

You were found in swaddling clothes beneath an ancient standing stone near the village, a fae token on your breast. Some of the villagers were kind and took you in to raise you as their own. You have a natural gift with magic and, while some are still distrustful of your strange appearance, you have made fast friends with some of the other village children.

You are quick and inquisitive. Your Dexterity and Intelligence begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your adopted parents do in the village? What did you learn from them?	Gain
1	A strange hermit raised you just outside of the village.	+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 were your best friends. Who else in the village 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	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



As you grew up you learned more of your faerie heritage. You become a level 1 Warrior-Mage. You gain the class abilities *Knacks*, *Sense Magic*, and *Spellcasting*, and the skill *Faerie Lore*. The tables below will give you your spells and further define your class abilities. **What have you learned?**

1d6	What marks you as a child of the fae?	Gain
1	Strangely shaped or colored ears.	+3 Wis, Skill: Alertness
2	Eyes of an unusual color and intensity.	+3 Cha, Skill: Forbidden Secrets
3	A wicked strength in your gnarled hands.	+3 Str, Skill: Intimidation
4	Your tall frame and ethereal presence.	+3 Dex, Skill: Command
5	You had a wizened and clever look, even as a babe.	+3 Int, Skill: Ancient History
6	A wild way about your every move.	+3 Con, Skill: Survival

1d6	What sort of fae magic do you wield?	Gain
1	The woods cover your tracks in honor of your ancestors.	+2 Wis, Spell: Pass without Trace
2	You befuddle mortals with glamour and beauty.	+2 Dex, Spell: Greater Illusion
3	Your lineage is one of darkness and the fae realms beneath the earth.	+2 Int, Spell: Conjure Darkness
4	Mortals tremble before the light of your presence.	+2 Cha, Spell: Terrifying Presence
5	Like the household faeries of village legend, you can make whole that which was broken.	+2 Dex, Spell: Tinker's Gift
6	The unseen is clear before your eyes.	+2 Wis, Spell: Sense Nature



1d6	As you came of age, your faerie heritage created an unexpected problem for you. What was it? <i>The player to your right was there when it happened.</i>	Gain
1	While wandering in the woods near the village, a trickster faerie took a liking to you and decided to follow you everywhere you went. <i>The friend to your right helped you trick the mischievous sprite into leaving you be, and gains +1 Cha.</i>	+2 Cha, Spell: False Friend
2	A traveler from the south took you for a desperate soul under the sway of a demon and attempted an exorcism. <i>The friend to your right helped you escape, and gains +1 Dex.</i>	+2 Dex, Spell: Veil of Sleep
3	The Erl King himself held court in a hidden grove and sent an emissary to invite you. <i>The friend to your right came to learn of the fae, and gains +1 Int.</i>	+2 Int, Spell: Commanding Word
4	A fair but wicked knight rode into the village from the forest and challenged you to a duel. <i>The friend to your right acted as your faithful second, and gains +1 Str.</i>	+2 Str, Spell: True Strike
5	The sluagh flew into the village from the west and you protected your friends and loved ones from their attack. <i>The friend to your right stood beside you against their onslaught, and gains +1 Con.</i>	+2 Con, Spell: Mystical Shield
6	When a babe went missing last winter, suspicious villagers whispered that you had taken it to your faerie family. <i>The friend to your right reminded everyone that you had always been fair and kind, and gains +1 Wis.</i>	+2 Wis, Spell: Inspiration

1d6	When your foster parents found you, what token was left in your swaddling clothes?	Gain
1	A finely engraved silver leaf.	+2 Wis, a symbol of the wilds
2	A frightening figure made of twigs and human hair.	+2 Int, a cursed doll
3	The skin of a winter wolf.	+2 Str, a heavy fur
4	A beautifully carved goblet of ivory.	+2 Dex, a faerie chalice
5	Three golden hairs.	+2 Cha, a most precious gift
6	A stone rose.	+2 Con, a stone carving



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 Fae Foundling begins with the following equipment: dagger, peasant's clothing, your chosen weapon, leathers, a loving foster family, an unusual trait of your choice (examples: hair of ivy, small horns, a tail, a disturbingly melodious voice, the strong scent of flowers), 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 1 Warrior-Mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior-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 8 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 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: +1

Armor: The Fae Foundling may wear leather armor.

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.8 in the "Core Rules" booklet for rules for the different Knacks and for gaining new ones.

Spell Casting: The Fae Foundling may only cast spells.

Sense Magic: see 'Core Rules' p.10.

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	2,500	+2	14	17	15	17	16
3	5,000	+3	13	16	14	14	15
4	10,000	+4	13	16	14	14	15
5	20,000	+5	11	14	12	12	13
6	40,000	+6	11	14	12	12	13
7	80,000	+7	10	13	11	11	12
8	150,000	+8	10	13	11	11	12
9	300,000	+9	8	11	9	9	10
10	450,000	+10	8	11	9	9	10