

At a young age you were inducted into to the Wizards' Guild of the city. You were occasionally allowed to visit your family but most of your life has been within the Colleges of Magic.

You are very smart and quick-witted. Your Intelligence begins at 12, and all of your other ability scores begin at 8.

### What was your childhood like?

1d12	What did your parents do in the city? What did you learn from them?	Gain
1	You were an urchin and were brought up on the streets.	+2 Con, +2 Dex, Skill: Cutpurse
2	Your family is from the underclass: bawds, harlots, smugglers and beggars.	+2 Int, +1 Str, +1 Cha, Skill: Streetwise
3	Your father was a sailor and rarely at home. You learned the ropes.	+1 Str, +2 Dex, +1 Wis, Skill: Rope Use
4	Your father was a soldier who fell in battle. A widow's pension kept you.	+2 Str, +1 Con, +1 Dex, +1 Wis
5	Your parents worked in service to a wealthy or noble family	+2 Con, +1 Dex, +1 Cha, Skill: Rope Use
6	Your father was a peddler of odds and ends and your mother, a street performer.	+2 Con, +1 Int, +1 Cha, Skill: Scrounging
7	Your father was in the guard and kept the peace.	+2 Str, +1 Con, +1 Wis, Skill: Rope Use
8	You come from a minor merchant family that traded in imports and exports.	+2 Cha, +1 Wis, +1 Int, Skill: Haggling
9	Your parents were scribes or scholars and you grew up around ink and parchment.	+2 Int, +2 Wis, Skill: Knowledge*
10	Your family had an inn or a tavern and welcomed travellers.	+2 Cha, +1 Int, +1 Dex, +1 Wis
11	Your father was a member of a guild and taught you the craft.	+2 Dex, +1 Int, +1 Str, Skill: Craft*
12	Your parents were artisans and they taught you how to make works of art.	+1 Int, +1 Dex, +1 Cha, +1 Wis, Skill: Art*



\*see below

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 in the city befriended you while you were growing up?	Gain
1	You helped out the labourers on the dockside or the wagon yards	+2 Str,+1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex,+1 Wis.
3	You went on long caravan trips to nearby towns.	+2 Con,+1 Int
4	The old folks of the neighbourhood taught you the old card games.	+2 Int,+1 Dex
5	The bakers paid you in warm bread to deliver his goods at dawn.	+2 Wis,+1 Str
6	You had a romance with a member of a family that was forbidden.	+2 Cha,+1 Con
7	You worked with the charitable folks that give food to the destitute.	+1 Str,+1 Int,+1 Cha
8	The captain of the watch took a liking to you.	+1 Dex,+1 Con,+1 Wis



The Guild of Wizards accepted you as an apprentice. You become a level 1 Mage. You gain the class abilities Sense Magic and Spell Casting, the skill Arcane Lore, and the cantrip *Glamour Weaving*.

#### What happened to you as you learned the ways of magic?

1d6	What role did the Guild perform in the city?	Gain
1	They hold the libraries and produce the sages of the city.	+3 Int, Skill: Ancient History
2	They operate as a secret police and spy agency.	+3 Dex, Skill: Stealth
3	They produce magical displays, marvels and wonders for the city.	+3 Cha, an art skill skill of your choice
4	Alchemists and creators of items and wonders and remedies.	+3 Dex, a crafting skill of your choice
5	Wise oracles and a council of elders supplying advice to the rulers.	+3 Wis, Skill: Politics
6	War wizards in the defence of the city.	+3 Cha Skill: Command

1d6	What sort of College of Magic did you attend?	Gain
1	A school of War-Mages. You learned the following magics: the spell Magic Missile, the ritual Mage Armour, and the cantrip Hex	+2 Con, spells to left
2	A school of Illusionists. You learned the following magics: the spell Greater Illusion, the ritual Witch's Watchmen, and the cantrip Conjure Sound	+2 Cha, spells to left
3	A school of Elementalists. You learned the following magics: the spell Burning Hands, the ritual Gather Mists, and the cantrip Mage Light	+2 Dex, spells to left
4	A school for Summoners. You learned the following magics: the spell Wild Call, the ritual Steed of the Sorcerer, and the cantrip Beast Ken.	+2 Wis, spells to left
5	A school for Vivamancers . You learned the following magics: the spell Healing Touch, the ritual Bind Familiars, and the cantrip Blessing	+2 Wis, spells to left
6	A school for Necromancers. You learned the spell Reanimation, the ritual Unseen Servant and the cantrip Second Sight	+2 Int, spells to left



1d6	You faced the Apprentice's Gauntlet in order to graduate from the College and become a Mage. What did you face in the Trials? <i>You were allowed to choose one companion: the player to your right.</i>	Gain
1	You were forced to learn your limits when you faced a Wight. <i>The friend to your right fled with you and still trembles at the memory +1 Con.</i>	+2 Con, Spell: Evade the Undead
2	You were assaulted by a dark spirit of fear but you found courage in your being. <i>You also inspired your friend to your right who receives +1 Cha.</i>	+2 Cha, Spell: Word of Courage
3	You fought hand to hand with an Ogre using your magic to guide your weapon. <i>Your friend to your right fought at your side +1 Dex.</i>	+2 Dex, Spell: True Strike
4	You were surrounded by creatures of darkness but you called upon the Light. <i>Your friend to your right stood by your side when all seemed lost +1 Wis.</i>	+2 Wis, Spell: Flash of Brilliance
5	Your friend was possessed by a demonic spirit but you managed to force it back to Hell. <i>Your friend to your right still recalls the horrible experience +1 Wis.</i>	+2 Wis, Spell: Abjuration
6	You faced a terrible Harpy whose song assailed you. You were able to call the Winds of silence. <i>Your friend to your right surprised the harpy and slew it +1 Int</i>	+2 Int, Spell: Silence

1d6	What did the College of Magic award you with upon passing the Gauntlet?	Gain
1	A phial of green liquid.	+2 Con, <i>a healing potion (1d10 HP)</i>
2	The Guild robes that mark you as a Magician and a member.	+2 Cha, <i>a magical robe</i>
3	An enchanted object granted as reward for your achievements.	+2 Dex, <i>a small crystal to light your way</i>
4	A silver signet ring carved with your personal wizard's sigil and runes that display your affiliation to the Guild.	+2 Wis, <i>A silver ring and the Ritual: Wizard's Mark</i>
5	A rune dagger for rituals and supernatural foes.	+2 Str, <i>A silver dagger</i>
6	An impressive rune carved wizard's staff made by the Guild.	+2 Int, <i>A staff and the Ritual: Wizard's Staff</i>



1d6	Art	Craft	Knowledge
1	Painting	Tailor	History
2	Engraving	Carpenter	Scribe
3	Sculpture	Blacksmith	Geography
4	Composition	Weaver	Forbidden Lore
5	Playwright	Stonemason	Astronomy
6	Embroidery	Locksmith	Ancient Language

\*Players may either choose an art, craft or skill (with GM approval) or roll on the table left.

## FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, re-cord your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equip-ment, as well as any other pieces of gear you may want to buy. The Magicians' Guild Apprentice begins with the following equip-ment: a dagger, embroidered robes, components for one ritual, a very impressive staff, and 3d6+6 silvers..
- Pick an alignment. Your character may be Lawful, Cha-otic, 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 1 mage, you have a BAB of +0
- 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.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weap-ons 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