

Your noble house, which once birthed a line of kings, fell long ago. Since that time, your family has lived as simple villagers, keeping the secret of their heritage. You, though, were born under portentous signs, and many in your family think that now is the time to reclaim your birthright. You will need a brave heart, good friends, and better luck to do so.

You have a mighty bearing. Your Constitution and Charisma begin at 10, 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. Your aunt and uncle made sure you never forgot your parents.	+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 came of age and took charge of your birthright. You become a level 1 Warrior-Rogue. You gain the class abilities *Knacks* and *Fortune's Favor*, and the skill *Command*. The tables below will further define your class abilities.

What will you do now that it is time to come out of hiding?

1d6	How did you discover your heritage?	Gain
1	The witch told you in secret on your naming day.	+2 Con, +1 Int, Skill: Forbidden Secrets
2	You family told you from the time that you were still small.	+2 Cha, +1 Str, Skill: Command
3	As soon as you were old enough to wield a sword, your family revealed the reason you should.	+2 Str, +1 Wis, Skill: Athletics
4	You pieced together the story on your own when you discovered ancient books of heraldry hidden in an old chest.	+2 Int, +1 Con, Skill: Ancient History
5	When you met your twin at a festival, your family had to explain why the two of you had been separated at birth.	+2 Cha, +1 Dex, Skill: Alertness
6	When you went to see the old fortune teller at the last autumn festival, she told you something very unexpected.	+2 Dex, +1 Cha, Skill: Forbidden Secrets

1d6	How did your family teach you to right the wrongs of the past?	Gain
1	They told you to stand fast and strike hard.	+2 Str, Knack: Great Strike
2	They taught you to make yourself a shield between the evil and the weak.	+2 Dex, Knack: Defensive Fighter
3	They told you to stand tall and speak the truth.	+2 Con, Knack: Resilience
4	They taught you to be the first to action and not to wait for injustice to strike.	+2 Dex, Knack: Fleet
5	They told you to labor for the common good.	+2 Str, Knack: Defensive Fighter
6	They taught you to take your time in reclaiming what is yours.	+2 Con, Knack: Resilience



1d6	Something told you it was time to reclaim your heritage. What was it? <i>The player to your right was there when it happened.</i>	Gain
1	The local lordling levied an unfair tribute on the village while the common folk starved in the winter. <i>The friend to your right helped you hunt scarce game to make up for the loss, and gains +1 Con.</i>	+2 Con
2	An innocent man was accused unfairly of murder, and you knew of his innocence. <i>The friend to your right helped you prove the man's innocence and stop the execution, and gains +1 Int.</i>	+2 Int
3	Without a king, your land was unable to stand against the great army that came last summer. You vowed that this would not happen again. <i>The friend to your right helped you hide the villagers in the woods, and gains +1 Cha.</i>	+2 Cha
4	A powerful and wicked sorcerer came to the village, seeking the blood of a king for unknown purposes. <i>The friend to your right helped protect you and convinced you that it was time to come out of hiding, and gains +1 Str.</i>	+2 Str
5	There are signs and portents that the great monster your ancestor slew will rise again soon. <i>The friend to your right convinced you that it was time to begin training for your inevitable meeting, and gains +1 Con.</i>	+2 Con
6	Last autumn, while fooling around in the village square, you easily drew the legendary sword encased in stone. <i>The friend to your right convinced you to return it and not tell anyone until the time was right, and gains +1 Wis.</i>	+2 Wis

1d6	What sign of your ancient family do you still bear?	Gain
1	A broken shield marked with your family motto.	+2 Con, a large shield
2	A record of all the lands your family once ruled.	+2 Int, a huge book
3	A small, golden sextant bearing forgotten runes.	+2 Wis, a sextant
4	The sword of your house.	+2 Str, a beautiful blade
5	The last of your family's lands.	+2 Cha, a small farm
6	The last in a line of great steeds.	+2 Dex, a mighty horse



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 Last of a Fallen House begins with the following equipment: a dagger, peasant's clothing, a threadworn but kingly cloak, your chosen weapons, leathers (+2 AC), a ring bearing your family's lost sigil, 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-Rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior-Rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 10 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: d10

Initiative Bonus: +1

Armor: The Last of a Fallen House may wear any armor.

Fortune's Favor: The Last of a Fallen House has a fate beyond that of other men and receives five Fortune Points instead of the normal three.

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.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10