

Somehow or another you have uncovered dark secrets and powerful magics. Now you dabble in many things that are probably better left alone. There are evils afoot in the world, and you are determined to use your knowledge to combat them.

You are intelligent and tougher than you might appear. Your Constitution and Intelligence 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. 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 learned secret and powerful magics. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Forbidden Secrets*, and the cantrip *Second Sight*. The tables below will tell you your other spells.

What happened as you studied the dark arts?

1d6	How did you begin your studies?	Gain
1	You found an ancient book for sale at the market last autumn. The book told you about the things which wait for you beyond the veil.	+2 Int, +1 Cha, Skill: Forbidden Secrets
2	Your family is actually a secret coven and has been for generations.	+2 Dex, +1 Wis, Skill: Stealth
3	An uninvited spirit visited you every night last winter and taught you many things.	+2 Int, +1 Con, Skill: Alertness
4	While gathering herbs for a poultice, you stumbled upon a hidden obelisk deep in the forest and spent many nights there reading its runes.	+2 Con, +1 Int, Skill: Herbalism
5	A dark and hooded traveler from distant lands stayed for some time in the village and you learned many secrets from him.	+2 Cha, +1 Int, Skill: Ancient History
6	Throughout your childhood you were haunted by the the ghost of a powerful magician, who shared many things with you.	+2 Wis, +1 Int, Skill: Alertness

1d6	What magics did you learn? How do you hold back the dark?	Gain
1	You hold authority with the living and the dead. You learned the following magics: the spell Ghostly Commandment, the ritual Staff of Might, and the cantrip Hexing.	+2 Wis, spells to left
2	You are the light in the darkness. You learned the following magics: the spell Banish Undead, the ritual Mage Armor, and the cantrip Mage Light.	+2 Int, spells to left
3	You are practiced with the old charms and curses. You learned the following magics: the spell Blight of Loneliness, the ritual Bind Familiar, and the cantrip Hexing.	+2 Wis, spells to left
4	With trickery and illusion you to avoid the dark forces. You learned the following magics: the spell Evade the Dead, the ritual Circle of Protection, and the cantrip Glamour Weaving.	+2 Int, spells to left
5	You practice the most dangerous magic of all: necromancy. You learned the following magics: the spell Reanimation, the ritual Circle of Protection, and the cantrip Conjure Sound.	+2 Int, spells to left
6	You are a student of names, and spirits flee before you. You learned the following magics: the spell Abjuration, the ritual Bind Familiar, and the cantrip Mage Light.	+2 Int, spells to left



1d6	Something recently showed you just how dangerous, and how necessary, your studies are. What happened to bring you to the defense of your home? <i>The player to your right was there with you.</i>	Gain
1	While watching the wall between the worlds of the living and the dead, something reached through and dragged your friend across the divide. You remembered your studies, closed the gate, and saved your friend before it was too late. <i>The friend to your right held strong against the dark spirit, and gains +1 Wis.</i>	+2 Wis, Spell: From the Brink
2	You found and stopped a gang of tomb robbers about to loose a dread and terrible wight upon the land. <i>While your magic may have laid them low, the friend to your right got you close enough to ensorcel them, and so gains +1 Dex.</i>	+2 Dex, Spell: Veil of Sleep
3	While studying an old graveyard a few days' travel from the village, you stumbled upon a family of ghouls who had made a nest of the crypt. <i>They caught you unawares within the catacombs, but the friend to your right discovered a hidden exit, helping you escape, and gains +1 Int.</i>	+2 Int, Spell: Magic Missile
4	In a moment of need, you raised a shadowy adversary by mistake and had to save the village from its depredations. <i>The friend to your right distracted the enemy long enough for you to cut it down, and gains +1 Dex.</i>	+2 Dex, Spell: True Strike
5	A violent and bigoted witch hunter came to the village after hearing of your studies, convinced that the whole place was cursed. <i>The friend to your right helped you scare him away, saved the witch, and gains +1 Con.</i>	+2 Con, Spell: Terrifying Presence
6	Led by their avaricious shaman, a group of barbarians from the north came to the village and demanded your head so that they might steal your powers. <i>The friend to your right fought them off as you prepared a spell to put them to flight, and gains +1 Int.</i>	+2 Int, Spell: Conjure Darkness

1d6	What did you find in a hidden tomb outside the village?	Gain
1	A twisted wand of rowan.	+2 Dex, a wand
2	A strange doll from an ancient culture.	+2 Int, a cursed doll
3	The weapon of an ancient warrior queen.	+2 Str, a runed sword
4	The symbol of a mysterious cult.	+2 Wis, a golden brooch
5	The high-peaked crown of a forgotten king.	+2 Cha, an iron crown
6	The bindings of a mighty ghost.	+2 Con, a length of silver chain



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 Student of the Dark Arts begins with the following equipment: a ritual dagger, dark robes, writing materials, a book containing two rituals which you have not yet learned (one of these is Summoning), a secret place that no one knows about, 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