

SWORD AND SORCERY SAGA

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CHARACTER CREATION QUICKLIST

This is a “fast-play” quicksheet designed to help quickly create 1st-level characters using the standard *S&S Saga* campaign background. Seven pregenerated characters are at the end of this booklet, as well.

SUMMARY

1. Generate Ability Scores
2. Select Your Race
3. Choose Your Class
4. Determine Combat Statistics
 - Hit Points
 - Reflex Defense, Fortitude Defense, Will Defense
 - Damage Threshold
 - Base Attack Bonus
 - Arcane Attack Bonus
 - Melee Attack Bonus (and Grapple)
 - Ranged Attack Bonus
 - Speed
 - Fate Points
 - Taint
5. Select Skills
6. Select Feats
7. Determine Starting Coin and Buy Gear
8. Finish Your Character

1. GENERATE ABILITY SCORES

Dice Roll Method: Roll 4d6 and drop the lowest six times, arrange as desired. If the total modifiers are +0 or lower, or if the highest score is 13 or lower, scrap the set of six and reroll from scratch.

Point-Buy Method: All scores begin at 8. You have 25 points to spend using the chart below.

Score	Cost	Score	Cost
9/-1	1	14/+2	6
10/+0	2	15/+2	8
11/+0	3	16/+3	10
12/+1	4	17/+3	13
13/+1	5	18/+4	14

Default Array: Arrange the following scores as desired: 15, 14, 13, 12, 10, 8.

In All Cases: Once scores are determined, apply racial modifiers.

2. SELECT YOUR RACE

Barbarian

Ability Scores: +2 Str or +2 Con, -2 Int, -2 Cha

Tempered by Nature

Natural Climber

Illiterate

Ferocity of the Wild

Outsider

Favored Class: Scout

Common Men

Bonus Feat

Bonus Trained (Class) Skill

+1 Fate per Heroic Level

Illiterate

Favored Class: any (first heroic class taken)

High Men

Ability Scores: -2 Str, +2 Int, +2 Cha

Lettered

Iron Will

Magnetic Presence

Favored Class: Noble

Easterlings

Ability Scores: -2 Con, +2 Int, +2 Wis

Lettered

Secretive

Way of the Fist

Conditional Bonus Feat (Skill Focus: Spellcraft)

Favored Class: Scholar

Horse Lords

Ability Scores: +2 Dex, -2 Int, -2 Cha

Born to the Saddle

Cultural Weapon

Illiterate

Conditional Bonus Feat (Skill Focus: Ride)

Favored Class: Warrior

Sea People

Ability Scores: +2 Dex, -2 Int, -2 Wis

Natural Acrobat

Lettered

Luck Loves a Lunatic

Sea Legs

Favored Class: Rogue

3. CHOOSE YOUR CLASS

Talents or feats listed with an asterisk (*) have prerequisites, which are listed in the main *S&S Saga* booklet; prerequisite talents may be gained by race or favored class bonuses. Taking a level of your favored class gives you a bonus talent.

Noble

Hit Points: 18 + Con modifier *BAB:* +0

Defense Bonuses: +1 Ref, +2 Will

Starting Feats: Weapon Proficiency (Simple, Martial)

Class Skills (6 + Int modifier): Deception, Gather Information, Heal, Initiative, Knowledge (all skills, taken individually), Perception, Perform, Persuasion, Ride, Spellcraft (requires Magician feat)

Class Features: Knowledge (Literacy) as bonus skill, talent

Starting Coin: 3d4 x 300 silver

Influence Talent Tree

*Demand Surrender

Diplomat

*Improved Weakened Resolve

Presence

Seduction

*Weaken Resolve

Inspiration Talent Tree

Bolster Ally

*Ignite Fervor

Inspire Confidence

Inspire Haste

*Inspire Zeal

Leadership Talent Tree

Born Leader

Coordinate

*Distant Command

*Fearless Leader

*Rally

*Trust

Lineage Talent Tree

Connections

Educated

Rank

Refuge

*Spontaneous Skill

Wealth

Rogue

Hit Points: 18 + Con modifier *BAB:* +0

Defense Bonuses: +2 Ref, +1 Will

Starting Feats: Armor Proficiency (Light), Dodge, Weapon Proficiency (Simple, Martial)

Class Skills (4 + Int modifier): Acrobatics, Burglary, Climb (NOTE: Errata), Craft, Deception, Gather Information, Initiative, Jump (NOTE: Errata), Knowledge (all skills, taken individually), Perception, Perform, Persuasion, Stealth

