

You learned the secrets of the cosmos from a secretive order of powerful magicians. Members of your order are few and scattered, but lay upon themselves the task of defending the world from darkness and teaching truth to the willing. Who better for you to teach than a group of young and foolish would-be adventurers?

You are learned and wise. Your Intelligence and Wisdom 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.	+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	The watchman trusts your advice.	+2 Str, +1 Cha
2	The fishermen take you with them sometimes.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the elders remembers your wanderings and enjoys your long talks.	+2 Int, +1 Dex
5	Grandmother Weaver respects your wisdom and honors you.	+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 likes to share stories with you.	+1 Dex, +1 Con, +1 Wis



You learned the secrets of magic and joined the order. You become a level 2 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Forbidden Secrets*, the cantrip *Mage Light*, and the rituals *Wizard's Mark* and *Order's Communion*. The tables below will tell you your other spells. **You traveled far and learned much.**

1d6	What first drew the order's attention to you?	Gain
1	You once traveled alone deep into the wilds and eluded the twisted guardians of the dark heart of the forest.	+2 Wis, Skill: Alertness
2	In distant lands you led a group of untrained men into battle against a goblin king.	+2 Cha, Skill: Command
3	On the winter solstice you faced down a band of dark fae intent on destruction.	+2 Str, Skill: Faerie Lore
4	You plucked spring's first flower which was guarded by a mighty giant.	+2 Dex, Skill: Herbalism
5	In massive libraries to the south you learned much that is now forgotten.	+2 Int, Skill: Forbidden Secrets
6	You have traveled far into the east and returned to the lands of your people with strange tales.	+2 Con, Skill: Survival

1d6	What sort of magic are you known for within the order?	Gain
1	Your power keeps your enemies far and your friends close. You know the following magics: the spell Wind Ward, the ritual Witch's Watchman, and the cantrip Blessing.	+2 Wis spells to left
2	You stand before all foes and know their tricks. You know the following magics: the spell Brave the Flames, the ritual Circle of Protection, and the cantrip Second Sight.	+2 Int spells to left
3	With power and wisdom you protect your companions and help them face the darkest of foes. You know the following magics: the spell From the Brink, the ritual Goodberry, and the cantrip Blessing.	+2 Wis spells to left
4	Your mighty voice allows you to stand in the heat of battle and speak with power above the din of your enemies. You know the following magics: the spell the Howling, the ritual Mage Armor, and the cantrip Conjure Sound.	+2 Int spells to left
5	A great traveler, you deceive your foes and bring hope to the weary. You know the following magics: the spell Inspiration, the ritual Bind Familiar, and the cantrip Glamour Weaving.	+2 Int spells to left
6	Some call you storm crow, but others say that you aid the wise against the powers of the wicked. You know the following magics: the spell Bar the Way, the ritual Staff of Might, and the cantrip Hexing.	+2 Wis spells to left



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Wis and -1 Str, and shares this event with you.</i>	Gain
1	A shadow from the ancient dark came to the village one night, but the youth stood before it unafraid. <i>The pupil to your right helped you send the creature back, and gains +1 Con.</i>	+1 Con Spell: Magic Missile
2	Wicked men came to town and began demanding valuables. <i>Realizing that many foes do not deserve death, the pupil to your right helped you dispose of the criminals another way, and gains +1 Cha.</i>	+1 Cha Spell: Veil of Sleep
3	When another child was being a bully, the youth spoke with authority about fair play and companionship. <i>With your help, the pupil to your right restored order, and gains +1 Wis.</i>	+1 Wis Spell: Commanding Word
4	When a family member fell ill with a strange disease, the youth stood watch over the sick one with firm heart. Impressed, you came to the family's aid. <i>The pupil to your right helped you in your ministrations, and gains +1 Wis.</i>	+1 Wis Spell: Healing Touch
5	Last autumn a sickness twisted the forest and caused the trees to move with a malign will and intelligence. <i>The pupil to your right volunteered to help you cleanse the dark magic, and gains +1 Int.</i>	+1 Int Spell: Burning Hands
6	A violent and dangerous mercenary wintered in the village last year and killed a farmer. The youth bravely accused the murderer and, with your aid, drove him from the village. <i>The pupil to your right learned to make the difficult decision, and gains +1 Int.</i>	+1 Int, Spell: Terrifying Presence

1d6	What treasure did you bring back from your travels?	Gain
1	A silver pendant bearing arcane signs and names.	+1 Con, a protective amulet
2	The blade of a foreign and fallen potentate.	+1 Str, a kingly sword
3	The confidence of the other members of your order.	+1 Cha, Spell: Whispering Wind
4	A cloak woven by the sea maids.	+1 Dex, a grey mantle
5	A charm from one of the spirits of the wind.	+1 Int, Ritual: Call Storm
6	Fruit from the World Tree.	+1 Wis, Ritual: Feast's Blessing



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 Initiated Magician begins with the following equipment: dagger, well-worn robes, an impressive and possibly magical staff, the components for your rituals, 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 2 mage, you have a BAB of +1.
- 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.
- To start, your hit points are 6 plus your Constitution bonus. Add 1d6 + 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: 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