

The great city is host to the temples of a thousand gods. It is your job to keep one of those holy sites. At times, your god bids you do other things, and so you take to the streets of the city, or sail to a distant land. In all things you seek to appease your deity and spread its influence in the world.

You are learned and pious. Your Intelligence and Wisdom begin at 10, and all of your other ability scores begin at 8.

## WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the great city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore

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 devotee in one of the temples. You become a level 2 mage. You gain the class abilities Sense Magic and Spellcasting. You learn the skill Religious Lore, the cantrip Blessing, and the ritual Aura of Power. The tables below will further define your class abilities.

## HOW DID YOU COME TO YOUR GOD?



1d6	Which god do you follow?	Gain
1	One of the elemental lords or ladies. You learned the following magics: the cantrip Second Sight, the spell Element's Command, and the ritual Endure the Elements.	+2 Int, +1 Con, Skill: Athletics, magic to left
2	A many-faced demon prince of Chaos. You learned the following magics: the cantrip Second Sight, the spell Abjuration, and the ritual Hand of the Harpy.	+2 Int, +1 Str, Skill: Forbidden Secrets, magic to left
3	An unerring lady of Law. You learned the following magics: the cantrip Second Sight, and the spells Clear Eyes and Abjuration.	+2 Int, +1 Con, Skill: Investigation, magic to left
4	An unpopular god whose cult originated in foreign lands. You learned the following magics: the cantrip Conjure Sound, the spell Blight of Loneliness, and the ritual Staff of Might.	+2 Wis, +1 Int, Skill: Deceit, magic to left
5	One of the rulers of beasts. You learned the following magics: the cantrip Beast Ken, the spell Wild Call, and the ritual Bind Familiar.	+2 Wis, +1 Con, Skill: Survival, magic to left
6	The unknowable Cosmic Balance. You learned the following magics: the cantrip Mage Light, the spell Clear Eyes, and the ritual Hidden Sanctum.	+2 Int, +1 Con, Skill: Alertness, magic to left

1d6	What sort of temple do you tend in the great city?	Gain
1	Your god's temple is a magnificent structure, built by wealthy patrons sparing no expense.	+2 Cha, Ritual: Foresight
2	The temple of your god is a hidden and secret place, appearing as a simple home, inn, or shop from the outside.	+2 Dex, Ritual: Witch's Watchman
3	You tend your god's altar under the open skies in a great pavilion within the temple district.	+2 Con, Ritual: Mage Armor
4	Your god's temple also houses the altars of three rival deities, and worshippers often participate in ritual combat with one another.	+2 Str, Ritual: Feast's Blessing
5	The temple of your god is a plain but beautiful structure of unadorned marble.	+2 Int, Ritual: Magic Stones
6	Your god's altar is housed in a building formerly dedicated to a fallen and forgotten god of ancient times.	+2 Wis, Ritual: Circle of Protection

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A priest of another god likes to share drinks with you while debating theology and the cosmos.	+1 Con, +1 Int, +1 Wis
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	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	A rich man who keeps an elaborate garden behind his villa has you over for dinner some nights.	+2 Wis, +1 Dex
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	Guided by a vision from your god, you went on a quest to distant lands. <i>The player to your right was there with you.</i>	Gain
1	On a strange ship made from alien materials, you sailed to another world and sealed one of your god's rival in a cosmic prison. <i>The friend to your right convinced a band of warriors to join you on your journeys, and gains +1 Cha.</i>	+2 Cha, Spell: Commanding Word
2	Your god bid you to construct an edifice in its honor on a small and forgotten island in the west. <i>The friend to your right found an ancient map which led to the island, and gains +1 Int.</i>	+2 Int, Spell: Great Endurance
3	A champion of a rival god came from the east at the head of a small warband and began pillaging islands. <i>The friend to your right helped you lead a small mercenary contingent against the champion in battle, and gains +1 Cha.</i>	+2 Cha, Spell: Inspiration
4	You set out on an expedition in search of a graven stone record of your god's origins. <i>The friend to your right helped you decipher the runes, and gains +1 Int.</i>	+2 Int, Spell: Sanctuary of Peace
5	Your god bid you journey to the southern continent and bring back to the great city a new throng of worshippers. <i>The friend to your right was somehow able to book passage back to the city for such a great number, and gains +1 Wis.</i>	+2 Wis, Spell: Swift Step
6	To the west, in the dense forests of Zukar, your visions led you to the home of a wounded priest of your deity. <i>The friend to your right saved you from an ambush by strange beasts, and gains +1 Wis.</i>	+2 Wis, Spell: Healing Touch



1d6	What sign of your god do you bear?	Gain
1	An ornamented staff of office.	+2 Wis, a great staff
2	A ritual dagger.	+2 Int, an ornamented blade
3	A brooch of pure platinum.	+2 Cha, a valuable brooch
4	A ring bearing your god's sign.	+2 Str, a gold ring
5	An amulet of unknown origin.	+2 Con, a strange necklace
6	A set of obviously holy garments.	+2 Dex, fine vestments

## 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 Temple Keeper begins with the following equipment: priestly robes, a weapon of your choice, a temple and its staff, an assistant priest of lesser rank (this is an ally), and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- 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 6 plus your Constitution bonus to start, then 1d6 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.

# 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