Starting Coin: 3d4 x 200 silver

Charm Talent Tree

*Captivate

Fast-Talk

Favor

Seduction

Fortune Talent Tree

Fool's Luck

Fortune's Favor

Gambler

Knack

Lucky Shot

Misfortune Talent Tree

*Blackjack

Dastardly Strike

Disruptive

Skirmisher

Sneak Attack

Walk the Line

Swashbuckler Talent Tree

*Able-Bodied Seaman

Fast Movement

Instinctive Navigation

*Old Sea-Dog

Sea Legs

Swinging Attack

Thief Talent Tree

Connections

Escape Artist

*Eyes of the Cat

*Guildsman

*Improved Trap Sense

Nimble Fingers

Uncanny Perception

Refuge

*Trap Sense

Streetwise

Scholar

Hit Points: 18 + Con modifier *BAB:* +0

Defense Bonuses: +1 Ref, +2 Will

Starting Feats: Weapon Proficiency (Simple)

Class Skills (6 + Int modifier): Craft, Deception, Gather Information, Heal, Initiative, Knowledge (all skills, taken individually), Perception, Perform, Ride, Spellcraft (requires Magician feat)

Class Features: Knowledge (Literacy) as bonus skill, talent

Starting Coin: 3d4 x 200 silver

Adept Talent Tree (1st level choices)

Iron Will

*Second Sight

*Spell Recovery

Alchemist Talent Tree

- *Brew Poison
- *Brew Potion
- *Create Homunculus
- *Dispel Potion
- *False Life
- Remove Poison
- *Transubstantiation

Hypnotism Talent Tree

- *Arcane Persuasion
- *Crush the Spirit
- *Reading
- *Sending
- *Wilt the Spirit

Lore Talent Tree

- Decipher Script
- Decipher Speech
- Educated
- *Knowledge is Power
- *Loremaster
- Skilled Advisor

Priesthood Talent Tree

- Clerical Investment
- Divine Power
- *Divine Inspiration
- *Healing Touch
- *Sacrifice

Scout

Hit Points: 24 + Con modifier *BAB:* +0

Defense Bonuses: +2 Fort, +1 Ref

Starting Feats: Armor Proficiency (light), *Shake It Off, Shield Proficiency, Weapon Proficiency (Simple, Martial)

Class Skills (5 + Int modifier): Climb, Craft, Endurance, Heal, Initiative, Jump, Knowledge (all skills, taken individually), Perception, Perform, Ride, Stealth, Survival, Swim

Starting Coin: 3d4 x 200 silver

Awareness Talent Tree

- Acute Senses
- Expert Tracker
- *Improved Initiative
- *Keen Shot
- *Uncanny Dodge I
- *Uncanny Dodge II

Borderer Talent Tree

- Barter
- Long Stride
- Luck of the Wild
- Make Do

Camouflage Talent Tree

- *Hidden Movement
- Improved Stealth
- *Total Concealment

Herbalist Talent Tree

- *Brew Potion
- *Brew Poison
- *Dispel Potion
- *Healing Poultice
- Remove Poison

Nature's Favor Talent Tree (1st level choices)

- *Animal Companion
- Animal Empathy
- Signs of the Wild

Survivor Talent Tree (1st level choices)

- Evasion
- Extreme Effort

Warrior

Hit Points: 30 + Con modifier *BAB:* +1

Defense Bonuses: +2 Fort, +1 Ref

Starting Feats: Armor Proficiency (Light, Medium), Shield Proficiency, Weapon Proficiency (Simple, Martial)

Class Skills (3 + Int modifier): Climb, Craft, Endurance, Heal, Initiative, Jump, Knowledge (tactics), Perception, Perform, Ride (NOTE: Errata), Swim

Starting Coin: 3d4 x 250 silver

Armor Training Talent Tree

- *Armor Mastery
- Armored Defense
- Block
- *Improved Armored Defense
- *Juggernaut
- *Phalanx
- *Second Skin
- *Shield Defense
- *Tower Shield Defense

Brawler Talent Tree

- Expert Grappler
- Everything's a Weapon
- Melee Smash
- *Stunning Strike
- *Unbalance Opponent

Master Tactician Talent Tree

- Battle Analysis
- Distraction
- *Harm's Way
- Indomitable
- Tough as Nails

Weapon Master Talent Tree (1st level choices)

- Devastating Attack
- Penetrating Attack
- *Weapon Specialization

4. DETERMINE COMBAT STATISTICS

Hit Points

Determined by class (see above).

Defense Scores

Reflex: 10 + (1 or Armor value) + Dex mod. + class bonus

Fortitude: 10 + (1 or Armor value) + Con mod. + class bonus

Will: 10 + (1 or Armor value) + Wis mod. + class bonus

Damage Threshold

Equal to your Fort Defense (unless modified by feats or other circumstances).

Attack Bonuses

Base Attack Bonus (BAB): Determined by class (see above).

