

While your childhood was that of an ordinary villager, something miraculous happened when you came of age. After a dramatic event, you felt the call of the old gods, and now worship them openly, as your ancestors did. One of these ancient deities shows you particular favor, and you now do his work amongst your people.

You are wise beyond your years. Your Wisdom 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 village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+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



You felt the gods' power and it changed your life. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Religious Lore*, and the cantrip *Blessing*. The tables below will tell you your other spells.

What else happened to you as you began your life of service?

1d6	When you came of age, you began to hear the gods. What first caused them to speak to you?	Gain
1	You found an abandoned sanctuary deep in the woods, guided by the hand of one of the gods. Within, you found an ancient record of the old gods.	+2 Int, +1 Dex, Skill: Ancient History
2	Some disastrous event befell the village, and the gods showed you how to aid your people when they needed you most.	+2 Str, +1 Cha, Skill: Socialize
3	When a mysterious disease struck down many in the village, a god came to you in a dream and showed you how to heal the sick.	+2 Con, +1 Int, Skill: Healing
4	A band of templars came from the south and demanded succor from the villagers. Filled with the spirit of the old gods, you sat with them all night, debating religion and converting several.	+2 Cha, +1 Str, Skill: Religious Lore
5	The miller's daughter was badly injured in an accident. Heeding the voice of a god, you tended her back to health when all others thought it a lost cause.	+2 Wis, +1 Con, Skill: Healing
6	One of the gods spoke to you and told you that the old witch held great knowledge of the ancient ways, and so you spent time learning from her.	+2 Dex, +1 Wis, Skill: Herbalism

1d6	What is the gods' task for you?	Gain
1	To cleanse the lands of the forces of darkness. You are blessed with the following magics: the spell Banish Undead, the ritual Circle of Protection, and the cantrip Second Sight.	+2 Int spells to left
2	To aid the sick and wounded. You are blessed with the following magics: the spell Healing Touch, the ritual Goodberry, and the cantrip Mage Light.	+2 Wis spells to left
3	To wander the old paths, protecting nature. You are blessed with the following magics: the spell Pass without Trace, the ritual Staff of Might, and the cantrip Druid's Touch.	+2 Wis spells to left
4	To be a leader of men. You are blessed with the following magics: the spell Word of Courage, the ritual Wizard's Mark, and the cantrip Hexing.	+2 Cha spells to left
5	To walk with the beasts and to learn from them. You are blessed with the following magics: the spell Healing Touch, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis spells to left
6	To travel the lands, doing the gods' work. You are blessed with the following magics: the spell Obscurement, the ritual Mage Armor, and the cantrip Hexing.	+2 Int spells to left



1d6	When you were most in need, the gods aided you. When were you most desperate? <i>The player to your right was there with you.</i>	Gain
1	When one of the other children was bullying those smaller and weaker than himself, you commanded him to stop and the gods gave power to your voice. <i>The friend to your right helped you protect the other children, and gains +1 Wis.</i>	+2 Wis Spell: Commanding Word
2	You were beset by brigands, but the gods made a great light and they ran from your presence. <i>The friend to your right protected you while you called upon your gods, and gains +1 Cha.</i>	+2 Cha Spell: Flash of Brilliance
3	You wandered, unwittingly, into an ancient burial mound. As the ancient kings began to rise, you asked the gods for help, and crept past them unnoticed. <i>The friend to your right helped you find your way out, and gains +1 Dex.</i>	+2 Dex Spell: Evade the Dead
4	A drunkard from another village was harassing your people at last autumn's festival. You made him tremble at the gods' power. <i>The friend to your right stood with you when you confronted the troublemaker, and gains +1 Cha.</i>	+2 Cha Spell: Petrifying Gaze
5	A thing from beyond the veil was drawn by the old gods' power and tried to slay you at night, but the gods protected you. <i>The friend to your right burst into your home with light and fellowship, finally banishing the shadow, and gains +1 Con.</i>	+2 Con Spell: Mystical Shield
6	A strange, small man with knotted skin was attacking those who came near the old mine. You confronted the creature, holding it at bay while your friend struck it with iron and sent it running. <i>The friend to your right drove off the creature, and gains +1 Int.</i>	+2 Int, Spell: Mystical Shield

1d6	Which of the old gods is particularly fond of you?	Gain
1	A god of secrets, inspiration, and hidden things.	+2 Int, a heavy cloak
2	A god of new beginnings, fire, and cleansing.	+2 Con, holy incense, a bronze brazier
3	A goddess of healing, suffering, and light.	+2 Wis, healing herbs
4	A goddess of order, war, and conquest.	+2 Cha, a broad-bladed sword
5	A goddess of oaths, pride, and the hearth.	+2 Str, a silver spoon
6	A god of agriculture, death, and the underworld.	+2 Int, a pouch of iron coins



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 Devout Acolyte begins with the following equipment: a knife, simple clothing, an ancient holy symbol, a stout walking staff, 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 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 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