

Beyond the 13th Wall

Zero-Prep Character Generation for *13th Age*

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Have you ever wanted to sit down and just play a game of *13th Age*, but you don't have any characters rolled up yet? With the playbooks in this supplement, your game begins the moment you crack open your playbook and roll your first result. By playing through these playbooks, you can generate an entire party of characters with backstories and plot hooks in roughly 30 minutes to an hour. And it's all done by playing the collaborative mini-game represented in these pages. After you've got a party of fully fleshed-out characters, I recommend jumping right into the *Blood & Lightning* adventure at the end of the core rulebook, or any other adventure for 1st level characters. With these playbooks and any pregenerated first-level adventure, you can play a game of *13th Age* with absolutely no prep whatsoever.

This supplement creates a somewhat specific type of party. The player characters generated grew up together in the same small, rural village. They know each other and are probably even friends, siblings, or cousins. But they're about to leave the safe confines of the village to set off on a life of adventure. If that doesn't sound like the kind of game you want to play or the kind of party you want to generate, this supplement might not work very well for you.

If you're familiar with *13th Age's* fantasy tabletop cousin, *Beyond the Wall*, you'll see where the idea for this supplement comes from. In fact, many of the character generation questions are copied directly from that game, sometimes verbatim. I highly recommend picking up a copy of *Beyond the Wall*; it's a great game in its own right. But if you're like me and love *Beyond the Wall's* character and adventure generation tools, but prefer *13th Age's* gameplay, then you are the audience for this supplement.

This supplement has playbooks for the major races and nine classes from the core rulebook. I have visions of adding playbooks for the classes from *13 True Ways*, the demonologist class, and maybe some of the other races, but for now this is it.

How It Works

There are two phases to the character generation minigame: (1) race and ancestry generation phase; and (2) class generation phase. For the race and ancestry generation phase you'll use the ancestry playbook for your chosen race. For the class generation phase, you'll use the class playbook for your chosen class. Once you roll up answers to all the questions in both playbooks and take care of the finishing touches at the end of your class playbook, you'll have a character ready to play.

So, decide what race and class you want to be, grab the two playbooks you need, character sheets (or at least some paper), and start rolling. You're also welcome to choose an ancestry playbook first, play through its results, and then select a class playbook after that.

Start with the player to the GM's left, and that person rolls for an answer to the first question in their chosen ancestry playbook. Then, moving clockwise around the table, the next player rolls the answer to their question, until you've all rolled up answers to all four ancestry questions.

When you've finished with ancestry playbooks, everyone turns to their chosen class playbook, and starting again with the player to the GM's left and moving clockwise around the table, take turns rolling answers to each question in the playbooks one-at-a-time. When you've completed the questions, choose your last few character talents, powers or spells in finishing touches, total up some modifiers and AC, etc, and start playing.

Here's a summary of how your ancestry playbook works. The first question generates a random distant ancestor of yours. You probably don't even know you're descended from this ancestor, but you can decide otherwise. If two characters are the same race, it's possible they will generate the same distant ancestor. You can choose to reroll if you don't want to have two characters descended from the same ancestor, or you can keep it. It could turn out to be interesting down the road if you're distantly related. Or it could mean nothing; these ancestors are from hundreds or thousands of years ago after all.

The second, third and fourth ancestry questions are about your childhood, and they are the same in every ancestry playbook. It's possible two or more characters will generate the same answer to one or more of these three questions. This is perfectly fine, and in fact can help generate a better adventure because it increases the ties the characters have between each other at the start.

Each class playbook has four questions and they are all different. This guide suggests it's more fun if all the players choose a different class, but if you want to have two or more characters of the same class, then this guide recommends rerolling any similar answers so you have a wide variety of talents and powers or spells, at least. The four questions describe your early adventures as a member of your class and impart backgrounds, talents, spells or powers, and icon relationships. Note that the third question in each class playbook creates a bond between you and one other character at the table, including granting that character an ability score bonus. Don't forget to add yours.

You'll notice one ancestry question and one class question confer an icon relationship. Those questions require rolling a d12, but obviously there are 13 icons, not 12. It's impossible to roll a Prince of Shadows icon relationship or result on these tables. However, anytime you roll the same numeric result on two questions in a row (including if the second roll is intended for the icon relationship question itself), you gain a Prince of Shadows point. You can cash these points in to select the Prince of Shadows result instead of your natural result when you reach the last question of either playbook (at the GM's discretion, if you generate a Prince of Shadows point while working through your class playbook, you can spend it to retroactively change your last ancestry playbook question's answer instead). Note lastly that you decide whether the icon relationship you gained is positive, conflicted, or

negative. Keep in mind that negative relationships with heroic icons and positive relationships with evil icons are limited to one point max.

After you've completed both playbooks (ancestry and class), you choose feats, one or two remaining talents, spells or powers, and possibly one additional background or icon relationship, and you're ready to play. For veterans of *13th Age* or *Beyond the Wall*, you might be able to jump into the action in under 30 minutes. Otherwise, I estimate you can create a party with interesting backstory relationships and plot hooks using these playbooks in about an hour.

So, choose an ancestry playbook and a class playbook and start playing.

Some technical notes:

- This is supposed to be fun. If you don't like the result you roll on a question, reroll it or make up something different. But don't just reroll every question over and over until you get what you want, because if you're going to do that then why are you even using this supplement? How much rerolling is too much is up to your GM. If players rerolling becomes a problem, I suggest capping it at one reroll on the ancestry playbook and one on the class playbook.
- The max starting score in any ability is 20. If your result would move an ability score to 21 or higher, keep the results of the roll other than the ability score bonus and reroll until you gain a different ability score bonus. For example, if you are at STR 18 and DEX 12 and your roll would gain a +3 to STR and a +1 to DEX, you would increase neither STR nor DEX. You would instead reroll until you gain a result that doesn't increase an ability score beyond 20. If, for example, on the reroll you gain +2 STR and +2 DEX, then you could increase your STR to 20 and your DEX to 14.
- The backgrounds are meant to be embellished upon. You don't have to do it right now, but over the course of the first few sessions maybe you'll expand on the specifics of your background a little (i.e. make it a sentence instead of a word or two). That said, it's possible you'll get two similar-sounding backgrounds like "hunter" and "monster hunter." I encourage you to keep them and find ways to turn them into two totally different backgrounds, but if it's too same-y for you, then keep the other parts of your result and reroll to get a different random background.
- It's possible you can end up with 2 points in the same icon relationship. This is generally not a problem unless you really want to have a negative relationship with a heroic icon or a positive relationship with a negative icon. If you don't feel like changing that relationship to conflicted when you gain the second point, then reroll to gain a different random background. Or, with your GM's approval, keep it as a two-point relationship. I can see how the Core Rulebook frowns on this to prevent a proliferation of chaotic-evil problem types from playing at your table, but if you're not going to be a jerk about it, it's probably fine.

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Human Ancestry Playbook

As a human, you gain a **bonus feat**, meaning you start with two feats instead of one. You also gain the racial power **quick to fight** (p. 63).

1d6	You have a famous human ancestor. Who is it?	Gain
1	Darryn Skullcrusher , a gladiator of the 8th Age, who was so successful he eventually purchased every arena within a hundred miles and began an organized series of competitions that offered ownership stakes to the winners. His detractors claimed his story of seizing gladiatorial combat for the benefit of its combatants hid a history of ruthless union-crushing in his later years.	+2 STR
2	Tiffany Seawall , a ranger of the 2nd Age who tirelessly parolled the great wall to the Iron Sea and singlehandedly repelled over a dozen monstrous invasion vanguards, giving time for the emperor's armies to organize. Rumors say she announced her retirement in old age and walked into the Iron Sea never to be seen again.	+2 CON
3	Sorina "Swordfish" Sundara , an 8th Age pirate who raided ships in the Midland Sea with impunity. She was nicknamed "the swordfish" for her notorious tendency to capture ships by swimming to them in darkness and putting their captains unceremoniously to the sword. Some histories remember her as a champion of freedom, liberating only ships sailed by indentured sailors or slaves.	+2 DEX
4	Wilhelmina the Whimsical , a wizard of the 6th Age who engaged in equal parts of wandering and ritual experimentation. She was known for frequently engaging in protracted magical duels with the Lich King. Some say out of a good-hearted attempt to destroy him and others say out of a foolhardy notion that he was just another misunderstood wizard.	+2 INT
5	Theodric the Dragon , a prince in line to be the next dragon emperor during the 12th Age who gave up his claim to the throne and all worldly possessions to retire to a mountaintop and study with dragons. He emerged once, twenty years later to speak out and stop a civil war, before climbing atop a dragon and sailing beyond the empire's borders never to be seen again.	+2 WIS
6	The Bride , a notorious con artist of the 5th Age who successfully posed as royalty, married into a family, and then disappeared with a spectacular horde of magical artifacts and riches, at least a dozen different times in her career. The Bride was such a master of disguise that history disagrees on whether they were male, female, or even human.	+2 CHA

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3

3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3
4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3
5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1
2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Dwarf Ancestry Playbook

As a dwarf, you gain the racial power **That's Your Best Shot?** (p. 64).

1d6	You have a famous dwarven ancestor. Who is it?	Gain
1	Bodri the Bold , a monk of the 3rd Age who believed a healthy diet of ultra strong ale of his own invention kept his physique impenetrably rotund. Some rumored the recipe actually distilled diabolic forces, but as it's been lost for centuries, it can't be proven one way or the other.	+2 CON
2	Grunyan Gildenspear , a paladin of the 10th Age who reclaimed a lost dwarven city that was once home to a dwarf king. When deep forces threatened to retake the city and sully it again, he magically removed it from this plane, or perhaps from existence entirely, saving the people who had resettled there. Less charitable rumors claim he was a particularly devious devil in dwarf form, or at least the agent of one, and carried the lost city through a portal to hell.	+2 CON
3	Targa Rockskin , a famed ranger of the deep roads from the 8th Age. She refused to wear armor, claiming her skin was tougher than any ore. She frequently challenged her enemies to duels and always allowed them first blood before vanquishing them. Some scholars claim she was actually an unusually short cave troll that a local warlord tried to pass off as his dwarven champion.	+2 CON
4	Ygritte Forgebane , a cleric of the 1st age who raised an army of clockwork, undead-fighting soldiers. Though some rumors claim she was actually a necromancer who trapped the souls of the living into an undead army rather than a clockwork one.	+2 WIS
5	Hekkila Thunderhide , a blacksmith of the 11th Age who was renowned for smithing magical weapons that would always return to their owners, even if lost or stolen. Some claim they were actually cursed weapons that haunted their owners until their death, but no one disputes the quality of their craftsmanship.	+2 WIS
6	Mygrimme "Mudd" Oakendelver , a deep-delving treasure hunter of the 4th Age who was renowned for his ability to smell jewels and precious metals through hundreds of yards of solid rock. Though some say he was just an especially intrepid graverobber. But either way, he was rich enough to allegedly have purchased his own castle in the overworld.	+2 WIS

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3

4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3
5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1
2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Half-Orc Ancestry Playbook

As a half-orc, you gain the racial power **Lethal** (p. 65).

1d6	You have a famous half-orc ancestor. Who is it?	Gain
1	Voruk One-Arm , a famously one-armed general of the 2nd Age, who led his troops from the front. This practice inspired fear in his enemies and loyalty in his troops. Critics point out this tactic made him an inefficient tactician.	+2 STR
2	Cherub , a bard of the 10th Age famous for playing instruments made of stone while performing elaborate choreographed dances. Her drum sets were said to weigh as much as a horse and her flutes would tire the arms of a mighty swordsman before a single song could be played.	+2 STR
3	Grag the Barbarian , a brutal warlord of the 3rd Age famous for demanding, and prevailing at, one-on-one combat versus rival military commanders. He claimed to come from the northern wastes and also famously refused to learn to read, even after commanding a small kingdom. Many scholars study his amazingly articulate speeches and debate whether he was indeed illiterate or if he even truly came from outside the empire.	+2 STR
4	Zulga Firecatcher , an assassin of the 7th Age sometimes known as the “fastest dagger in the west.” She was unusually small and slender for a half-orc, but that did not stop her from being unusually deadly with, you guessed it, a dagger. Many, but not all, legends claim she only took assassination contracts for targets she deemed deserving of death.	+2 DEX
5	Ulkravruzh , sometimes also referred to as “the dragon ranger” of the 5th Age. He ended a war between dragons that threatened to level half of the empire by befriendng both sides. He famously rode dragons standing atop them with no restraints, and always carried a pair of dragonbone blades.	+2 DEX
6	Misra the Green Wave , a dancer of the 8th Age who left her career at its peak to travel beyond the borders of the empire and hunt down an orc captain who had wronged her family. Rangers of the era claim she singlehandedly reduced the orc population by 10% and may have prevented the rise of an Orc Lord during the age.	+2 DEX

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3
4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3

5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1

2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Dark Elf Ancestry Playbook

As a dark elf, you gain the racial power **Cruel** (p. 66).