Arcane Attack Bonus (AAB): 0 + Cha modifier

Melee Attack Bonus (and Grapple): BAB + Str modifier

Ranged Attack Bonus: BAB + Dex modifier

Speed

6 squares (30 feet) for all standard races.

Fate Points

4 for all beginner classes, plus or minus racial or other modifiers (if any).

Taint

0 for all beginning characters.

5. SELECT SKILLS

The number of skills you may choose, and the list of skills you may choose from, are determined by your class. The skill list is here for quick reference.

Skill (Key Ability)	Noble	Rogue	Scholar	Scout	Warrior
Acrobatics (Dex) ^A	--	C	--	--	--
Burglary (Int)	--	C	--	--	--
Climb (Str) ^A	--	C	--	C	C
Craft (Int)	--	C	C	C	C
Deception (Cha)	C	C	C	--	--
Endurance (Con) ^A	--	--	--	C	C
Gather Information (Cha)	C	C	C	--	--
Heal (Wis)	C	--	C	C	C
Initiative (Dex) ^A	C	C	C	C	C
Jump (Str) ^A	--	C	--	C	C
Knowledge (Int) Choose subtopic: <i>Arcana, Bureaucracy, Literacy*, Religion, The Sciences, Tactics, Worldly</i>	all skills, taken individually	all skills, taken individually	all skills, taken individually	all skills, taken individually	Worldly only
Perception (Wis)	C	C	C	C	C
Perform (Cha)	C	C	C	C	C
Persuasion (Cha)	C	C	--	--	--
Ride (Dex) ^A	C	--	C	C	C
Spellcraft (Int) [†]	C	--	C	--	--
Stealth (Dex) ^A	--	C	--	C	--
Survival (Wis)	--	--	--	C	--
Swim (Str) ^A	--	--	--	C	C

^AArmor Check penalty applies

*Trained Only

[†]Requires Magician feat

6. SELECT FEATS

All characters gain one feat; common men get a bonus feat. Feats available to 1st-level characters are listed below.

Feat	Prerequisites	Benefit	Reference
Acrobatic Strike	Trained in Acrobatics	+5 to attack on next opponent you tumble past	As <i>SWSE</i> p. 82, no changes.
Armor Proficiency (Heavy)	Armor Proficiency (Light, Medium)	no penalty on attacks and no armor check penalty in heavy armor	As <i>SWSE</i> p. 82, no changes.
Armor Proficiency (Light)	–	no penalty on attacks and no armor check penalty in light armor	As <i>SWSE</i> p. 82, no changes.
Armor Proficiency (Medium)	Armor Proficiency (Light)	no penalty on attacks and no armor check penalty in medium armor	As <i>SWSE</i> p. 82, no changes.
Berserk	–	Rage talent, access to Rage Talent Tree	See below.
Bull Rush	Str 13, BAB +1	push opponent 1 square after successful melee attack	Acts in every respect as the “Bantha Rush” feat on <i>SWSE</i> p. 83, except without the dumb name.
Cleave	Str 13, Power Attack	extra melee attack after dropping target	As <i>SWSE</i> p. 83, no changes.
Combat Reflexes	–	additional attacks of opportunity	As <i>SWSE</i> p. 83, no changes.
Crush	Pin, BAB +1	unarmed or claw damage to pinned opponent	As <i>SWSE</i> p. 83, no changes.
Destiny	–	Roll d8s instead of d6s when you spend a Fate point	See below.
Dodge	Dex 13	+1 Reflex bonus as long as you have your Dex bonus	See below.
Dual Weapon Mastery I	Dex 13, BAB +1	-5 penalty when attacking with two weapons or both ends of a double weapon	As <i>SWSE</i> p. 84, no changes.
Exotic Weapon Proficiency	BAB +1	wield a particular type of exotic weapon without penalty	As <i>SWSE</i> p. 84, no changes.
Extra Second Wind	Trained in Endurance	gain additional second wind time per day	As <i>SWSE</i> p. 85, no changes.
Far Shot	Point Blank Shot	range penalties for short-, medium-, and long-range attacks are reduced	As <i>SWSE</i> p. 85, no changes.
Gifted Magician	Magician	three additional Fate points per level	See below.
Improved Charge	Dex 13, Dodge, Mobility	you can charge without moving in a straight line	As <i>SWSE</i> p. 85, no changes.
Improved Defenses	–	+1 to all defenses	As <i>SWSE</i> p. 85, no changes.

