

You were a common villager like any other. One day, however, you discovered an underground complex near the village filled with ancient gold and many dangers. You made it out with your life, newfound wealth, and a fabulous story. You have an inkling that you could put together a group to go to other such places, but only the kids seem interested in your crazy ideas.

You are agile and intelligent. Your Dexterity and Intelligence 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, but you remember all of your father's stories.	+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	You have an uneasy friendship with the suspicious watchman.	+2 Str, +1 Cha
2	The fishermen have come to rely on your steady hands.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the village elders is always eager to tell you another story.	+2 Int, +1 Dex
5	Grandfather Miller thinks you foolish but likes you nonetheless.	+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 shares your dreams of riches.	+1 Dex, +1 Con, +1 Wis



Your life changed when you stumbled upon the treasure. You become a level 2 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Trapping*. The tables below will further define your class abilities.

What happened to you when you entered the dungeon?

1d6	What led you to your find?	Gain
1	You stumbled on an ancient bit of writing which described a great treasure hidden somewhere near the village.	+2 Int, Skill: Ancient History
2	A stranger was visiting the inn one night, blathering about a network of haunted caves somewhere in the woods.	+2 Cha, Skill: Gossip
3	The witch put crazy ideas in your head about a hidden treasure, then left with a knowing wink. You wandered far trying to follow her hints.	+2 Con, Skill: Survival
4	A group of foolish heroes stayed at the inn one night, spoke of their quest, and then left the village. You followed them unseen.	+2 Dex, Skill: Stealth
5	You were climbing in the hills one day and caught sight of a strange opening in the rock face.	+2 Str, Skill: Athletics
6	The voices of ancient gods or spirits spoke to you in your dreams, offering you the treasures of their forgotten temples.	+2 Wis, Skill: Religious Lore

1d6	How did you survive the dangers of the dungeon?	Gain
1	You were able to make your way carefully and quietly. You escaped before the guardians of the place even knew you were there.	+2 Dex, Skill: Stealth
2	The dungeon was filled with deadly tricks, traps, and puzzles, but you found your way past each, using your wits to overcome the challenges.	+2 Int, Skill: Trapping
3	The dark places were filled with strange guardians who attacked you as soon as you entered. A strong arm and swift legs ensured you were able to make it out alive.	+2 Str, Skill: Athletics
4	Your light touch allowed you to steal the key to the dungeon's heart and pluck the final treasure from its resting place.	+2 Dex, Skill: Pickpocketing
5	The guardians of the dungeon made far more noise than they intended to, and you were able to stay one step ahead of them.	+2 Wis, Skill: Alertness
6	While deadly, the dungeon was filled with warnings written in an ancient tongue. You were able to decipher the runes and make your way through.	+2 Int, an additional language



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Dex and -1 Wis, and shares this event with you.</i>	Gain
1	Somehow or another, the youth followed you to the dungeon and survived the perils with you. <i>The pupil to your right kept to the shadows avoiding the dangers but learning from your moves, and gains +1 Dex.</i>	+1 Dex, Skill: Stealth
2	When you were returning from your adventure at night, the youth caught you sneaking back into town with the treasure. <i>The pupil to your right swore to keep your secret in exchange for training, and gains +1 Wis.</i>	+1 Wis, Skill: Alertness
3	At market last autumn, a peddler almost cheated you when you were selling some of your treasure. <i>The pupil to your right spotted your mistake for you just in time, and gains +1 Cha.</i>	+1 Cha, Skill: Appraising
4	The youth saw you studying a treasure map in the inn one night and became fascinated. <i>The pupil to your right helped decipher the final clue, and gains +1 Int.</i>	+1 Int, Skill: Forbidden Secrets
5	When you emerged from the dungeon you were stunned and weak. <i>The pupil to your right found you and guided you home, and gains +1 Wis.</i>	+1 Wis, Skill: Direction Sense
6	When the barbarians came raiding from the north, you and the youth set up a false camp and convinced them an army was guarding the village. <i>The pupil to the right shouted orders in four different voices, and gains +1 Cha.</i>	+1 Cha, Skill: Deceit

1d6	What did you bring back from the dungeon?	Gain
1	Something too valuable to spend here.	+1 Wis, a pile of platinum coins
2	Something you don't know how to use.	+1 Int, a magic wand
3	The treasure of an ancient king.	+1 Dex, an iron crown
4	Great wealth.	+1 Con, 3d20 + 60 silvers
5	The weapon of a monstrous faerie.	+1 Str, a strange dagger
6	The eye of a forgotten god's statue.	+1 Cha, a stony eye



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 Dungeon Delver begins with the following equipment: dagger, shovel, peasant's clothing, your chosen weapon, leathers, a length of rope, thieves' tools, and 30 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 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- To start, your hit points are 8 plus your Constitution bonus. Add 1d8 + Con bonus for your second level.
- 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: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10