1d6	You have a famous dark elf ancestor. Who is it?	Gain
1	Airla Magorian , a 4th Age chef who led an uprising and slaughtered an entire branch of high elf royalty running an oppressive regime. The high elf history of her actions describes the events somewhat differently, but the deadliness of her sword in battle is agreed upon by both sides.	+2 DEX
2	Enda Shadestone , an assassin from the 3rd Age known as the “Assassin of Tyrants.” No evil warlord or petty despot was safe while she was alive, though there were also rumors she could be persuaded to expand her selection of targets for the right price.	+2 DEX
3	Dariel Moonglass , a famous contortionist and escape artist from the 5th Age who wowed kings and peasants across the entire world with his performances. There were rumors his powers aided by angelic or diabolic forces, depending on whom you asked.	+2 DEX
4	Gofralla Cinder , a politician and secret keeper of the 11th Age who united vast swaths of underground dark elf, dwarven and monstrous communities without fighting a single battle. Some say he did it with diplomacy and others with fear and coercion.	+2 CHA
5	Riana Ruadain , a cleric of the 10th Age devoted to a long-forgotten elven god from before the time of the first Dragon Empire. She was devoted in particular to <i>resurrecting</i> that god. Some say she intended to slay the elven gods with her preferred deity and others say she intended to turn the resurrected god against diabolic forces instead. She disappeared, leaving behind only cryptic clues about her work.	+2 CHA
6	Sechnalla Shalestorm , a wandering bard of the 9th Age who told famously dark and harrowing tales of her adventures with a band of heroes in the deep roads. Some say her companions ascended to godhood and left her behind to sing their graces. Others say she slayed them all and told their tales to mock them.	+2 CHA

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3
4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3

5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklore +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1

2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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High Elf Ancestry Playbook

As a high elf, you gain the racial power **Highblood Teleport** (p. 66).

1d6	You have a famous high elf ancestor. Who is it?	Gain
1	Lorien Eltras , a gamemaster of the 12th Age who was said to have never lost any game of mental skill, no matter how complicated or obscure. Scholars debate whether he cheated or gained his skill through some kind of dark pact. As he neared mid-life, he passed through a portal to “challenge the gods themselves,” and was never seen again.	+2 INT
2	Tanulia Vane , a wizard of the 2nd Age who made it her goal to travel to as many planes of existence as possible. She reportedly had a complex map of the interconnected planes along with detailed instructions on their various rules and dangers. It has been lost for centuries, and even if it could be found, the histories that discuss its existence mention that only Tanulia herself could ever decode it.	+2 INT
3	Arthion Berenor , a war wizard of the 4th Age often referred to as “the fey flame.” After losing most of his family in a war versus nightmarish aberrations invading from beyond the overworld, he emerged as nearly a one-man army, reducing entire battlefields of the hellish creatures to slag and eventually turning the tide of the war. When the aberrations retreated back to the sky, he followed after them atop a massive fire elemental and was never seen again.	+2 INT
4	Rylla Ravalor , an elven queen of the 5th Age known as “the dragonbreaker.” She was famous for aggressive diplomacy through hostage-taking and threats to make peace in a time when a dragon uprising threatened most humanoids in the Empire. History is split over whether her practice, which she claimed a “necessary evil,” was in fact necessary.	+2 CHA
5	Marellean , a 6th Age poet sometimes referred to as “the gilded word.” She is considered one of the greatest poets in history and her works are pored over, studied, and deconstructed even to this day. Most fascinatingly, her existing work frequently makes reference to a tome of lost poetry that has never been recovered.	+2 CHA
6	Dain Thorlas , a famous counselor to kings of the 9th Age. He counseled elves, dwarves, humans, magicians, clerics, and even a budding empire of kobolds at one point. He distilled his teachings and philosophy into a 27-part treatise on diplomacy and statecraft known as the “The Art of Empire.”	+2 CHA

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3

4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3
5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1
2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Wood Elf Ancestry Playbook

As a wood elf, you gain the racial power **Elven Grace** (p. 66).

1d6	You have a famous wood elf ancestor. Who is it?	Gain
1	Leverus Taldor , a musician of the 5th Age who perfected numerous pieces played so fast only about one elf per age ever learns to master them. A few have famously never been mastered since his death and there are rumors they can only be played on magical instruments of his own design. Those instruments are, of course, lost.	+2 DEX
2	Bellaluna Heatheras , a duelist of the 11th Age who always faced two opponents simultaneously because she deemed any one-on-one match to be unfair. Murals of her are a common fixture in many gladiatorial arenas, always with her twin blades, Zephyr and Eclipse.	+2 DEX
3	Yrna Eilwyn , an archer of the 3rd Age known as “the arrow of fate.” She allegedly carried a longbow that even a mighty orc champion could not draw fully back, and she never missed a bow shot. She was a vigilante who often sought out seemingly undeserving targets that were only revealed to be worthy of her justice months or years later.	+2 DEX
4	Hagen Runfiel , a druid of the 4th Age sometimes referred to as the “Low Druid.” He retreated from the woods to the deep roads in his mid-life, claiming the underworld was in danger of being unbalanced by dwarven mining and exploration. He is responsible for several of the dwarves’ most crushing lost cities. A significant scholarly base believes he was successful in rebalancing and may have staved off some greater evil by uniting goblins, ogres and other dark creatures.	+2 WIS
5	Ayduin Moss , a cleric of the 2nd Age who became a fanatical protector of trees to the point of declaring war against elves for their inhuman use of forests. He organized an army of treants and a protracted war and eventual negotiation followed. According to some histories, he didn’t just awaken angry treants, but in fact brought them into existence through his fervent belief.	+2 WIS
6	Minervae Oriqen , a barbarian of the 10th Age. She was a believer than elven power springs from connection with nature and forests, and that “elven society” was therefore an oxymoron. She collected a fair number of followers to this belief and spent decades waging a destructive campaign against elves she considered too civilized. Some historians point out that a suspiciously large number of the elven settlements she destabilized turned out to have a hidden, thriving cabal of demon-worshippers planted in various powerful positions, so maybe her fanaticism wasn’t entirely off-base.	+2 WIS

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3

3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3
4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3
5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1
2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Gnome Ancestry Playbook

As a gnome, you gain the racial trait **small**, and the racial powers **Confounding** and **Minor Illusions** (p. 68).

1d6	You have a famous gnome ancestor. Who is it?	Gain
1	Frodalzvertem , a 1st Age gnome tinkerer who built weapons of war for the Wizard King. His possible involvement in the Wizard King's downfall is hotly debated. There are rumors a few of his contraptions remain, but if they do exist they are carefully guarded.	+2 DEX
2	Clehada , a gnome archery champion of the 6th Age who famously won a bet to slay a gold dragon in the overworld with a single blinded bow shot from horseback. Aside from the brief dragon war that trick shot kicked off, she was also sentenced to death for winning a different archery competition using a specially built mechanical bow. She escaped before the sentence could be carried out.	+2 DEX
3	Hefenzibit , a sorcerer of the 9th Age sometimes referred to as the "glimmer gnome," for a propensity to teleport, disappear, addle and all-around confuse enemies sometimes to the point of madness.	+2 DEX
4	General Tiv , of the 8th Age and possibly the only famous gnome military general in Dragon Empire history, led a coalition army of all sentient races against a dire evil so unspeakable the history books fail to even describe. The books agree that she defeated it in a burst of mutually destructive power, but they disagree about whether she actually conjured the great evil herself in the first place.	+2 INT
5	Cibbidwart the Archmage , a wizard of the 7th Age, who was never technically the archmage according to most histories, but who ran a rival wizard school for decades to the chagrin of most of other authorities whose schemes he constantly thwarted to his own ends.	+2 INT
6	Firna Fireforge , a gnome engineer and architect of the 1st Age. She built massive structures of translucent, ultrastrong material sometimes referred to as wizard glass. A few examples still stand to this day. There are entire schools of study devoted to uncovering the formula for producing wizard glass and to debating whether the few remaining structures were designed to last this long as part of a cryptic message.	+2 INT

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3

4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3
5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1
2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Half-Elf Ancestry Playbook

As a half-elf, you gain the racial power **Surprising** (p. 69).

1d6	You have a famous half-elf ancestor. Who is it?	Gain
1	Ferris the Stalwart , a cleric of the 1st Age, and some claim the first spontaneously born half-elf in history, created a holy army to battle the undead terrors that arose around the Wizard King as he descended into his state as the Lich King.	+2 CON
2	Talia Eltris , a mercenary fighter of the 2nd Age, also known as “the Second Sword.” She famously fought with a sword in each hand, one a longsword and the other a curved elven blade. She even more famously turned the tide of multiple wars, sometimes the same war multiple times as the two sides repeatedly outbid each other to secure her services.	+2 CON
3	Velynor the Volcano , a sorcerer of the 9th Age whose dragon breath was so potent he was said to take on the appearance of a molten giant and could burn down magically reinforced castle walls just by walking into them. A dozen wizards banded together to teleport him deep into the ocean to stop him. The results were inconclusive.	+2 CON
4	Clover , a bard of the 4th Age as famous for beauty as for song. Rumored to be a demigod as well as the lover of elf, dwarf and human kings. History remains split on whether Clover was male or female, and the numerous ancient statues devoted to the famous half-elf all depict a creature of strong, intense, almost-alien features.	+2 CHA
5	Orelle Naezumin , a necromancer of the 11th Age, rejected by both the humans and elves in the village of her birth, turned to necromancy at first as a way to surround herself with friends. Scholars still study her surprisingly nonviolent and sometimes touching uses and interactions with the undead.	+2 CHA
6	Susona Snaketongue , a politician and double-agent spy of the 7th Age, who earned the trust of both human and elven kingdoms in her time. Only hundreds of years after her death were documents uncovered proving she had been in the employ of chromatic dragon factions the whole time. Some scholars believe she may have been playing the dragons to her own ends as well.	+2 CHA

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3
4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3

5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1

2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Halfling Ancestry Playbook

As a halfling, you gain the racial trait **small**, and the racial power **Evasive** (p. 70).

1d6	You have a famous halfling ancestor. Who is it?	Gain
1	Timber Proudhorn , an undefeated eating contest champion of the 6th Age who was said to have eaten literally her weight in dumplings in a single competition. Her appetite was so renowned, she drew divine and demonic challengers from other realms, and out-ate them all.	+2 CON
2	Fredo Underhill , a young halfling of the 3rd Age who abandoned his inheritance and life of luxury to endure a grueling quest to the summit of a dangerous volcano where he successfully destroyed a magical artifact into which a dark wizard had foolishly channeled all of his power.	+2 CON
3	Fiona Headstrong , a famous paladin of the 10th Age who claimed her divine powers came from ale. She liberated numerous towns beset by demonic and undead incursions, and always helped the town build a brewery before moving on to her next mission. Less charitable histories describe her a bloodthirsty, drunken conqueror.	+2 CON
4	Odo Silentfoot , a ranger of the 8th Age known for patrolling the empire's borderlands and stealthily assassinating dangerous creatures before they could do any harm. Some scholarly research on his time raises questions about whether he operated under imperial authority and whether he distinguished between friend and foe in his patrols.	+2 DEX
5	Conrad Hopesinger , a bard of the 7th Age who specialized in tales of the Wizard King's downfall. He was at one point kidnapped by the Lich King and forced to act as his personal troubadour for several years before eventually escaping. Some say the Lich King let him escape, afflicted with a curse that would cause him to rise from the dead as a terrifying lich bard one day.	+2 DEX
6	Radogand Goldbody , a brilliant merchant of the 12th Age who was so wealthy she bought her way onto the throne and ruled as empress for roughly a decade. She eventually abdicated, some say because she realized her skills as a merchant did not translate to governance, others because she grew bored and disappeared to seek a new fortune outside the confines of the dragon empire itself.	+2 DEX

1d12	What did your parents do and what did you learn?	Gain
1	Your parents were the village blacksmiths. You learned to work the forge and run the store.	+2 STR; +1 INT; +1 CHA Background: Smith +3
2	One parent was a village watchman. You learned the basics of fighting and also how to treat strangers warily but fairly.	+2 STR; +1 WIS; +1 CHA Background: Village Watch +3
3	Your parents ran a small farm on the village outskirts. You learned about tending crops, raising animals, and the value of hard work.	+2 CON; +1 INT; +1 CHA Background: Farmer +3