Feat	Prerequisites	Benefit	Reference
Improved Disarm	Int 13, Melee Defense	+5 on melee attacks to disarm opponent	As <i>SWSE</i> p. 85, no changes.
Improved Damage Threshold	–	damage threshold increases by 5	As <i>SWSE</i> p. 86, no changes.
Linguist	Int 13	gain bonus languages equal to 1 + your Int modifier	As <i>SWSE</i> p. 86, no changes.
Magician	Int, Wis, or Cha 13	make Spellcraft checks and gain access to magic	See below.
Martial Arts I	–	increase damage from unarmed attacks 1 step; gain +1 dodge bonus to Reflex defense	As <i>SWSE</i> p. 86, no changes.
Melee Defense	Int 13	trade attack bonus on melee attacks for dodge bonus to Reflex defense	As <i>SWSE</i> p. 86, no changes.
Mighty Swing	Str 13	spend two swift actions to deal extra damage in melee	As <i>SWSE</i> p. 86, no changes.
Mobility	Dex 13, Dodge	gain +5 dodge bonus against certain attacks of opportunity	As <i>SWSE</i> p. 86, no changes.
Mounted Archery	Trained in Ride, Mounted Combat, proficient with weapon	fire bow or crossbow from horseback with no penalty	See below.
Mounted Combat	Trained in Ride	negate one attack per round against your mount	See below.
Pin	BAB +1	grappled opponent is pinned 1 round	As <i>SWSE</i> p. 87, no changes.
Point Blank Shot	–	+1 bonus to hit and damage against point-blank foes	As <i>SWSE</i> p. 87, no changes. Note that in <i>S&S Saga</i> , “point-blank” range is considered to be 30 feet (6 squares).
Power Attack	Str 13	trade BAB for damage on melee attacks	As <i>SWSE</i> p. 87, no changes.
Powerful Charge	medium size or larger, BAB +1	+2 to attack roll while charging, deal extra damage	As <i>SWSE</i> p. 87, no changes.
Precise Shot	Point Blank Shot	no -5 penalty for firing into melee	As <i>SWSE</i> p. 87, no changes.
Quick Draw	BAB +1	draw weapon as swift action	As <i>SWSE</i> p. 87, no changes.
Rapid Shot	Str 13, BAB +1, proficient w/ weapon	-2 penalty on ranged attack to do +1 die of damage	As <i>SWSE</i> p. 88, no changes.
Rapid Strike	Dex 13, BAB +1, proficient w/ weapon	-2 penalty on melee attack do do +1 die of damage	As <i>SWSE</i> p. 88, no changes.
Running Attack	Dex 13	move before and after making an attack	As <i>SWSE</i> p. 88, no changes.

Feat	Prerequisites	Benefit	Reference
Shake It Off	Con 13, Trained in Endurance	spend two swift actions to move +1 step on the condition track	As <i>SWSE</i> p. 88, no changes.
Shield Proficiency	–	no penalty to attack and no armor check penalty while using a shield	See below.
Skill Focus	Trained in selected skill	+5 competence bonus with selected skill	As <i>SWSE</i> p. 88, no changes.
Skill Training	–	become trained in one class skill	As <i>SWSE</i> p. 88, no changes.
Spells at Hand	Magician feat	gain spells at hand equal to 1 + your Int bonus (minimum 1)	See below.
Throw	Trip, BAB +1	throw a grappled opponent up to 1 square beyond your reach and deal damage	As <i>SWSE</i> p. 88, no changes.
Toughness	–	+1 hit point per level	As <i>SWSE</i> p. 88, no changes.
Tower Shield Proficiency	Shield Proficiency	no penalty to attack and no armor check penalty while using a tower shield	See below.
Trip	BAB +1	trip opponent you've grappled, knocking them prone	As <i>SWSE</i> p. 88, no changes.
Weapon Finesse	BAB +1	Dex modifier instead of Str modifier with finessable melee weapons	As <i>SWSE</i> p. 89, no changes.
Weapon Focus	proficient with selected weapon	+1 bonus on attack rolls with selected weapon	See below.
Weapon Proficiency	–	no penalty on attacks with weapons of a particular type	As <i>SWSE</i> p. 89, except that the weapon groups are Simple Melee, Simple Ranged, Martial Melee, or Martial Ranged.

7. DETERMINE STARTING COIN AND BUY GEAR

Starting coin is determined by class. Armor, shield, and weapon prices are listed in the *S&S Saga Player's Guide*. Mundane gear can be bought using the same prices in the *Dungeons and Dragons Player's Handbook (3.5)* or the 3.5 SRD. Note that most of the prices listed there are in gold pieces, so you will need to multiply by x10 to determine the price in *S&S Saga* silver coins.

8. FINISH YOUR CHARACTER

All characters must have a name and a gender. If you are stuck for name ideas, the internet has several “fantasy name generators” (at time of this document, <http://www.squid.org/tools/names> is a typical specimen). Many players find it handy to come up with a few notes on the character's background and personality. You will also need to work with your GM to determine your character's connection with the rest of the group and what brings them into the adventure.

