverty.	+2 Dex, +2 Cha, Skill: Stealth
8	You grew up on the steps of the walled library of a city-state far to the south praised for its knowledge.	+2 Int, +1 Dex, +1 Wis, a knowledge skill of your choice
9	You come from a city-state proud of its arms, its wisdom, and its lasting alliances.	+2 Str, +2 Int, +1 Cha
10	You grew up under the rule of a god-king along a fertile river stretching through the Trackless Sands.	+1 Str, +1 Con, +1 Int, +1 Wis, Skill: Etiquette
11	Your home is ruled by great merchant guilds who almost rival the power of the great city.	+2 Cha, +1 Wis, +1 Dex, Skill: Haggling
12	Your home is far from here, in the distant east, a land of very different customs.	+1 Dex, +1 Con, +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	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+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

You became a participant in the cosmic struggle. You become a level 2 warrior. You gain the class abilities Knacks, Weapon Specialization, and Champion. You learn the skill Cosmic Lore. The tables below will further define your class abilities.

## HOW DID YOU BECOME TRAPPED IN THE STRUGGLE?



1d6	When you first entered the war between Law and Chaos, on which side did you fight?	Gain
1	After leading a relatively ordinary life, you were called to defend other planes in your dreams, always battling foes and witnessing the destruction of worlds. You are a champion of Law.	+2 Int, +1 Con, Weapon Specialization: Longsword
2	An alien and incomprehensible warband descended upon your homeland. Determined to save your home, you were unwittingly drawn into a larger conflict. You strive for balance, that human worlds might survive the cosmic struggle. You are a champion of the Balance.	+2 Str, +1 Con, Weapon Specialization: Battle Axe
3	Boarding a strange ship one night, you sailed long and far on the seas of fate, adventuring across the Cosmos. You still trade favors with the ship's strange captain. You are a champion of Chaos.	+2 Wis, +1 Dex, Weapon Specialization: Longsword
4	An enigmatic sorcerer from distant lands convinced you to journey with him to the Hills of Enchantment, where you slew his rival and angered a sleeping god. The forces of Chaos still seek their revenge. You are a champion of Law.	+2 Str, +1 Cha, Weapon Specialization: Great Sword
5	A fickle goddess of Chaos had long watched over you and, when you came of age, she transported you to a faraway war. You follow her still. You are a champion of Chaos.	+2 Con, +1 Int, Weapon Specialization: Longsword
6	As a youth you traveled with a caravan of merchants. After becoming lost in a seemingly endless desert, you found yourself in an eternal city where you feasted with the gods. Those same gods of Chaos grant you favor to this day. You are a champion of Chaos.	+2 Con, +1 Cha, Weapon Specialization: Spear

1d6	What brought you to the great city?	Gain
1	Following a great sea battle, you washed ashore here and no longer know any other home.	+2 Str, Skill: Command
2	After being cast away on an island by a rival champion, you were found by the imperial fleet.	+2 Con, Skill: Survival
3	A priest aligned with you in the Cosmic struggle summoned you here and now houses you in the temple.	+2 Int, Skill: Cosmic Lore
4	A noblewoman who wrongly fancies herself a player in the Cosmic struggle brought you here and considers herself your patron.	+2 Cha, Skill: Etiquette
5	You rescued a confused thief from a prison on another plane and returned him here to his home.	+2 Wis, Skill: Direction Sense
6	Guided by dreams, you made your way to the city in search of a rival champion.	+2 Int, Skill: Investigation



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	You meet often with a priest of one of the city's many gods.	+2 Wis, +1 Int
5	You like to share stories of your travels with a retired pirate captain near the harbor district.	+1 Str, +1 Dex, +1 Cha
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha

1d6	How were you most recently embroiled in the cosmic struggle? <i>The player to your right was there with you.</i>	Gain
1	After angering a local sorcerer, you were transported to another realm where you battled with demons. <i>The friend to your right bravely faced their prince, and gains +1 Str.</i>	+2 Str, Knack: Resilience
2	In a strange fit caused by an otherworldly power, you struck down an innocent friend as part of some god's game. <i>The friend to your right helped console you after the deed, and gains +1 Con.</i>	+2 Con, Knack: Great Strike
3	You traveled to a distant island and slew an ancient and powerful sorceress. <i>The friend to your right guided you on your long journey, and gains +1 Con.</i>	+2 Con, Knack: Fleet
4	You journeyed to barbaric lands, far in the west, and slew a warlord there while in the company of ordinary mercenaries who knew nothing of the Cosmic struggle. <i>The friend to your right tricked the warlord's champion, and gains +1 Dex.</i>	+2 Dex, Knack: Great Strike
5	With whispering voices constantly in your ear, you destroyed three temples in the great city in a single night. <i>The friend to your right helped you escape the authorities, and gains +1 Dex.</i>	+2 Dex, Knack: Resilience
6	You found an obsidian portal in the storerooms of an ordinary inn and stepped into another world. <i>The friend to your right battled an immense monster with you there, and gains +1 Str.</i>	+2 Str, Knack: Weapon Specialization



1d6	What sign of the struggle do you bear?	Gain
1	A silken standard bearing one of the Cosmic signs.	+2 Cha, a banner
2	An enchanted weapon of alien origin.	+2 Dex, a magical weapon
3	Armor bearing your allegiance.	+2 Con, ornate armor
4	A small boat which sails to other worlds.	+2 Wis, an otherworldly skiff
5	The hand of a dead god.	+2 Str, a jewelled gauntlet
6	An eight-legged steed who bears no other.	+2 Int, an ally

## FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Cosmic Champion begins with the following equipment: a dagger, your favored weapons, a steel breastplate and chain armor (+6 AC), a token of Law, Chaos, or the Balance, a pack and supplies for several weeks, and no money!
- Pick an alignment. Your character may be lawful, chaotic, or neutral. You are a sworn champion of Law, Chaos, or the Balance. See p.23 of *Through Sunken Lands*.
- Your Base Attack Bonus comes from your class. As a level 2 warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

# 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:** d10

**Initiative Bonus:** +1

**Armor:** Warriors may wear any armor.

**Weapon Specialization:** All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

**Knacks:** Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

**Champion:** While any hero can swear an allegiance, the Cosmic Champion begins the game sworn to Law, Chaos, or the Balance. Rules for swearing allegiance can be found on p.23 of *Through Sunken Lands*. Your tables have revealed the force to which you are pledged, but you still have some powers to select.

## 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