4	You were an orphan. You learned to fend for yourself.	+2 CON; +1 INT; +1 WIS Background: Street Urchin +3
5	Your parents were hunters (or fishermen, if you prefer). You learned track and snare prey, and also how to clean and butcher it.	+2 DEX; +1 INT; +1 WIS Background: Hunter +3
6	Your parents were tailors (or leatherworkers) and you learned a fine and precise craft as well as how to make something to order.	+2 DEX; +1 WIS; +1 CHA Background: Tailor +3
7	Your parents were outcasts, rightfully excluded from society or not. You learned to live outside society and hold true to your beliefs.	+2 INT; +1 STR; +1 CON Background: Outcast +3
8	Your parents were renowned keepers and tellers of stories. You learned to keep and pass on knowledge entertainingly.	+2 INT; +1 STR; +1 DEX Background: Folklorist +3
9	Your parents worked the village stables. You learned to ride, and how to care and barter for horses.	+2 WIS; +1 STR; +1 DEX Background: Stablehand +3
10	Your parents were part of a local druidic circle. You learned to travel in the nearby woods and forage and gather herbs.	+2 WIS; +1 CON; +1 DEX Background: Druid Circle +3
11	Your parents ran the local inn. You learned to keep the house running and traded many stories with strangers in the common room.	+2 CHA; +1 STR; +1 CON Background: Innkeeper +3
12	Your parents were merchants who ran the local general store. You learned buying and selling and keeping an attractive storefront.	+2 CHA; +1 CON; +1 DEX Background: Merchant +3

1d8	How did you distinguish yourself as a child?	Gain
1	You never lost a fight.	+2 STR; +1 WIS
2	There wasn't a game you couldn't win.	+2 DEX; +1 INT
3	You were the toughest kid in the village.	+2 CON; +1 CHA
4	No secret escaped your attention.	+2 INT; +1 DEX
5	Your empathy made you a sought-after confidant.	+2 WIS; +1 CON
6	Everyone liked you.	+2 CHA; +1 STR
7	You solved everyone else's problems and never mentioned your own.	+1 STR; +1 CON; +1 CHA
8	You learned a little bit of something from everyone.	+1 DEX; +1 INT; +1 WIS

1d12	Who in the village befriended you as a child? Decide whether the icon relationship is positive, conflicted, or negative.	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 CON; +2 STR Icon: Dwarf King +1
2	The apothecary took you under their wing and you helped grow herbs and mix medicines.	+2 WIS; +2 INT Icon: Elf Queen +1
3	You went camping and hunting with the hunters who hang out at the hunting lodge.	+2 DEX; +2 WIS Icon: High Druid +1
4	You spent extra time with the schoolmaster, asking questions and borrowing books.	+3 INT; +1 DEX Icon: Archmage +1
5	You were welcomed into the local undertaker family, who normally kept to themselves.	+2 INT; +2 CHA Icon: Lich King +1
6	You broke someone's heart or had yours broken.	+2 CHA; +2 CON Icon: Diabolist +1
7	You apprenticed with the local scribe, drafting important letters and learning the basics of barrister work when legal matters arose.	+3 CHA; +1 INT Icon: The Three +1
8	The grizzled mercenary who settled in town taught you some lessons.	+3 STR; +1 CON Icon: Crusader +1
9	You spent time with the captain of the guard, patrolling the village walls and the jailhouse.	+2 STR; +2 DEX Icon: Emperor +1
10	You were a devout child, or at least one interested in religion, and spent a lot of time with the village priest at the local temple.	+3 WIS; +1 CHA Icon: Priestess +1
11	An old monk who retired to the village always found time for you, even if he ignored everyone else in the village to focus on his meditation.	+3 DEX; +1 STR Icon: Great Gold Wyrms +1
12	The half-orc hermit in an old hut on the town outskirts.	+3 CON; +1 WIS Icon: Orc Lord +1
*	The erstwhile bard who came through the village at unpredictable intervals took a shine to you.	+3 CHA; +2 DEX Icon: Prince of Shadows

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Barbarian Playbook

You spent a lot of time in the wilderness as a child. You got into a few fights with dangerous animals or maybe even dangerous people. In those scrapes you tapped into your raw will and summoned fury as your ally. You became a level 1 Barbarian. You gain the class feature **Barbarian Rage** (p. 80). The tables below further define your class abilities.

1d6	Barbarians thrive in the wild. In what way were you particularly wild?	Gain
1	You were a trapper of wild animals. The more dangerous the animal, the better. You used the hides, feathers and bones of your quarry for tools, clothing and decoration.	+3 WIS; +1 STR; Background: Trapper +3
2	You relished the fight. You regularly sought out dangerous monsters plaguing the countryside, tracked them down and tested your skills as a fighter against them.	+3 STR; +1 CON Background: Monster Hunter +3
3	You unleashed your rage for sport. The village has a seedy underground of bloodsport and you were a young and prolific champion, thrilling the crowd with your victories over older and stronger-looking opponents.	+3 STR; +1 CON; Background: Underground street fighting champion +3
4	You weren't <i>raised</i> by wolves, but a pack at least partially adopted you. You became their human alpha and learned to lead and hunt with the pack.	+3 CHA; +1 CON Background: Wolfpack alpha +3
5	You ranged far and wide, alone or with especially hardy companions. You climbed to the tops of mountains where the air was thin and frigid, survived swamps full of poisonous creatures, blistered your skin in arid deserts, or braved other untamed wilderness.	+3 CON; +1 STR; Background: Survivalist +3
6	Most barbarians prefer the wild outdoors, but you prefer the wild underground. You spelunked deep into dwarven and drow ruins, and maybe the fringes of deep hellholes and learned to survive for long periods without seeing the sun or stars.	+3 CON; +1 STR; Background: Explorer of the deep wilds +3

1d6	Many barbarians emulate the fury seen in powerful beasts. What beast does your fury evoke?	Gain
1	The mauling bear.	+3 STR; <i>Barbaric Cleave</i> talent (p. 80)
2	The frenzied badger.	+3 CON; <i>Building Frenzy</i> talent (p. 80)
3	The stealthy leopard.	+3 DEX; <i>Slayer</i> talent (p. 80)
4	The indomitable elephant.	+3 CON; <i>Strongheart</i> talent (p. 80)
5	The charging boar.	+3 STR; <i>Unstoppable</i> talent (p. 80)

6 The ferocious porcupine.

+3 CHA; *Whirlwind* talent (p. 80)

If your roll for question #3 on the table below gains you the same talent you gained in question #2, keep the answer to the question, the ability score bonus, and the ally bonus, but reroll to gain a different talent.

1d6	Every barbarian has a moment when their rage evolves from merely an emotion into a powerful tool they harness. What was your moment? <i>The player to your right was with you at this moment.</i>	Gain
1	You were tracking a bear to its lair inside a hidden cave, but when you found the beast you realized it shared its lair with a massive dire bear. You were able to hold it off long enough to escape with your life. <i>Your friend was with you and aided in the fight, and gains +1 STR.</i>	+3 STR; <i>Unstoppable</i> talent (p. 80)
2	Once, you and a friend were surprised in the wilderness by a venomous snake. You were able to resist the poison long enough to track it down, kill it, and brew an antivenom from its glands. <i>Your friend also resisted the poison and aided in the antivenom brewing, and gains +1 CON.</i>	+3 CON; <i>Barbaric Cleave</i> talent (p. 80)
3	A band of kobolds sometimes comes down from the mountains to hunt the game in your village forest. You guard the mountain path against these kobolds from time to time. <i>Sometimes your friend helps, and gains +1 STR.</i>	+3 STR; <i>Whirlwind</i> talent (p. 80)
4	You spotted horse thieves sneaking away from the village stables. You tracked them silently into the woods, got the drop on them and killed them all (or sent them running) before returning the horses to the village stables as if nothing had happened. <i>Your friend was with you and helped you surprise and stop the thieves, and gains +1 DEX.</i>	+3 DEX; <i>Slayer</i> talent (p.80)
5	A rival tribe of barbarians from the other side of the mountain came through your territory. You challenged their leader to a fight and she defeated you. <i>Your friend entered the fray as well and spent the next weeks recovering alongside you. Your friend gains +1 CON.</i>	+3 CON; <i>Strongheart</i> talent (p. 80)
6	You chased a couple of thieves into the woods and after cornering them, got into a fight. They tried to surrender, but you lost control of your rage and slaughtered them all. <i>Your friend was there and never told a soul your secret. Your friend gains +1 INT.</i>	+3 INT; <i>Building Frenzy</i> talent (p. 80)

1d12	You have a special item you consider a barbaric totem, and it helps you focus your rage. What is it?	Gain
1	A finely crafted sword adorned with barbarian insignia of a tribe you've never seen before.	+3 STR; sword; Icon: Diabolist +1
2	A sturdy shield made of dragon scales.	+3 CON; shield; Icon: The Three +1

3	A mysterious statue carved of marble. It depicts the same fantastic animal carved into some of the older buildings in the village and also has indecipherable runes.	+3 INT; mysterious statue; Icon: the Archmage +1
4	A +1 oil contained in a crystal vial of unusual quality and craftsmanship	+3 WIS; +1 oil; Icon: Dwarf King +1
5	An exotic axe with a blade shape and handle you've never seen before.	+3 STR; exotic axe; Icon: the Orc Lord +1
6	A horse. It considers you its owner and you can ride it, but it's not a war horse and if you want it to do anything beyond simple riding and burden-carrying, you'll need to train it.	+3 CON; horse companion; Icon: Crusader +1
7	A wickedly sharp animal bone knife inlaid with elaborate carvings. It can be used as a small one-handed weapon but appears to have been created for some other, mysterious ritual purpose.	+3 STR; ritual knife; Icon: the Lich King +1
8	An adventurer-tier healing potion	+3 CON; healing potion; Icon: Priestess +1
9	A backpack full of useful tools, including high-quality elven rope, unusually light pots and pans, and a warm waterproof blanket.	+3 INT; adventurer's pack; Icon: Emperor +1
10	A small pouch full of herbs and tinctures. You don't know what any of them do, but an apothecary can tell you that they are exotic and appear to be gathered from all over the continent.	+3 WIS; herbalist's pouch; Icon: the High Druid +1
11	A beautiful longbow and six magic arrows that grant +1 attack bonus and deal +1 damage when you use them. They disintegrate after dealing damage.	+3 STR; longbow and 6 magic arrows; Icon: the Elf Queen +1
12	A magnificently tailored fur cloak. It's warm, waterproof and very durable. It has a lion-like fur collar that is highly recognizable and striking.	+3 CON; high-quality cloak; Icon: Great Gold Wyrm +1
**	A map depicting a district in a city you've never been to, with a password written on it.	+2 STR; +1 DEX; +1 CHA; map; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either STR or CON (but remember you cannot exceed 20).
2. Choose one more talent.
3. Choose your first level feat (two feats if human).
4. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
5. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.

6. Calculate modifiers, initiative, AC, PD, and MD.
7. Add your name, choose weapons and other gear.
8. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Bard Playbook

You're a storyteller, a singer, a musician, or maybe just an entertainer. Your flair for drama and evoking emotion has become more than just a talent. Your stories begin to weave actual power into them. You become a level 1 bard. You gain the class features **bardic songs**, **battle cries**, and **spells** (p. 83). Is it some kind of primal magic, or the attention of the gods? Perhaps your life path will lead you to the answer some day.