PREGENERATED CHARACTERS

These characters may be used as written for quick play, or as templates for your own character. Aesthetic details (such as gender, physical description, etc.) can easily be swapped around – the “Wolf Girl” could easily be a Leopard

COURT DANCER

Background: You are a “dancing girl” – yet so much more. Your alluring looks and beguiling personality have gained you much favor in the courts of the wealthy and powerful, opening the way for you to get involved in the hazy world of courtly intrigues ... perhaps on behalf of a patron or associate, but always with your own agenda hidden behind your lovely eyes.

Personality: Mysterious and aloof, yet charming and prone to flirtation. You have seen much in your brief life – you’ve been penniless, and you’ve danced for kings. It has forced you to become confident and self-reliant, but perhaps dangerously close to the point of losing your ability to have any real feeling for those around you.

A Quote: “Oh most dreadful of desert lords! Drink deeply of this goblet, and let the evening’s revelry begin...”

Connection With Other Characters: The Gentleman Thief might be a business partner, a lover, or both. The Magus of the East may employ you to discover the secrets of a rival, or the Sellsword may come to your rescue when a spurned suitor won’t take “no” for an answer. The Wolf Girl may be your naive baby sister.

Court Dancer

CL 1

Medium high man noble 1

Fate Points 4; Taint 0

Init +2; Senses Perception +6

Defenses Ref 14 (flat-footed 12), Fort 10, Will 16

hp 17; Threshold 10

Speed 6 squares

Melee dagger +1 (d6)

Ranged dagger +3 (d6)

Fighting Space 1 square; Reach 1 square

Base Atk +0; Grp +0; Arcane Atk +3

Abilities Str 10/+0, Dex 14/+2, Con 8/-1, Int 12/+1, Wis 13/+1, Cha 17/+3

Talents Connections, Seduction

Feats Skill Focus (Perform), Weapon Proficiency (Simple, Martial)

Skills Deception +8, Gather Information +8, Knowledge (Bureaucracy) +6, Knowledge (Literacy), Knowledge (Worldly) +6, Perception +6, Perform +13, Persuasion +8

Possessions dagger, extravagant but revealing silks, 3,000 silver worth of gems and coins hidden away

Lettered: High men gain Knowledge (Literacy) as bonus skill.

Iron Will: High men get a +2 racial bonus to their Will defense.

Magnetic Presence: High men may reroll any Persuasion check, but must take the second roll even if it's worse.

Man instead, for instance. Feats, talents, and so forth can also be swapped around, but you’ll want to double-check that any alterations you make are allowed by the rules and don’t cause ripples (e.g., changing the race, thus negating favored class).

GENTLEMAN THIEF

Background: Your background is shrouded in mystery; obviously of noble birth, you carry yourself with the manners and tastes of the nobly born – but you claim allegiance to no family and loyalty only to yourself. You are a thief, but a proud thief, a thief who lives by his wit and his cunning, rather than by brutish back-alley beatings or petty pilfering.

Personality: Suave, sophisticated, silver-tongued, and unpredictable, you are always ready with a quip and a wry smile. You also have an unfortunate tendency to be rash and give in to temptation. Your ambitions are as grandiose as your ego, but the way fortune smiles upon you, both may turn out to be justified – if you can just keep your head.

A Quote: “My dear chap, do you *see* any stolen jewels on me?”

Connection With Other Characters: The Court Dancer is your natural complement – or rival – while the Street Rat makes a good sidekick. The Sellsword could be back-up muscle, or a former victim. The Wayward Apprentice might idolize your devil-may-care lifestyle and come along for instruction.

Gentleman Thief

CL 1

Medium high man rogue 1

Fate Points 4; Taint 0

Init +2; Senses Perception -1

Defenses Ref 18 (flat-footed 15), Fort 12, Will 13

hp 19; Threshold 12

Damage Reduction P1 (armor)

Speed 6 squares

Melee longsword +2 (d10+1)

Ranged dagger +3 (d6+1)

Fighting Space 1 square; Reach 1 square

Base Atk +0; Grp +0; Arcane Atk -1

Abilities Str 12/+1, Dex 15/+2, Con 12/+1, Int 12/+1, Wis 8/-1, Cha 15/+2

Talents Knack

Feats Armor Proficiency (Light), Dodge, Skill Training (Persuasion), Weapon Proficiency (Simple, Martial)

Skills Burglary +6, Climb +6, Deception +7, Gather Information +7, Knowledge (Literacy), Persuasion +7, Stealth +7

Possessions longsword, dagger, leather jerkin, gauntlets, boots, thieves’ tools, 30 silver coins

Lettered: High men gain Knowledge (Literacy) as bonus skill.