1d6	Bards are entertainers, be it through storytelling or music. What is your favorite way to entertain?	Gain
1	You stoke passion through music, making audiences cheer or cry at will. You play many instruments, but play 2 or 3 with preternatural grace and skill. You can play several pieces of notoriously difficult music.	+3 DEX; +1 CHA; Background: Instrumentalist +3
2	You're an actor and ace impersonator. Your songs and performances inspire their audience with the power of authenticity and the feeling you put into them.	+3 CHA; +1 DEX Background: Actor +3
3	You tell stories from a vast collection of tales you've memorized. You remember unusual details and retell ancient historical epics with particular skill.	+3 INT; +1 CHA Background: Folklore collector +3
4	You can play music, act, and do a little bit of everything. A solo performance of somber ancient tragedies one night might give way to a comedic juggling show the next. What makes you stand out is your willingness to travel to neighboring villages and play long hours, all for the joy of entertaining an audience.	+3 CON; +1 DEX; Background: traveling minstrel +3
5	You are a singer and your voice is one of rare talent. You can probably do that thing where you break a glass with your voice.	+3 CHA; +1 DEX; Background: Singer +3
6	You are a master of percussion and rhythm. Your skill with drums of all kinds can whip your audience into a euphoric frenzy or unsettle them with its ominousness.	+3 DEX; +1 CHA; Background: Drummer +3

1d6	What was your first big performance?	Gain
1	It was a comedic performance that left your audience doubled over laughing and in tears.	+3 DEX; <i>Songmaster</i> talent (p. 87); <i>Move It!</i> battle cry (p. 87); <i>Soundburst</i> spell (p. 89)
2	It was a romantic performance that left your audience swooning.	+3 CHA; <i>Storyteller</i> talent (p. 87); <i>We Need You!</i> battle cry (p. 88); <i>Charm Person</i> spell (p. 88)
3	It was a stellar performance of a piece of historically significant work that would impress any critic.	+3 INT; <i>Loremaster</i> talent (p. 87); <i>Stay Strong!</i> battle cry (p. 87); <i>Battle Chant</i> spell (p. 88)

4	It was a dramatic performance that hooked your audience and left them on the edge of their seat.	+3 CHA; <i>Balladeer</i> talent (p. 85); <i>Pull It Together!</i> battle cry (p. 87); <i>Song of Heroes</i> (p. 89)
5	It was a mysterious performance that left your audience guessing moment-to-moment and beat-to-beat.	+3 WIS; <i>Mythkenner</i> talent (p. 87); <i>Pull It Together!</i> battle cry (p. 87); <i>Befuddle</i> spell (p. 88)
6	It was a tale or song of tragedy, illustrating an important point about the hubris of mortals or the unfairness of the gods.	+3 DEX; <i>Jack of Spells</i> talent (p. 86); <i>Stay Strong!</i> battle cry (p. 87); <i>Song of Spilt Blood</i> (p. 89)

If your answer to question #3 gains you the same talent as your answer to question #2, keep the ability score bonus, battle cry, spell/song, and friend bonus, but reroll until you gain a different talent.

1d6	Like all good bards, you have a knack for finding adventure. One time this knack landed you in a sticky situation. <i>The player to your right was there and helped you get out of trouble.</i>	Gain
1	A band of rival performers did not appreciate you playing on their turf and were even less happy when you showed them up with a superior performance. They jumped you after the show but you held them off. <i>Your friend helped you fight them off and gains +1 STR.</i>	+3 STR; <i>Balladeer</i> talent (p. 85); <i>Move It!</i> battle cry (p. 87); <i>Song of Spilt Blood</i> (p. 89)
2	Low on cash after a tough string of shows on the road, you helped yourself to a few unguarded food crates behind the inn you were going to play that night. When the innkeeper busted you, you had to distract him long enough to spot a moment for escape. <i>Your friend helped you run from the innkeeper and gains +1 DEX.</i>	+3 DEX; <i>Storyteller</i> talent (p. 87); <i>Pull It Together!</i> battle cry (p. 87); <i>Battle Chant</i> spell (p. 88)
3	After a particularly moving performance, you caught the eye of one audience member who invited you to spend the night. Which was great until you were both awoken by an angry and jealous lover who came home early. <i>Your friend packed the horses when you were spotted sprinting away from your tryst half-dressed and laughed about the story all the way to the next town. Your friend gains +1 CHA.</i>	+3 CHA; <i>Jack of Spells</i> talent (p. 86); <i>Move It!</i> battle cry (p. 87); <i>Befuddle</i> spell (p. 88)
4	After a show you stayed up late playing cards and were doing really well. A little too well, actually, because you were cheating. When you got busted, you had to think fast and get out of there. <i>Your friend helped create a distraction and gains +1 DEX.</i>	+3 DEX; <i>Spellsinger</i> talent (p. 87); <i>We Need You!</i> battle cry (p. 88); <i>Song of Heroes</i> (p. 89)
5	You arrived to play at a walled-off, unfriendly town. Normally you would have moved on, but you were tired and broke. Somehow, you talked yourself past the guards and were able to play for a bed and a meal at the inn that night. <i>Your friend impersonated a local merchant and his enthusiasm to spend coin on your performance helped you both get in. Your friend gains +1 CHA.</i>	+3 CHA; <i>Battle Skald</i> talent (p. 86); <i>Stay Strong!</i> battle cry (p. 87); <i>Soundburst</i> spell (p. 89)

6	You were playing for free drinks one night and the hits just kept coming. And so did the shots. You drank until you blacked out and woke up feeling very sorry for yourself in the alley outside the inn. <i>Your friend matched you shot for shot and gains +1 CON.</i>	+3 CON; <i>Songmaster</i> talent (p. 87); <i>Pull It Together!</i> battle cry (p. 87); <i>Charm Person</i> spell (p. 88)
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1d12	At the end of your most recent performance, you returned to your room to find a gift and a note from a mysterious admirer. What was your gift?	Gain
1	An adventurer tier rune and 2d12 gold pieces.	+3 CHA; Icon: Archmage +1
2	A black lacquered fiddle (or other stringed instrument that you prefer) that produces a sound that, while not magical, is haunting and unlike anything you've ever heard before.	+3 STR; Icon: Diabolist +1
3	A book of ancient songs that predate the first Dragon Empire, mostly in elvish, but in a variety of languages.	+3 WIS; Icon: Elf Queen +1
4	A congratulatory note from a wealthy patron, signed and marked with an official seal, stating that the note can be presented anywhere in the Empire for one-time assistance (such as, e.g., getting out of jail).	+3 CHA; Icon: Emperor +1
5	A pair of unbreakable stained glass crystal goblets depicting an epic scene of creation. Everything tastes better in them.	+3 WIS; Icon: Priestess +1
6	A pair of drums in the style played at the Lich King's court. They are creepy, but they produce a magnificent sound that can't be replicated by any other drum you've played.	+3 CHA; Icon: Lich King +1
7	A vest of shiny, resplendent, ultra-light metal. It not only looks great on stage, but doubles as effective light armor if you get into a scrape.	+3 DEX; Icon: Dwarf King +1
8	An imposing scimitar with a heavy guard around the handle. It looks like it could chop down a tree.	+3 DEX; Icon: Crusader +1
9	A flute (or other woodwind of your preference) whose reed is carved from a single gold dragon scale. Depending on the song played, it produces either unusually uplifting or intimidating music.	+3 STR; Icon: Great Gold Wyrms +1
10	A sturdy crossbow. It's not pretty, but it's definitely striking. It's a machine built to deal damage.	+3 DEX; Icon: Orc Lord +1
11	A beautiful pendant carved in the shape of a dragon. It has secret compartments, one of which contains a set of lockpicks and the other a retractable blade that can be used as a dagger in combat.	+3 DEX; Icon: The Three +1
12	A pet songbird with a note attached to its leg. The note says it's a gift from an enchantress in a druidic circle who was passing through where you performed. The bird will ferry written messages to the druid if you want to communicate with her. It also sings nicely.	+3 CHA; Icon: High Druid +1

**

A cryptic map with a password. If you can find the location it points to, it claims the map serves as an invitation to join a “spies guild.”

+2 DEX; +2 CHA;
Icon: Prince of
Shadows +1

Finishing Touches:

1. Add a +2 bonus to either DEX or CHA (but remember you can't exceed 20).
2. Choose one more talent.
3. If one of your talents is the *Loremaster* talent, you can elect to swap your CHA and INT scores. If one of your talents is the *Mythkenner* talent, you can elect to swap your CHA and WIS scores.
4. If your talents granted you additional spells, songs, or battle cries, select the additional ones now.
5. Choose your first level feat (two feats if human).
6. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
7. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
8. Total up your modifiers, initiative, AC, PD, and MD.
9. Add your name, choose weapons and other gear.
10. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Cleric Playbook

All mortals call on the gods, but when it comes to you, sometimes they listen. You became a level 1 cleric. You gain the class features **heal** and **ritual magic** (p. 95).

1d6	Clerics gain power by channeling divine force, be it from a god or some other divine source. How did you first channel the divine?	Gain
1	You were bullied a lot as a child, but determined to fight back. You trained for months to be strong enough to face your tormentor, but he ambushed you with an entire gang of friends. They beat you within an inch of your life, but when you miraculously healed yourself and returned to your feet, they ran away scared.	+3 STR; +1 WIS; Background: Hand-to-hand combat specialist +3
2	You were a young and bright acolyte studying under a village priest. She had a particular interest in the great healers and had you focus your studies on them in particular. You were nearly as shocked as she was when in the middle of reciting your lessons, you suddenly healed her ailing back.	+3 WIS; +1 STR; Background: Acolyte +3
3	You spent summers helping as a gravedigger, but one summer a great pestilence swept the region. You were left for dead alongside the corpses you were digging graves for, but the whole village was shocked when miraculously you healed yourself and returned to work.	+3 CON; +1 STR; Background: Grave Digger +3
4	You were an apprentice to a showy faith preacher, playing instruments, singing, and delivering uplifting sermons. Audience members were invited onstage to accept the healing hands of your master, and everyone was surprised when yours began to work better.	+3 CHA; +1 WIS; Background: Faith healer +3
5	You worked as an assistant to the local barber and doctor, applying leeches and bloodletting as necessary. One day a desperately ill patient walked in while the doctor was out and to both his surprise and yours, you healed him with a touch.	+3 WIS; +1 STR; Background: Barber and Doctor +3
6	One terrifying night a small band of brigands slipped past the village guard and attacked. You raced out to help fight them off with the other villagers. Later, while lamenting over the mortal wounds of the guard who'd been attacked, you reached down to shake his hand and healed him.	+3 STR; +1 WIS; Background: Village Militia +3

1d6	What does the source of your divine power want from you?	Gain
1	Use its power to heal the sick.	+3 WIS; <i>Healing</i> domain (p. 95); <i>Bless</i> spell (p.98); <i>Cure Wounds</i> spell (p. 98)
2	Protect the weak.	+3 WIS; <i>Protection/Community</i> domain (p. 97); <i>Shield of Faith</i> spell (p. 98); <i>Spirits of the Righteous</i> spell (p. 98)
3	Expand the world's understanding of this	+3 INT; <i>Knowledge/Lore</i> domain (p. 96); <i>Bless</i> spell (p.

	being's divine power.	98); <i>Cure Wounds</i> spell (p. 98)
4	Meditate on the illusion between life and death.	+3 STR; <i>Life/Death</i> domain (p. 96); <i>Shield of Faith</i> spell (p. 98); <i>Turn Undead</i> spell (p.99)
5	Infuse the world with divine energy.	+3 CON; <i>Healing</i> domain (p. 95); <i>Javelin of Faith</i> spell (p. 98); <i>Turn Undead</i> spell (p. 99)
6	Share your connection with the divine with your neighbors.	+3 STR; <i>Protection/Community</i> domain (p. 97); <i>Hammer of Faith</i> spell (p. 98); <i>Spirits of the Righteous</i> spell (p. 98)

1d6 On a mission to spread the will of your divine patron, you ran into trouble and had to fight your way out. Who did you fight? *The player to your right was there and helped you fight.* Gain

1	A band of undead abominations. You destroyed them all. <i>Your friend helped and gains +1 CHA.</i>	+3 CHA; <i>Sun/Anti-Undead</i> domain (p. 97); <i>Bless</i> spell (p. 98); <i>Turn Undead</i> spell (p.99)
2	A demon. You caught it unawares and smote it from this plane of existence. <i>Your friend aided in smiting and gains +1 DEX.</i>	+3 DEX; <i>Trickery/Illusion</i> domain (p. 97); <i>Shield of Faith</i> spell (p. 98); <i>Spirits of the Righteous</i> spell (p. 98)
3	A murderer on the run from the law. He refused to be brought in for justice and so you carried out vengeance in its place. <i>Your friend aided in the vengeance and gains +1 STR.</i>	+3 STR; <i>Justice/Vengeance</i> domain (p. 95); <i>Bless</i> spell (p. 98); <i>Cure Wounds</i> spell (p. 98)
4	A band of brigands raiding a nearby farming community. You dispatched their leader and the gang fled. <i>Your friend helped hold off the gang while you fought the leader, and gains +1 WIS.</i>	+3 WIS; <i>War/Leadership</i> domain (p. 97); <i>Cure Wounds</i> spell (p. 98); <i>Javelin of Faith</i> spell (p. 98)
5	Cultists defiling historical and religious artifacts. They were zealots who refused who destroyed as much as possible while cowardly fleeing from you. <i>Your friend aided in trying to save as much as a possible, and gains +1 WIS</i>	+3 WIS; <i>Love/Beauty</i> domain (p. 96); <i>Bless</i> spell (p. 98); <i>Hammer of Faith</i> spell (p. 98)
6	Monsters terrifying the hunters in the nearby woods. You tracked them to their lair and ended their reign of terror. <i>Your friend was a loyal fighting companion, and gains +1 STR.</i>	+3 STR; <i>Strength</i> domain (p. 97); <i>Hammer of Faith</i> spell (p. 98); <i>Javelin of Faith</i> spell (p. 98)

1d12 You often find your faith and divine power more focused around one object in your possession. What is the object? Gain

1	An intricately crafted mace. The handle has the form of a holy symbol and the head is a mass of spikes like a shining star. It was given to you by an old holy warrior who taught you evil cannot be defeated by good intentions alone.	+3 STR; mace; NPC contact; Icon: Crusader +1
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2	A sturdy, reinforced shield with your deity's symbol painted on it. You found it next to the skeleton of a former cleric guarding a collection of books on your deity. Dark magic appears to have burned the cleric and his library to ash. Only a few tattered covers of the books survived, but the metal shield still works.	+3 WIS; Shield; Icon: Diabolist +1
3	A magnificent sword with a hilt of golden dragon scales. A former warrior in the service of the Great Gold Wyrms took a liking to you and left it in your hands rather than retire it to a place above his mantle.	+3 STR; NPC contact: old warrior; Icon: Great Gold Wyrms +1
4	A wickedly carved holy symbol. It was taken from an orc cleric fleeing the Orc Lord's armies. You feel a powerful, but malevolent, energy flowing from it and take strength from the sense that your own divine energy is reshaping it into a tool of your deity's own devising instead.	+3 WIS; holy symbol; Icon: Orc Lord +1
5	A crossbow inlaid with red dragon scales, making it fireproof and close to indestructible. The kobold bandit it was taken from established that when he shot a half dozen flaming bolts at you before trying to bash you over the head with it.	+3 DEX; crossbow; Icon: The Three +1
6	A book filled with riddles, secrets, and stories about numerous gods, old, new, and forgotten. You take solace from its comforting passages, determination from its entries on confounding gods, and puzzle over its riddles, many of which are scrawled in languages you've never seen before. It's also a hefty book that can double as a bludgeoning instrument in an emergency.	+3 INT; book of divine secrets; Priestess +1
7	A mace of magically hardened wood gifted by a forest wanderer. It is no stronger than a normal mace, but it is a beautiful, knotted branch that fits perfectly in your hand and looks beautiful when polished. It is also significantly lighter than a normal mace while being just as tough.	+3 STR; wooden mace; High Druid +1
8	A sturdy set of heavy ring mail. A dwarven follower of your deity claimed it served his brother well for decades patrolling the deep roads. One day that brother traded the sturdy, but plain-looking, ring mail for a handsome breastplate instead and never returned from his next mission. The ring mail was easily modified to fit you.	+3 WIS; heavy ring mail; Icon: Dwarf King +1
9	A magic wristband given to you by a wizard in exchange for magic healing. It is an intricate weaving of tiny star and moon-shaped chain links. Once per day with a free action flick of your wrist, the chain can give off light equivalent to the effect of the <i>light</i> cantrip (p. 147). It lasts one battle, or about five minutes, and can be extinguished with another free action.	+3 DEX; <i>light</i> wristband; Icon: Archmage +1
10	A black ring with an inscription claiming it was forged by the Lich King. You bought it off a trader at a price so low you assumed the artifact was a fake. But on dark nights or quiet moments, if you concentrate on it, sometimes you hear whispers or sense shadowy movement just out of sight.	+3 INT; spooky ring; Icon: Lich King +1
11	A beautiful holy symbol of woven rope, gifted to you by an elven cleric impressed with your divine power. The symbol can uncoil itself into fifty feet of fine elven rope and re-form itself into the symbol at your command. It also	+3 STR; magic rope holy symbol; Icon: Elf Queen +1

	imbues you with strength, or at least confidence, when using it to climb and grants a +2 bonus to any climbing checks with it.	
12	A coin from the Dragon Emperor's mint given to recognized clerics in the empire. Along with an official writ attached to it, the coin authorizes you to establish a small house of worship in any recognized holy district in any city or town in the empire (though the note cautions you some cities may have additional requirements or complications, particularly First Triumph and Drakkenhall).	+3 WIS; emperor's writ; Icon: Emperor +1
**	A book entitled "Lost Gods of a Lost Age," which tells a very abstract world cosmology fable in its opening pages. The remainder of the book is filled with a series of ciphers you have yet to understand. The book was passed to you by a traveling cleric's assistant. She said when you decipher it, it will show you where to go.	+1 STR; +1 INT; +1 WIS; +1 CHA; enigmatic book; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either STR or WIS (but remember you can't exceed 20).
2. Choose one more talent.
3. If you ended up with the same spell twice, switch one of them out for a different spell of your choice.
4. Choose your first level feat (two feats if human).
5. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
6. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
7. Total up your modifiers, initiative, AC, PD, and MD.
8. Add your name, choose weapons and other gear.
9. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Fighter Playbook

As you came of age, you learned that you like big weapons and heavy armor. You became a level 1 fighter. You gain the class talents **extra tough** and **threatening** (p. 105)

1d6	How did you first learn to fight?	Gain
1	Raiders from the north frequently attacked your village, and you always volunteered to help fight them off. You quickly rose in the ranks of this makeshift militia.	+3 STR; +1 CON; Background: Militia Commander +3
2	You spent long days alone, riding horses and practicing with any weapon or armor you could get ahold of.	+3 CON; +1 STR; Background: Horseback Rider +3
3	You practiced archery and trick knife-throwing shots with the city guard after hours. But mostly you just drank together.	+3 DEX; +1 CON; Background: Seasoned Drinker +3
4	A knight stayed in the village for a while and she let you spar with her and told stories.	+3 CHA; +1 STR; Background: Nobility and Etiquette +3
5	When traders from the south came through the village, you found an old warrior's training manual and you studied it everyday thereafter.	+3 STR; +1 CON Background: Military Historian +3
6	You tested yourself against bigger and stronger opponents in the village, and you never backed down.	+3 CON; +1 STR; Background: Bully Avenger +3

1d6	Plenty of folks in the village can handle themselves, but the villagers consider you their best fighter. How did you earn that title?	Gain
1	You bested an unnatural beast in the woods outside the village.	+3 CON; <i>Heavy Warrior</i> talent (p. 105); <i>Carve an Opening</i> maneuver (p. 107)
2	A great bear attacked the village and you fought it off single handedly.	+3 STR; <i>Heavy Warrior</i> talent (p. 105); <i>Brace For It</i> maneuver (p. 107)
3	You repelled a band of nighttime raiders and helped care for the wounded afterwards.	+3 WIS; <i>Cleave</i> talent (p. 105); <i>Deadly Assault</i> maneuver (p. 107)
4	You saved a village child from a pack of wolves.	+3 DEX; <i>Skilled Intercept</i> talent (p. 107); <i>Two Weapon Pressure</i> maneuver (p. 108)
5	You challenged the wicked sheriff who had plagued the town for years and ran him off in defeat.	+3 STR; <i>Counter-Attack</i> talent (p. 105); <i>Carve an Opening</i> maneuver (p. 107)

6	When a long drought came, you helped protect farmers from scavengers even though you were as hungry as anyone else.	+3 CON; <i>Cleave</i> talent (p. 105); <i>Shield Bash</i> maneuver (p. 108)
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1d6	The village may consider you its best fighter, but you have a secret you've never shared with them. <i>The player to your right knows your secret and has never told anyone.</i>	Gain
1	You made a pact with a wandering wizard to enhance your fighting skills with dark magic. <i>Your friend was the one who convinced the wizard and gains +1 INT.</i>	+3 INT; <i>Power Attack</i> talent (p. 105); <i>Precision Attack</i> maneuver (p. 107)
2	Once, possibly years ago, you killed someone you shouldn't have in an accident. <i>Your friend was there and has always kept the secret. Your friend gains +1 STR.</i>	+3 STR; <i>Comeback Strike</i> talent (p. 105); <i>Heavy Blows</i> maneuver (p. 107)
3	You were bested by the next village over's best fighter. <i>Your friend was there and took a beating from his followers and gains +1 CON.</i>	+3 CON; <i>Tough as Iron</i> talent (p. 107); <i>Defensive Fighting</i> maneuver (p. 107)
4	You know your esteem in the eyes of the villagers is overestimated, but you know they need a village hero to be proud of, so you play the part and hope to truly earn the reputation some day. <i>Your friend knows this too and gains +1 CHA.</i>	+3 CHA; <i>Tough as Iron</i> talent (p. 107); <i>Grim Intent</i> maneuver (p. 107)
5	You snuck into a nearby archery contest, posing as a royal suitor. After winning the contest, you spent a night in the heir to the throne's bed before you were discovered as a fraud. You escaped and spent days in the wilderness hiding and surviving before you returned home. <i>Your friend was with you for the entire adventure and gains +1 CON.</i>	+3 CON; <i>Deadeye Archer</i> talent (p. 105); <i>Second Shot</i> maneuver (p. 107)
6	You once killed a bandit even though he had surrendered. You let the bandit's companion, a witness, escape. <i>Your friend was there for the killing, persuaded you to let the witness go, and swore never to tell anyone in the village what happened. Your friend gains +1 STR.</i>	+3 STR; <i>Power Attack</i> talent (p. 105); <i>Defensive Fighting</i> maneuver (p. 107)

1d12	What reward has the village given you for being their best fighter?	Gain
1	A finely crafted elven sword. It's a make you've never seen before, designed for a specific fighting style that, if learned, could increase its deadliness.	+3 STR; elven sword; Icon: Elf Queen +1
2	A deadly-looking weapon known by the villagers as the "demon axe." The blade rarely requires sharpening. Its decorations are finely carved but unsettling to stare at. It may have been crafted for a nefarious purpose long-forgotten. Now, it's just a really sharp axe. And sometimes it seems like it whispers to you but that might be your imagination.	+3 STR; demon axe; Icon: Diabolist +1

3	A stout hammer called a “god fist.” The Crusader equips some of his favored officers with these weapons. A traveler traded this one away to pay a debt while passing through the village several years ago. It’s unclear what the Crusader would think about it being carried by someone not in his army, but it’s a good weapon and it’s yours now.	+3 STR; hammer; Icon: Crusader +1
4	A javelin called “the golden spike.” It can be used as a spear or thrown as a javelin. It is crafted in a style that pays homage to the Great Gold Wyrm.	+3 CON; golden spike javelin; Icon: Great Gold Wyrm +1
5	An “aura shield,” a stout steel shield painted with a glittering portrait of the Priestess dressed as the leader of a holy army. It doesn’t seem like the sort of work she would commission, but the artist clearly adored her.	+3 CON; aura shield; Icon: Priestess +1
6	A “strategist’s helm,” sometimes seen worn by soldiers in the employ of the Archmage. It has a convoluted but stout design that offers good protection without sacrificing much peripheral vision.	+3 INT; strategist’s helm; Icon: Archmage +1
7	A set of “ghoulish gauntlets.” The fingers have wicked spikes that make a punch or scratch particularly unpleasant for the recipient and make it harder to disarm their wearer.	+3 INT; ghoulish gauntlets; Icon: Lich King +1
8	A finely crafted set of dwarven heavy plate. It costs as much as a medium-sized house so the villagers must really like you.	+3 WIS; dwarven plate; Icon: Dwarf King +1
9	An adventurer tier potion of poison resistance and a pouch of other ingredients, herbs and spices. A doctor or skilled herbalist may be able to explain its contents.	+3 WIS; potion and pouch; Icon: High Druid +1
10	Your own house and an acre of prime land just outside the center of the village. You can do whatever you like with it.	+3 CON; house; Icon: Emperor +1
11	A war banner from the Orc Lord’s armies. It was taken in battle over a decade ago by a soldier who passed through the village. It hung over the mantle at the inn until the village deemed you worthy to carry it as their champion.	+3 STR; banner trophy; Icon: Orc Lord +1
12	A nice backpack and satchel full of clever secret pockets. It’s been filled with fine rope, cooking implements, a small lantern, two weeks’ rations, and several other odds and ends. The villagers who presented it to you so proudly did not seem to realize these bags appear to have been designed for a skilled cat burglar. They also gave you 100 gold.	+3 CON; backpack; money; Icon: The Three +1
**	A book filled with riddles and ciphers. It’s probably magical, but the only part of it that makes any sense to you is a hand-drawn map on the back cover with unfamiliar landmarks.	+1 STR; +1 DEX; +1 INT; +1 CHA; strange book; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to STR or CON (but remember you can't exceed 20).
2. Choose one more talent.
3. Choose one more maneuver.
4. Choose your first level feat (two feats if human).
5. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
6. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
7. Calculate modifiers, initiative, AC, PD, and MD.
8. Add your name, choose weapons and other gear.
9. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Paladin Playbook

As you came of age, you began your quest to be a protector and avenger, powered by the will of the gods you serve. You become a level 1 paladin. You gain the **Smite Evil** class feature (p. 114).