Iron Will: High men get a +2 racial bonus to their Will defense.

Magnetic Presence: High men may reroll any Persuasion check, but must take the second roll even if it's worse.

MAGUS OF THE EAST

Background: A chestnut-skinned scholar from a distant land, you have come west in search of ancient mysteries and hidden wisdom of ancient times. A man of riddles and strange philosophies, you keep your true heart to yourself even as you give sage advice to those around you. You consider yourself a man of lore and science, but most of the people you meet think of you as a wizard.

Personality: Quiet, infinitely patient, full of strange secrets and antique knowledge. Some believe you are a great power disguised as a mortal man; others believe you're just an old rascal putting on a show for the ignorant. Neither of them are entirely wrong.

A Quote: "Where are we, my friend? Why, at the center of the universe, where we always are."

Connection With Other Characters: Any of them who desire to learn the ways of magic may think of you as their master, particularly the Wayward Apprentice. The Court Dancer or Gentleman Thief may try to use you for some intrigue, only to discover you were using *them* the whole time instead. You may employ the Sellsword or Street Rat to run errands, help you with your studies, or to protect you from the dangers of an ancient tomb.

Magus of the East

CL 1

Medium easterling scholar 1

Fate Points 4; Taint 0

Init +1; Senses Perception +8

Defenses Ref 13 (flat-footed 12), Fort 10, Will 16

hp 17; Threshold 10

Speed 6 squares

Melee Dagger +0 (d6-1)

Ranged Light Crossbow +2 (d10)

Fighting Space 1 square; Reach 1 square

Base Atk +0; Grp x; Arcane Atk +1

Abilities Str 8/-1, Dex 12/+1, Con 8/-1, Int 16/+3, Wis 17/+3, Cha 13/+1

Talents Decipher Script, Skilled Advisor

Feats Magician, Skill Focus (Spellcraft), Weapon Proficiency (Simple)

Skills Deception +8, Gather Information +6, Heal +8, Knowledge (Arcana) +10, Knowledge (Bureaucracy) +5*, Knowledge (Religion) +10, Knowledge (The Sciences) +10, Knowledge (Literacy), Knowledge (Tactics) +5*, Knowledge (Wordly) +10, Perception +8, Spellcraft +12, Stealth +3*
*untrained but modified by race

Spells Known Greater Mage Hand, Remote Viewing, True Sight, Wizard Speech

Possessions dagger, light crossbow and 10 bolts, tomes, scrolls, and magical paraphernalia, 1,000 silver coins' worth of coins, gems, and treasures from exotic lands

Lettered: Easterlings gain Knowledge (Literacy) as bonus skill.

Secretive: Easterlings gain +2 to all Deception, Knowledge, and Stealth checks.

Way of the Fist: An easterling who takes Martial Arts I may consider the rest of the Martial Arts feat chain to be class bonus feats, even if they are not usually considered so.

Conditional Bonus Feat: Easterlings trained in Spellcraft gain Skill Focus: Spellcraft as a bonus feat.

SELLSWORD

Background: Can you be considered a deserter if you're the only survivor of your army? Can you be considered a traitor if you turn your back on a nation that no longer exists? You were an idealistic young would-be hero when you marched off to defend your land against the conquerors. That was before the wholesale slaughter of your comrades and the razing of your kingdom. The great empire rolled over your small nation like a juggernaut, leaving you an orphan criminal in your own homeland. There was no hope for you but to escape to other lands, where you pay your way with the only skills you really have – those of the sword and shield.

Personality: Once you dreamed of being a hero; but grief and hardship turned those dreams sour, leaving you pessimistic and a bit paranoid. These days you protect yourself from pain with a crusty shell and a tendency towards gallows humor. You've seen it all, and you're not impressed.

A Quote: "Life *is* pain, highness. Anyone who says otherwise is selling something."

Connection With Other Characters: You may sense a kindred spirit in the Court Dancer. The Gentleman Thief or Wayward Apprentice makes an upbeat contrast to your cynical exterior. The Street Urchin or the Wolf Girl may stir a protective instinct left over from your happier days.