1d6	What god or divine force do you serve?	Gain
1	A god of fate. If good, you serve this god by celebrating life. You pursue liberty for others, free slaves, and help people live their best lives. If taken to excess, you pursue hedonistic liberties. If evil, you are obsessed with death. You dwell on dark prophecies and seek to bend those prophecies to aid your personal pursuits and petty revenges.	+3 CHA; +1 STR; Background: Healer +3
2	A god of family. If good, you serve this god spreading love, compassion, and support. If evil, you forward only the interests of your close family, your ancestry or your preferred people.	+3 CHA; +1 STR; Background: Head of Household +3
3	A god of nature. If good, you seek to protect all life and keep it in a healthy balance. You promote art, creation, and maybe even industry. If evil, you seek to reclaim the wild from civilization and maybe even destroy civilization entirely.	+3 WIS; +1 STR; Background: Outdoorsman +3
4	A god of strength. If good, you seek to spread protection and self-sufficiency. You seek to aid the weak and the poor (maybe even by stealing from or fighting the rich, if taken to the extreme). If evil, you love war and battle, and you champion those who amass wealth and power.	+3 STR; +1 CHA; Background: Bodyguard +3
5	A god of law. If good, you hold true to oaths and seek justice. If evil, you negotiate clever contracts to your advantage and seek vengeance at the expense of justice.	+3 STR; +1 CHA; Background: Merchant +3
6	A god of knowledge. If good, you seek to gain knowledge so you can share it with the world and educate the curious. If evil, you covet and hoard secrets.	+3 INT; +1 CHA; Background: Librarian +3

1d6	What is your fighting style?	Gain
1	You fight defensively.	+3 DEX; <i>Bastion</i> talent (p. 114)
2	You channel divine power from the god you champion.	+3 WIS; <i>Cleric Training</i> talent (p. 114)
3	You rely on your divine devotion for strength.	+3 STR; <i>Divine Domain</i> talent (p. 114)
4	You prefer healing to fighting, even though you know fighting is sometimes unavoidable.	+3 CHA; <i>Lay on Hands</i> talent (p. 114)
5	You focus on one enemy at a time.	+3 STR; <i>Paladin's Challenge</i> talent (p. 115)

6	You fight with the zeal of a fanatic. Decide whether your fanatical devotion is to a god of light or to a dark god to determine your talent.	+3 CHA; <i>Path of Universal Righteous Endeavor</i> talent (p. 115) or <i>Way of Evil Bastards</i> talent (p. 115).
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If your roll on question #3 results in the same talent as question #2, keep the answer for background, ability score, and friend bonus purposes, but reroll until you get a different talent.

1d6	As a divine warrior, you inevitably tested yourself against an enemy in service of your god. When did you first draw blood? <i>The player to your right was there and aided in the fight.</i>	Gain
1	You fought an enemy of your god. He was much stronger than you, but through patience and defensive maneuvering, he was unable to land a hit against you. <i>Your friend helped fight at your side and gains +1 STR.</i>	+3 STR; <i>Bastion</i> talent (p. 114)
2	You charged recklessly at a huge opponent, unconcerned for your own safety. <i>Your friend fought at your side, screaming with the same intense war cry, and gains +1 CHA.</i>	+3 CHA; <i>Fearless</i> talent (p. 114)
3	You took many wounds from your opponent but refused to quit until your enemy was defeated. <i>Your friend was thoroughly bloodied by the end of the fight too, but you both survived and won. Your friend gains +1 CON.</i>	+3 CON; <i>Implacable</i> talent (p. 114)
4	You defeated your enemy, and then used your divine faith to heal him afterwards so you could bring him to justice. <i>Your friend helped you drag the villain to the village sheriff and gains +1 CHA.</i>	+3 CHA; <i>Lay on Hands</i> talent (p. 114)
5	Your enemy was attacking a family of helpless farmers. You smartly drew the enemy's attention away and onto yourself before defeating it a safe distance away. <i>Your friend helped draw its attention and gains +1 INT.</i>	+3 INT; <i>Paladin's Challenge</i> talent (p. 115)
6	You ruthlessly smote an enemy anathema to you and your god. Decide whether the god you're devoted to is a god of light or a dark god to determine your talent.	+3 STR; <i>Path of Universal Righteous Endeavor</i> talent (p. 115) or <i>Way of Evil Bastards</i> talent (p. 115).

1d12	Now that you are ready, how will you seek glory?	Gain
1	You will slay a dragon. You've heard rumors that an elven city in the treetops is plagued by a dragon that swoops down from the overworld.	+3 STR; fine elven rope; Icon: Elf Queen +1
2	You will face a great demon and either banish it or control it. You have a map to a hellhole that must have a particularly diabolical creature at its heart.	+3 STR; map; Icon: Diabolist +1
3	You will visit a distant land and seek adventure there. You have a magic	+3 DEX; compass; Icon:

	compass that supposedly points to an ancient land lost to history.	Archmage +1
4	You will rescue a princess who was kidnapped and taken to an underworld prison. You have a gold tunic given to you by her betrothed prince as a testament to his faith in your success.	+3 CON; gold tunic; Icon: Lich King +1
5	You will reopen one of the closed deep roads and regain access to a lost dwarven city. You possess a divining pickaxe that points to the heart of great dwarven cities when underground.	+3 CON; pickaxe; Icon: Dwarf King +1
6	You will stop an orc horde that has entered the Dragon Empire and is terrorizing its citizens. You have a cloven horn, the only item recovered from a devout captain who fell defending a village from the horde.	+3 STR; horn; Icon: Orc Lord +1
7	You will help a tribe of refugees of one of the “monster” races find a home in one of the Dragon Empire’s main cities.	+3 CHA; a large tent; Icon: The Three +1
8	You will be knighted by the Emperor after winning the respect of your fellow citizens.	+3 CHA; a shiny helm; Icon: Emperor +1
9	You will spread the word of your divine benefactor far and wide.	+3 CHA; a book of teachings; Icon: Priestess +1
10	You will rid a forest of a terrible and ancient evil that dwells at its heart.	+3 DEX; a tapestry depicting the evil; Icon: High Druid +1
11	You will close a hellhole. Perhaps through glorious battle and concern for nearby villagers if you follow a god of light; perhaps by ruthlessly crushing the demons inside at any cost if you follow a dark god.	+3 STR; an adventurer tier oil; Icon: Crusader +1
12	Save a village threatened by a demonic invasion. You have a letter promising a reward to any hero that comes to the village’s aid.	+3 CHA; reward letter; Icon: Great Gold Wyrms +1
**	Recover a cache of stolen religious art, famously missing for centuries and thought forever lost. You have a single, tiny statuette that is either part of that cache or a spectacular forgery.	+1 STR; +1 CON; +1 WIS; +1 CHA; statuette; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either STR or CHA (but remember you can’t exceed 20).
2. Choose one more talent.
3. Choose your first level feat (two feats if human).
4. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
5. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.

6. Calculate modifiers, initiative, AC, PD, and MD.
7. Add your name, choose weapons and other gear.
8. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Ranger Playbook

Wild places call to you, and as you've grown older, you spend more and more time in the woods outside your village, traveling to places many fellow villagers would fear to venture. You spend most of your time away from the village now and are a level 1 Ranger.

1d6	What sort of ranger are you?	Gain
1	You hunt large game in the wilderness.	+3 STR; +1 DEX; Background: Hunter +3
2	The paths around the village are not always safe, and you watch them.	+3 WIS; +1 DEX; Background: Wilderness Watchman +3
3	The clamor of the village unsettles you. You find solace in the wilderness.	+3 WIS; +1 STR; Background: Survivalist +3
4	You wander the wilds silently and stealthily.	+3 DEX; +1 WIS; Background: Silent Tracker +3
5	You are a tireless tracker, following prey sometimes for days at a time.	+3 STR; +1 WIS; Background: Tireless Tracker +3
6	You are a great trapper, never returning to the village empty-handed.	+3 DEX; +1 STR; Background: Trapper +3

1d6	What is your hidden talent?	Gain
1	You have an enchanting singing voice.	+3 CHA; <i>Fey Queen's Enchantments</i> talent (p. 119)
2	You're a trick shot with a bow and arrow, a crossbow, or even a tossed knife or axe.	+3 DEX; <i>Archery</i> talent (p. 119)
3	You can juggle, and do it well enough to earn your supper if you were ever inclined to perform in front of a crowd. You specialize in heavy and odd objects.	+3 STR; <i>Two-Weapon Mastery</i> talent (p. 121)
4	You have a good memory and collect all the stories you hear from village elders and interesting strangers you encounter on the roads. You've even discovered some related stories that point out a not-widely-known weakness in certain enemies.	+3 INT; <i>Favored Enemy</i> talent (p. 119). Choose whatever type you like if you have an explanation; otherwise, default to beasts.
5	You have a natural rapport with beasts, and can even persuade some of them to follow you as a companion.	+3 WIS; <i>Animal Companion</i> talent ¹ (p. 119)

¹ In the Core Rulebook this talent takes two slots. I recommend using the druid version of the talent from *13 True Ways* if you have that book. If you don't, then you'll need to spend your third talent slot under "finishing touches" below to keep the animal companion. Or, just treat animal companion like a one-slot talent instead of two. Personally I think it only warrants the second talent slot if it comes with the extra spells it gets in *13 True Ways*.

6	You're a good cook, especially when it comes to making a meal of foraged items over a campfire. Sometimes you share your meals with animal friends and sometimes those friends stick around.	+3 CON; <i>Ranger's Pet</i> talent (p. 120)
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1d6	How do you help the village? <i>The player to your right often helps too.</i>	Gain
1	You bring rare and delicate herbs to the village healer and help him in his work. <i>Your friend often helps you with the gathering and the healing lessons and gains +1 WIS.</i>	+3 WIS; <i>Ranger Ex Cathedral</i> talent (p. 120)
2	Armies to the south sometimes move on distant roads. You watch and track them silently. <i>Your friend joined you last summer and watched just such a movement of troops, and gains +1 DEX.</i>	+3 DEX; <i>First Strike</i> talent (p. 120)
3	Hungry vermin sometimes invade the village in winter. You pick them off from a perch in the village watchtower. <i>Your friend joined you last winter and helped spot targets. Your friend gains +1 DEX.</i>	+3 DEX; <i>Double Ranged Attack</i> talent (p. 119)
4	When unusually dangerous beasts or monsters are spotted near the village, you take it upon yourself to hunt them down and kill them. <i>Your friend joined you on your last of these hunting missions and helped you slay a particularly vicious creature. Your friend gains +1 STR.</i>	+3 STR; <i>Lethal Hunter</i> talent (p. 120)
5	The village blacksmith occasionally enlists your aid in testing repaired weapons due to your proclivity for fighting with a weapon in each hand. <i>Your friend frequently acts as a sparring partner and gains +1 STR.</i>	+3 STR; <i>Double Melee Attack</i> talent (p. 119)
6	The city watch keeps a good eye on the main roads in and out of the village, but you patrol the forgotten paths deep in the wilderness, guarding the city against any threats from them. <i>Your friend has been a frequent companion, standing at your side on these patrols, and gains +1 WIS.</i>	+3 WIS; <i>Tracker</i> talent (p. 120)

1d12	What did you find in the wilderness that no one knows about?	Gain
1	A deep cave complex with many entrances hidden in a vine-covered stretch of rocky riverside.	+3 CON; your own private cave; Icon: Dwarf King +1
2	Glittering in a lightning-cleft rowan tree, an abandoned, but alluring blade.	+3 STR; a magic sword; Icon: Great Gold Wyrms +1
3	An odd friend who knows older roads than you.	+3 WIS; strange ally who often remains unseen; Icon: High Druid +1
4	Some strange ruins built of foreign stones, long abandoned, but recently reclaimed.	+3 INT; piece of an ancient marble statue; Icon: Lich King +1

5	You stumbled upon the dark heart of the woods. The sky went black, and the tree limbs reached for you.	+3 CHA; a twisted yew branch; Icon: Diabolist +1
6	The weathered remains of a crumbled monument, and just beneath the ground, a dragon graveyard.	+3 CHA; a chipped dragon tooth; Icon: The Three +1
7	Completely overgrown with forest, the partially collapsed remains of a mud-brick temple to a forgotten god.	+3 WIS; a strange holy symbol; Icon: Priestess +1
8	Hidden inside an old tree stump, a mysterious device with a glowing orb at its center that cannot be pried loose. One face of the device contains a cryptic map you copied with a rubbing.	+3 INT; mysterious map; Icon: Archmage +1
9	The remains of what appears to be a demon-binding or demon-summoning ritual. Based on the charred insignia of a dark god left behind, it does not appear the ritual went well.	+3 CON; burned insignia; Icon: Crusader +1
10	The entrance to an elven moon court. It appears only every full moon. You have been welcomed into the main hall to enjoy the music, dancing and wine but are not permitted into any of the court's other chambers.	+3 DEX; pendant that glows in moonlight; Icon: Elf Queen +1
11	A bone-hilt axe buried deep in the trunk of an old oak tree. It's the type of weapon one of the Orc Lord's officers would carry, and it's unnerving to find it this far from the empire's borders.	+3 STR; wicked axe; Icon: Orc Lord +1
12	A wax-sealed message stuffed deep in a crevasse halfway up a steep rocky cliff face. The message is entirely in cipher and marked by the seal of the Emperor's personal corps of rangers.	+3 DEX; secret message; Icon: Emperor +1
**	A hidden cache of money, in an iron-bound chest, buried beneath an old oak tree. There was a huge gem inside, but no one in the village would have enough money to buy it.	+1 STR; +1 DEX; +1 WIS; +1 CHA; 100 gold; huge gem; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either STR, DEX, or WIS (but remember you can't exceed 20).
2. Choose one more talent.
3. Choose your first level feat (two feats if human).
4. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
5. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
6. Calculate modifiers, initiative, AC, PD, and MD.
7. Add your name, choose weapons and other gear.
8. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

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Rogue Playbook

You're a liar, a thief, a charmer, a cheat, or probably a little bit of all of those. You become a level 1 Rogue. You gain the class features **momentum**, **sneak attack**, and **trap sense** (p. 127).

1d6	Who taught you to lie, cheat, gamble, and/or steal so well?	Gain
1	An old pickpocket from a city to the south.	+3 DEX; +1 CHA; Background: Master of Sleight of Hand +3
2	An unscrupulous old sneak in the village.	+3 CHA; +1 DEX; Background: Master of Disguise +3
3	The village locksmith.	+3 DEX; +1 CHA; Background: Lockpicking +3
4	A local thug with few real friends.	+3 STR; +1 CHA; Background: Gangster +3
5	A savvy and charming traveler.	+3 CHA; +1 DEX; Background: Con Artist +3
6	A shellshocked old tinkerer with a mysterious past.	+3 INT; +1 DEX; Background: Trap Maker +3

1d6	Call it theft, grift, or just taking advantage of luck when it comes your way, what is your method for getting what you want in life?	Gain
1	You have a legitimate day job and you work to get ahead in the world by playing the system by its own rules.	+3 INT; <i>Cunning</i> talent (p. 127); <i>Roll With It</i> and <i>Sure Cut</i> powers (p. 129)
2	When travelers from far away places visit, you relieve them of interesting baubles in their purses.	+3 DEX; <i>Thievery</i> talent (p. 128); <i>Deadly Thrust</i> and <i>Roll With It</i> powers (p. 129)
3	You can find your way behind any door.	+3 DEX; <i>Shadow Walk</i> talent (p. 128); <i>Evasive Strike</i> and <i>Flying Blade</i> powers (p. 129)
4	You charm everyone you meet.	+3 CHA; <i>Smooth Talk</i> talent (p. 128); <i>Sure Cut</i> and <i>Tumbling Strike</i> powers (p. 129)
5	You can always spot a weak mark.	+3 STR; <i>Murderous</i> talent (p. 127); <i>Evasive Strike</i> and <i>Deadly Thrust</i> powers (p. 129)
6	You do a little bit of everything, but always with panache.	+3 CHA; <i>Swashbuckle</i> talent (p. 128); <i>Flying Blade</i> and <i>Tumbling Strike</i> powers (p. 129)

If your roll on the next question results in the same talent you gained with question #2, keep the background information, ability score bonus, powers, and friend bonus, but reroll to gain a different talent. If your roll results in the same power, mark it down for now and you can fix it during the final touches at the end.

1d6	As tends to happen from time to time, one of your plans went sideways. How did you get out of the mess? <i>The player to your right was caught up in the unfortunate event.</i>	Gain
1	Surrounded by enemies angry at your deception, you somehow slipped away unharmed. <i>Your friend helped provide some cover for your escape and gains +1 DEX.</i>	+3 DEX; <i>Tumble</i> talent (p. 129); <i>Deadly Thrust</i> and <i>Tumbling Strike</i> powers (p. 129)
2	You were outnumbered and taking a beating, but you landed enough vicious blows of your own to scare them off before they could win the fight. <i>Your friend helped you stand your ground and gains +1 CON.</i>	+3 CON; <i>Improved Sneak Attack</i> talent (p. 127); <i>Flying Blade</i> and <i>Sure Cut</i> powers (p. 129)
3	You fast-talked the mark and made nice. <i>Your friend bought a round of drinks and joined the party, and gains +1 CHA.</i>	+3 CHA; <i>Smooth Talk</i> talent (p. 128); <i>Deadly Thrust</i> and <i>Flying Blade</i> powers (p. 129)
4	The marks were angry and you decided staying alive was worth the blow to your pride. You hid until it was safe. <i>Your friend got caught up in your scheme and had to hide with you, and gains +1 WIS.</i>	+3 WIS; <i>Shadow Walk</i> talent (p. 128); <i>Roll With It</i> and <i>Tumbling Strike</i> powers (p. 129)
5	You angered a group of folks and led them on a merry chase through half of the village's alleys and shops before escaping. <i>Your friend somehow got involved in this escapade and helped with your escape, and gains +1 DEX.</i>	+3 DEX; <i>Swashbuckle</i> talent (p. 128); <i>Evasive Strike</i> and <i>Roll With It</i> powers (p. 129).
6	You were busted stealing from a mark. But your theft was actually a ruse to anger the mark and draw him in close so you could steal something even better. <i>Your friend helped with the ruse and gains +1 CHA.</i>	+3 CHA; <i>Thievery</i> talent (p. 128); <i>Evasive Strike</i> and <i>Sure Cut</i> powers (p. 129)

1d12	What has been your greatest roguish endeavor so far?	Gain
1	You made it past guards and into the private crypts of a wealthy noble family, leaving with one item that caught your eye.	+3 DEX; a mysterious grave marker; Icon: Lich King +1
2	You took something from an odd man in the woods.	+3 CON; a mysterious animal pelt; Icon: High Druid +1
3	A band of wandering elven minstrels passed through the village. They had many instruments and you decided they wouldn't miss one of them.	+3 CHA; a finely carved flute; Icon: Elf Queen +1

4	A hooded stranger passed through town and you relieved him of a very nice item.	+3 DEX; a very sharp, jeweled dagger; Icon: The Three +1
5	A gruff bounty hunter passed through the village and you helped yourself to one of the official-looking parchments he carried.	+3 DEX; a bounty scroll for the capture of a half-orc named Droloch; Icon: Orc Lord +1
6	You stumbled across what looked like an old witch's hut deep in the woods. It didn't look abandoned, but no one was there. You had a look around and left with an odd potion in a crystal vial.	+3 WIS; mysterious potion; Icon: Diabolist +1
7	You acquired a bag of gold and gems from a wealthy merchant traveler.	+3 DEX; 6d6 gold coins and a large gemstone; Icon: Dwarf King +1
8	An eccentric wizard spent a few days in the village. He left with one fewer scroll than when he entered.	+3 WIS; mysterious, probably magical, scroll; Icon: Archmage +1
9	You talked your way into a temple in the next village and walked away with something nice.	+3 CHA; mysterious idol; Icon: Priestess +1
10	One of your village rivals pickpocketed a soldier passing through town. You took it upon yourself to steal the item back from your rival and return it to the soldier. He rewarded you with a nice set of leather armor.	+3 CON; finely crafted leather vest; Icon: Great Gold Wyrms +1
11	You convinced an old man to grant you the deed to his house and small farm.	+3 CHA; a small farm; Icon: Emperor +1
12	You fed a gruff and boastful soldier plenty of ale and then relieved him of a grisly war trophy.	+3 CHA; shrunken demon hand; Icon: Crusader +1
**	You stole from another thief, a mysterious and hooded woman passing through the village.	+3 DEX; +1 CHA; fine lockpicks; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either DEX or CHA (but remember you can't exceed 20).
2. Choose one more talent.
3. If you ended up with the same power twice, switch one of them out for a different power of your choice.
4. Choose your first level feat (two feats if human).
5. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
6. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
7. Calculate modifiers, initiative, AC, PD, and MD.
8. Add your name, choose weapons and other gear.

9. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Sorcerer Playbook

You're a self-taught genius freak with a natural affinity for magic. Unlike wizards who spend a lifetime of careful study to gain control over the arcane, you just uncork a spell whenever you feel like it. You are a level 1 sorcerer. You gain **Access to Wizardry**, the cantrip **Dancing Lights**, and **Gather Power** (p. 135-136).

1d6	You spent a childhood without magic until suddenly one day you commanded the arcane. When were you first magical?	Gain
1	You were trying and failing to become a wizard while acting as an apprentice to one. In a fit of frustration, magic burst forth from you and spontaneously burned several of his books. You were not invited back, but on the plus side, you don't have to study any more incantations.	+3 INT; +1 CHA; Background: Wizard's Apprentice +3
2	You were sprinting away from the village guard after an incident of petty vandalism or theft and spontaneously blew a bunch of debris into your escape route to help you escape your pursuers.	+3 DEX; +1 CHA; Background: Gangster Punk +3
3	You were getting drunk off some homemade hooch you distilled in a hidden glade, and lo and behold you added your own light show as entertainment, lighting up the forest with a dozen varicolored globes.	+3 CON; +1 CHA; Background: Bootleg Brewer +3
4	You were gloating after a big win in a back alley dice game. The loser threw a sucker punch but it harmlessly bounced off an invisible barrier around you.	+3 CHA; +1 CON; Background: Gambler +3
5	You spent a lot of time in the woods with animals, with whom you seem to have a natural charisma. One day you started picking up their thoughts telepathically and felt like you could probably form a more permanent bond if you ever wanted.	+3 CHA; +1 WIS; Background: Animal Handler +3
6	You were giving an impassioned performance. A speech, a song or maybe just a drunken soliloquy. But then suddenly you were surrounded by dancing lights and you knew you were the one causing them.	+3 CHA; +1 STR; Background: Orator +3

If you are an elf or half-elf, you can change any heritage talent you gain in either of the following two questions to Fey Heritage instead if you prefer.

1d6	Once you discovered you had magic, you tested your powers. What did you discover is your magical affinity?	Gain
1	Fire, baby!	+3 CHA; <i>Infernal Heritage</i> talent (p. 138); <i>Burning Hands</i> and <i>Scorching Ray</i> spells (p. 139)
2	You just let it rip and see what happens.	+3 CHA; <i>Chromatic Destroyer Heritage</i> talent (p. 137); <i>Breath of the White</i> and <i>Chaos Bolt</i> spells (p. 139)

3	You have a knack for saving your own skin.	+3 WIS; <i>Undead Remnant Heritage</i> talent (p. 138); <i>Lightning Fork</i> and <i>Resist Energy</i> spells (p. 139)
4	Anything powerful. Maybe you don't exactly have firm control over it, but that doesn't stop you from trying.	+3 CHA; <i>Metallic Protector Heritage</i> talent (p. 138); <i>Breath of the White</i> and <i>Lightning Fork</i> spells (p. 139)
5	Up close and personal spells.	+3 CON; <i>Spell Fist</i> talent (p. 138); <i>Burning Hands</i> and <i>Resist Energy</i> spells (p. 139)
6	Long-distance effects. Magic is best delivered without an angry sword in your face.	+3 DEX; <i>Fey Heritage</i> talent (p. 137); <i>Chaos Bolt</i> and <i>Scorching Ray</i> spells (p. 139)

If your roll generates the same talent as you gained in question #2, keep the background info, friend bonus, and spells, but reroll to gain a different random talent.