The Sellword

CL 1

Medium common man warrior 1

Fate Points 5; Taint 0

Init -4; Senses Perception +1

Defenses Ref 18 (flat-footed 17), Fort 16, Will 13

hp 32; Threshold 15

Damage Reduction P2 (armor)

Speed 4 squares

Melee longsword +4 (d10+3) *or* dagger +4 (d6+3)Ranged javelin +2 (d8+2) *or* dagger +2 (d6+2)

Fighting Space 1 square; Reach 1 square

Base Atk +1; Grp +3; Arcane Atk -1

Abilities Str 15/+2, Dex 13/+1, Con 14/+2, Int 10/+0, Wis 12/+1, Cha 8/-1

Talents Melee Smash, Tough as Nails

Feats Armor Proficiency (Light, Medium), Cleave, Improved Defenses, Power Attack, Shield Proficiency, Weapon Proficiency (Simple, Martial)

Skills Climb +2, Endurance +2, Jump +2, Ride +1

Possessions longsword, quilted armor (full), large shield, 3 javelins, dagger, 75 silver coins

STREET RAT

Background: You've been on the streets your whole life. If you have a past or a family, you have no idea what they may be. All you have are your wits, your luck, and the precious few friends you've made along the way. You're not the most honest of people, perhaps, but you do your best in a world that seems determined to break you. You're just doing what's needed to survive. Compared to the real thieves who live in palaces, you're practically a do-gooder.

Personality: You talk big, but you're really just a lost kid in over your head. When the chips are down, your first instinct is to run away ... as are your second and third instincts. There may be more to you under that soot-covered exterior, but it'll take a lot of hunting around to find it.

A Quote: "Jus' tryin' to earn a livin'..."

Connection to Other Characters: You might be a lackey for the Court Dancer or the Gentleman Thief. The Magus of the East or the Sellsword may have caught you attempting to pick a pocket and adopted you as a servant and a protegee rather than having you beaten by the guardsmen. The Wayward Apprentice or the Wolf Girl might be your one true friend encountered along the way.

Street Rat

CL 1

Small common man rogue 1

Fate Points 5; **Taint** 0

Init +3; **Senses** Perception +1

Defenses Ref 18 (flat-footed 14), Fort 11, Will 13

hp 18; **Threshold** 11

Speed 4 squares

Melee knife (as dagger) +1 (d6)

Ranged knife (as dagger) +3 (d6)

Fighting Space 1 square; **Reach** 1 square

Base Atk +0; **Grp** -5; **Arcane Atk** +2

Abilities Str 11/+0, Dex 16/+3, Con 10/+0, Int 8/-1, Wis 12/+1, Cha 14/+2

Talents Favor, Fool's Luck

Feats Armor Proficiency (Light), Dodge, Mobility, Skill Training (Burglary), Weapon Proficiency (Simple, Martial)

Skills Acrobatics +8, Burglary +8, Climb +5, Persuasion +7, Stealth +12

Possessions as a special option, the Street Rat may choose to have only a knife and +1 Fate Point to their name; otherwise they have the usual 3d4 x 200 silver with which to buy equipment

Small: The Street Rat is so young that they are a Small size creature. This gives them a +1 size bonus to their Reflex defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters those of medium characters and their Speed changes to 4 squares. If the campaign continues over the course of more than a year, the GM may require them to eventually change to size Medium.

WAYWARD APPRENTICE

Background: Your wealthy family sent you to the best school the city had to offer, to learn at the feet of the wisest sages money could buy. And you really do feel bad about how disappointed they'll be when they hear how much trouble you got in. Really, is it your fault the laboratory exploded? ... Well, actually, it *is* your fault the laboratory exploded. But it was an accident! And aside from the one student who got turned into a ferret, nobody was *really* hurt.

Personality: You have a bright spark of talent. Unfortunately, it tends to set the house on fire. You're friendly, good-natured, and every once in a great while brilliant – but you're also unfocused, undisciplined, and a trouble magnet. You'll either go on to great things, or end up reduced to a thin yellow spray – or both.

A Quote: "Oh, this spell is *easy*. What could go wrong?"

Connection to Other Characters: Any of them might have pulled your fat out of the fire after a particularly unfortunate incident. The Court Dancer or Gentleman Thief might take a random liking to you and act as a guardian angel – or they might set you up as a catspaw. The Magus of the East might be the one teacher who hasn't given up on you. The Wolf Girl might believe you're a proper sorcerer.

The Wayward Apprentice

CL 1

Medium common man noble 1

Fate Points 5; **Taint** 0

Init +0; **Senses** Perception -1

Defenses Ref 12 (flat-footed 12), Fort 12, Will 12

hp 19; **Threshold** 12

Speed 6 squares

Melee masterwork longsword +3 (d10+1)

Ranged x

Fighting Space 1 square; **Reach** 1 square

Base Atk +0; **Grp** +1; **Arcane Atk** +2

Abilities Str 12/+1, Dex 10/+0, Con 13/+1, Int 14/+2, Wis 8/-1, Cha 15/+2

Talents Bolster Ally, Wealth

Feats Destiny, Magician, Weapon Proficiency (Simple, Martial)

Skills Heal +4, Knowledge (Arcana) +7, Knowledge (Bureaucracy) +7, Knowledge (Literacy), Knowledge (Religion) +7, Knowledge (The Sciences) +7, Knowledge (Worldly) +7, Perform +7, Persuasion +7, Ride +5, Spellcraft +7

Spells Known Evil Eye, Remote Viewing, Wizard Shield

Possessions masterwork longsword

WOLF GIRL

Background: You are the shaman's daughter, snatched up by slavers and given a concussion, carried across more miles than you can count, then loaded onto a boat and carried over the wide water for days, perhaps even weeks. Once your head cleared, you were in a strange land, where your big blue eyes and your shining golden hair would fetch a high price from some wealthy merchant shopping for a wife. Little did they know that once your head cleared you'd be able to call upon your magic again, skin-changing into your wolf spirit self and wreaking havoc. You led a dozen slaves to freedom that day, but now find yourself far from home, with no useful idea where you came from and how to get there. You've gathered that your home is far to the north, but more than that is anyone's guess.

Personality: Generally wide-eyed, naive, cheerful, and optimistic, but with a terrible rage if your good nature is betrayed. You are eager to make friends and tend to take everyone at face value, which makes you very likeable but also makes you a prime target for anybody looking for a sucker.

A Quote: "I'm sorry, but what are these metal things next to my plate for, again?"

Connection to Other Characters: One or more might be other escaped slaves who came across the sea with you. You may admire the Court Dancer's sophistication, or have a girlish crush on the Gentleman Thief. The Street Rat, Sellsword, or Wayward Apprentice may have helped you out of a jam, or the Magus of the East may be fascinated by your powers and be trying to learn how you speak to the spirit world.

Wolf Girl**CL 1**

Medium barbarian scout 1

Fate Points 4; **Taint** 0**Init** +1; **Senses** Perception +7**Defenses** Ref 15 (flat-footed 14), Fort 15, Will 13**hp** 26; **Threshold** 15

Damage Resistance S1 (armor)

Speed 6 squares**Melee** scimitar +1 (d8-1)**Ranged** shortbow +1 (d10)**Fighting Space** 1 square; **Reach** 1 square**Base Atk** +0; **Grp** -1; **Arcane Atk** +1**Abilities** Str 8/-1, Dex 13/+1, Con 14/+2, Int 8/-1, Wis 14/+2, Cha 13/+1**Talents** Animal Empathy, Healing Poultry**Feats** Armor Proficiency (Light), Magician, Shake It Off, Shield Proficiency, Weapon Proficiency (Simple, Martial)**Skills** Endurance +5, Heal +7, Perception +7, Spellcraft -1*, Survival +7

*untrained

Spells Known Beast Shape (Wolf), Wizard Speech**Possessions** chain shirt, small shield, scimitar, shortbow, 20 arrows, 280 silver coins

Tempered by Nature: A barbarian may reroll any Endurance check, but must take the second roll even if it's worse.

Natural Climber: A barbarian may Take 10 on any Climb check, even untrained)

Illiterate: Barbarians must buy Knowledge (Literacy) as a trained skill if they wish to be able to read and write.

Ferocity of the Wild: A barbarians may make Persuasion checks to intimidate as a swift action rather than a full-round action.

Outsider: Anyone attempting to use Deception, Persuasion to haggle, or otherwise using the rules or ways of civilized society to manipulate a barbarian gets a +4 circumstance bonus unless the barbarian is trained in Knowledge: Worldly.

Wolf Girl in Beast Shape**CL 1**

Medium beast 3

Init +8; **Senses** Perception +8, Low-Light Vision, Scent**Defenses** Ref 14(flat-footed 12), Fort 12, Will 12**hp** 19; **Threshold** 12**Speed** 10 squares**Melee** bite +4 (d6+3) *and* Trip**Fighting Space** 1 square x 1 square; **Reach** 1 square**Base Atk** +2; **Grp** +4**Abilities** Str 14/+2, Dex 15/+2, Con 15/+2, Int 8/-1, Wis 14/+2, Cha 13/+1**Feats** Skill Focus (Survival), Skill Training (Perception), Trip**Skills** Endurance +8, Jump +8, Initiative +8, Perception +8, Survival +13

Improved Trip: Wolves that succeed with their bite attack may make a free trip attempt on the same round without provoking an attack of opportunity.

Low-light vision: Wolves ignore concealment (but not total concealment) from darkness.

Natural armor: Wolves get a +2 natural armor bonus to Reflex defense.

Pack tactics: Two or more wolves working in concert will always concentrate their efforts on the smallest or weakest-looking member of the party and attempt to get into flanking position. Wolves who cannot flank will use the Aid Another action in an attempt to assist those who can.

Scent: Wolves ignore concealment and cover when making Perception checks to notice opponents within 10 squares and take no penalties from poor visibility when tracking.

Tracker: Wolves gain Skill Focus (Survival) as a bonus feat.