1d6	Being magical is pretty awesome, and you can't help showing off from time to time. One time things got a little out of control. <i>The player to your right was there and helped get you into and/or out of trouble.</i>	Gain
1	Your innate magic woke a sleeping magical artifact. There was a fire and maybe an ancient evil escaped. But no one died so it really wasn't that big of a deal, right? <i>Your friend was there and believes it may actually have been a big deal, and gains +1 CHA.</i>	+3 CHA; <i>Undead Remnant Heritage</i> talent (p. 138); <i>Burning Hands</i> and <i>Chaos Bolt</i> spells (p. 139)
2	You were trying to impress someone with a dancing lights show when you thought you'd jazz it up with a little extra razzle dazzle. Long story short, you burned down three acres of forest and a barn. <i>Your friend helped put out the fire and didn't laugh when you claimed you had no idea how the fire started. Your friend gains +1 CHA.</i>	+3 CHA; <i>Chromatic Destroyer Heritage</i> talent (p. 137); <i>Lightning Fork</i> and <i>Scorching Ray</i> spells (p. 139)
3	You were showing off your breath spell powers when a white dragon swooped down on the village. He claimed he was impressed and would return in one month's time to test your strength in a magic duel. He probably wasn't serious right? <i>Your friend kept their cool when the dragon showed up, but is pretty sure the dragon was serious about the duel. Your friend gains +1 CHA.</i>	+3 CHA; <i>Metallic Protector Heritage</i> talent (p. 138); <i>Breath of the White</i> and <i>Resist Energy</i> spells (p. 139)
4	A wizard passing through the village took interest in you and asked if he could probe your magical ability for study and you agreed. Unfortunately, during the ritual you sneezed and the wizard was either vaporized or transported to another dimension. Maybe both. <i>Your friend helped clean up the mess and gains +1 CON.</i>	+3 CON; <i>Arcane Heritage</i> talent (p. 136); <i>Chaos Bolt</i> and <i>Resist Energy</i> spells (p. 139)
5	You were cheating at cards. While trying to slip an ace out of your sleeve, you accidentally set your cards on fire, kicking off a fistfight with your angry opponents that only ended when you inadvertently called lightning down on the old shack you were all playing in. Everyone ran away after	+3 STR; <i>Infernal Heritage</i> (p. 138); <i>Burning Hands</i> and <i>Lightning Fork</i> spells (p. 139)

	that. <i>Your friend was a willing accomplice in the scam and gathered up the few bits of money that didn't perish in the fiasco, and gains +1 STR.</i>	
6	You were out in the woods, firing off some magic for fun. You got carried away with the spellcasting, things went a little weird, and you ended up with a talking animal friend. <i>Your friend was egging on the strange magic and helped you name your familiar. Your friend gains +1 WIS.</i>	+3 WIS; <i>Sorcerer's Familiar</i> talent (p. 138); <i>Breath of the White</i> and <i>Scorching Ray</i> spells (p. 139)

1d12	You have an unusual possession. Most people think it's magical and it may or may not be.	Gain
1	An ornate candlestick that really, really looks like a magic wand. You stole it from an actual wizard and it produces light if you put candles on it, so maybe it kinda, technically is.	+3 INT; candlestick that's maybe a wand; Icon: Archmage +1
2	A scroll that contains a guide to making the best of life in a hellhole. It has an FAQ and breathing exercises for stressed out foot soldiers in the Crusader's army. It's clearly not a highly classified document but it has some low-level passwords for the mess and training halls.	+3 CON; crusader army handbook; Icon: Crusader +1
3	A tiny statuette of an imp. One night after a few too many drinks, you had a particularly vivid dream about demons chasing you through a hellhole when you'd forgotten your pants. You awoke to find your pants (thankfully) and the statuette was in your pocket.	+3 CHA; probably cursed statuette; Icon: Diabolist +1
4	An enormous stone beer stein with an inscription reading "dwarves prefer it stout." It's probably your imagination, but beer tastes great out of it.	+3 CON; novelty beer stein; Icon: Dwarf King +1
5	A crown of woven ivy gifted to you by a pair of elven sorcerers who passed through the village. They placed it on your head after a short ceremony involving incantations you couldn't understand.	+3 CHA; crown of ivy; Icon: Elf Queen +1
6	An invitation to enlist in the Emperor's elite corps of sorcerers. Whether you take the invitation seriously or not, you have to admit it's printed on very nice paper.	+3 STR; invitation to join imperial sorcerers; Emperor +1
7	A small glass bauble containing a tiny flame. When you're calm it glows golden and when you're angry it glows red.	+3 CHA; flaming mood bauble; Icon: Great Gold Wyrms +1
8	A bear tooth necklace given to you by a stranger in the woods who rode atop a tamed bear.	+3 STR; bear tooth necklace; Icon: High Druid +1
9	A wand adorned with several crystal eyeballs. It's unclear if it was designed to celebrate or mock the Lich King. It is splendid for cracking open walnuts.	+3 INT; eyeball wand; Icon: Lich King +1

10	A tiny music box carved from bone that plays an orc battle tune. You probably don't want to know what kind of bone it's made from.	+3 CHA; music box; Icon: Orc Lord +1
11	A very nice set of priestly vestments. If his god didn't want you to have them, he wouldn't have let you steal them, right?	+3 CHA; priest robes; Icon: Priestess +1
12	A gold ring of three intertwined serpents. It's very nice craftsmanship. The excitement from winning it at cards has waned somewhat after discovering that it won't come off.	+3 CHA; cursed ring; Icon: The Three +1
**	An invisibility cloak you won from a hooded stranger in a card game. The first time you put it on it turned you invisible, but it hasn't worked since.	+2 CHA; +1 CON; +1 DEX; possibly broken invisibility cloak; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either CHA or CON (but remember you can't exceed 20).
2. Choose one more talent.
3. If you ended up with the same spell twice, switch one of them out for a different spell of your choice.
4. Choose your first level feat (two feats if human).
5. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
6. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
7. Calculate modifiers, initiative, AC, PD, and MD.
8. Add your name, choose weapons and other gear.
9. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.

Wizard Playbook

A wizard chose you as her apprentice and helped you start writing your own tome of spells. You become a level 1 wizard. You gain the class features **cantrips**, **cyclic spells**, **overworld advantage**, and **ritual magic** (p. 147-148).

1d6	Why did the wizard choose you?	Gain
1	You showed unusual aptitude as a young helper with the village herbalist.	+3 WIS; +1 INT; Background: Herbalist +3
2	At a young age she spotted you helping repair a fault in the village water mill.	+3 INT; +1 STR; Background: Engineer +3
3	She met you at the village library and was impressed with the number of stories you'd committed to memory.	+3 INT; +1 WIS; Background: Librarian +3
4	She hired you to plunder an old magical artifact from a nearby cave and was so impressed she kept you on.	+3 DEX; +1 INT; Background: Explorer +3
5	She was impressed at your ability to always win at games of chance, even against more experienced adults.	+3 INT; +1 CON; Background: Gambler +3
6	As a six-year-old you'd constructed your own still and were selling moonshine to older kids.	+3 CHA; +1 INT; Background: Brewer +3

1d6	What sort of wizard was your teacher?	Gain
1	A clever illusionist.	+3 INT; <i>Cantrip Mastery</i> talent (p. 148); <i>Acid Arrow</i> spell (p. 152); <i>Ray of Frost</i> spell (p. 154)
2	A war wizard.	+3 STR; <i>Evocation</i> talent (p. 149); <i>Ray of Frost</i> spell (p. 154); <i>Shield</i> spell (p. 154)
3	A summoner of dark spirits.	+3 INT; <i>High Arcana</i> talent (p. 149); <i>Charm Person</i> spell (p. 153); <i>Ray of Frost</i> spell (p. 154)
4	A master of hidden secrets.	+3 INT; <i>High Arcana</i> talent (p. 149); <i>Acid Arrow</i> spell (p. 152); <i>Shield</i> spell (p. 154)
5	A charming enchanter.	+3 CHA; <i>Cantrip Mastery</i> talent (p. 148); <i>Charm Person</i> spell (p. 153); <i>Shield</i> spell (p. 154)
6	A traveling wizard.	+3 WIS; <i>Evocation</i> talent (p. 149); <i>Acid Arrow</i> spell (p. 152); <i>Charm Person</i> spell (p. 153)

1d6	Drawn to your growing power, a dark force found and attacked you. How did you fight off the dark force? <i>The player to your right was there and helped you fight.</i>	Gain
1	You stood steady before it with steady hands. <i>Your friend fought beside you and did not waver, and gains +1 CON.</i>	+3 CON; <i>Abjuration</i> talent (p. 148); <i>Color Spray</i> spell (p. 153); <i>Magic Missile</i> spell (p. 153)
2	You called it by its true name and cast it back into the abyss. <i>Your friend helped you discover the name and gains +1 INT.</i>	+3 INT; <i>Vance's Polysyllabic Verbalizations</i> talent (p. 149); <i>Magic Missile</i> spell (p. 153); <i>Shocking Grasp</i> spell (p. 154)
3	With the aid of your friend and familiar, you drove it off, but it waits for you just beyond the walls of sight, hoping for a moment when you're no longer guarded by either. <i>Your friend helped you drive the force off for now, and gains +1 DEX.</i>	+3 DEX; <i>Wizard's Familiar</i> talent (p. 149); <i>Blur</i> spell (p. 153); <i>Magic Missile</i> spell (p. 153)
4	Your clever words were enough to drive aside the worst of its trouble. <i>Your friend also bandied words with the force, and gains +1 INT.</i>	+3 INT; <i>Vance's Polysyllabic Verbalizations</i> talent (p. 149); <i>Blur</i> spell (p. 153); <i>Color Spray</i> spell (p. 153)
5	You stood behind the wall of your power until it grew weak. <i>Your friend learned a lot from your brave stand, and gains +1 INT.</i>	+3 INT; <i>Abjuration</i> talent (p. 148); <i>Blur</i> spell (p. 153); <i>Shocking Grasp</i> spell (p. 154)
6	You withstood the force's onslaught, drawing its attention long enough for your friend and familiar to seal it beneath the earth. <i>Your friend was instrumental in defeating the enemy, and gains +1 WIS.</i>	+3 WIS; <i>Wizard's Familiar</i> talent (p. 149); <i>Color Spray</i> spell (p. 153); <i>Shocking Grasp</i> spell (p. 154)

1d12	Where is your teacher now?	Gain
1	She conducted a naming ceremony, inducting you into a circle of wizards worshipping a god of magic, before heading off on circle business to Horizon.	+3 WIS; a ring engraved with the markings of the circle; Icon: Priestess +1
2	She disappeared after a mysterious high elf visitor arrived in the middle of the night. They departed through a portal together.	+3 INT; a crystal which produces a light that can guide you; Icon: Elf Queen +1
3	She set off on a journey to a distant dwarven hall to compete in a once-a-decade magical ale brewing competition.	+3 CON; secret ale recipe; Icon: Dwarf King +1
4	She received a scroll calling her away to an emergency meeting of wizards studying the growing orc threat at the empire's borders.	+3 INT; sturdy black traveler's robe; Icon: Orc Lord +1

5	She hurriedly told you she had received information that her rival, thought long-dead, had resurfaced in Drakkenhall. She pressed a strange book into your hands and told you to protect it at all costs before departing the village.	+3 INT; a book you barely understand; Icon: The Three +1
6	She is still in the village, helping with minor spells and research as the village requires.	+3 INT; 4d6 gold and an adventurer tier healing potion; Icon: Emperor +1
7	A dark spirit came for you and your teacher died protecting you from it.	+3 CON; a charred magic wand; Icon: Diabolist +1
8	You entered her chambers for lessons to find a note explaining that she had imprisoned herself in a pocket dimension after dark forces tricked her into inadvertently starting the process of turning herself into a lich.	+3 INT; an adventurer tier rune clutched in a monkey paw; Icon: Lich King +1
9	She is in hiding, working on a secret project for dangerous-looking employers. You are the only person who knows her whereabouts.	+3 STR; an adventurer tier oil; Icon: Crusader +1
10	A circle of druids came for your teacher in the night. It is unclear whether she departed willingly.	+3 WIS; a potion that allows you to talk with plants and animals for five minutes; Icon: High Druid +1
11	A huge silver dragon flew into the village one day. After speaking quietly with your teacher, she mounted the dragon and flew off with it on a strange mission.	+3 STR; a silver dagger; Icon: Great Gold Wyrms +1
12	She was called away by agents of the Archmage himself, and left you in charge in her absence.	+3 INT; badge of authority; Icon: Archmage +1
**	She vanished without a trace one year ago. You swear you've seen strange men and creatures around the village lately, but can't be sure.	+2 INT; +1 DEX; +1 WIS; your teacher's wizard tower; Icon: Prince of Shadows +1

Finishing Touches:

1. Add a +2 bonus to either INT or WIS (but remember you can't exceed 20).
2. Choose one more talent.
3. Choose one more spell.
4. Choose your first level feat (two feats if human).
5. Add two more background points, either to your existing backgrounds or to one or more new backgrounds.
6. Add one more icon point, either to your existing icon relationships or to a new icon relationship. Note that negative relationships with heroic icons and positive relationships with villainous icons are limited to 1 point maximum.
7. Calculate modifiers, initiative, AC, PD, and MD.

8. Add your name, choose weapons and other gear.
9. If you have an idea for it, add your One Unique Thing. Otherwise leave it blank for now and start playing.