

You have devoted your life to the study of the sorcerous arts. Having learned much of the arcane, you now dwell in the great city and seek to master the hidden truths of the multiverse. Demons and the elements bow to your speech, and the mystic threads of the world are at your command.

You are both smart and wise. Your Intelligence and Wisdom begin at 10, and all of your other ability scores begin at 8.

### WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what land do you hail?	Gain
1	A prosperous and outward-looking kingdom on the southern continent.	+2 Cha, +2 Int, Skill: Gossip
2	You were born to wanderers on a boat in the northern seas.	+2 Dex, +1 Con, +1 Wis, Skill: Sailing
3	Your nearby island was only recently subjugated by the Great City. The wounds are fresh.	+2 Wis, +1 Int, +1 Str, +1 Con
4	You were raised to roam in outrigger canoes amongst the many islands of the great archipelago.	+2 Dex, +1 Str, +1 Con, Skill: Athletics
5	The child of a warrior tribe, you were born under your mother's shield and raised to bear your father's arms.	+2 Str, +2 Con, +1 Cha
6	Your homeland, miles from the sea, was ruled by the cruel priests of the sky gods.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	Your home was a large and crowded city overrun with crime and poverty.	+2 Dex, +2 Cha, Skill: Stealth
8	You grew up on the steps of the walled library of a city-state far to the south praised for its knowledge.	+2 Int, +1 Dex, +1 Wis, a knowledge skill of your choice
9	You come from a city-state proud of its arms, its wisdom, and its lasting alliances.	+2 Str, +2 Int, +1 Cha
10	You grew up under the rule of a god-king along a fertile river stretching through the Trackless Sands.	+1 Str, +1 Con, +1 Int, +1 Wis, Skill: Etiquette
11	Your home is ruled by great merchant guilds who almost rival the power of the great city.	+2 Cha, +1 Wis, +1 Dex, Skill: Haggling
12	Your home is far from here, in the distant east, a land of very different customs.	+1 Dex, +1 Con, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You studied ancient and forgotten lore. You become a level 2 mage. You gain the class abilities Sense Magic and Spellcasting. You learn skill Forbidden Secrets, the cantrip Hand of Will, and the ritual Hidden Sanctum. The tables below will further define your class abilities.

## WHAT DREW YOU TO THE WORLD OF MAGIC?



1d6	How did you learn the arcane arts?	Gain
1	You studied with a small sect of fire worshippers. You learned the following magics: the cantrip Second Sight and the spells Brave the Flames and Flame Charm.	+2 Int, +1 Con, Skill: Survival, magic to left
2	You are the latest in a long line of sorcerers and witches. You learned the following magics: the cantrip Hexing, the spell Blight of Loneliness, and the ritual Staff of Might.	+2 Wis, +1 Dex, Skill: Deceit, magic to left
3	Before you slew him, your master was a mighty summoner and binder of demons. You learned the following magics: the cantrip Second Sight and the rituals Circle of Protection and Summoning.	+2 Int, +1 Cha, Skill: Forbidden Secrets, magic to left
4	You were initiated into a secret society dedicated to finding hidden truths. You learned the following magics: the cantrip Mage Light, the spell Word of Courage, and the ritual Arcane Experiment.	+2 Int, +1 Dex, Skill: Forbidden Secrets, magic to left
5	You were the member of a secretive cabal dedicated to unraveling the mysteries of immortality. You learned the following magics: the cantrip Blessing, the spell Reanimation, and the ritual Sleep of the Innocent.	+2 Wis, +1 Con, Skill: Herbalism, magic to left
6	Your master was a wandering sorcerer who dealt in hidden treasures and trinkets. You learned the following magics: the cantrip Beguilement, the spell Element's Command, and the ritual Wave's Friend.	+2 Wis, +1 Con, Skill: Navigation, magic to left

1d6	How did you come to the great city?	Gain
1	Fleeing from a coven of sorceresses intent on stealing your secrets, you found refuge in the great city, where they dared not follow.	+2 Con, Ritual: Call Storm
2	You first came to the great city in search of a rival mage. You found his hidden abode and bested him in sorcerous combat.	+2 Str, Ritual: Hand of the Harpy
3	When your previous sanctum was discovered by a barbarian warrior bent on your defeat, you fled to the great city in order to learn new secrets.	+2 Int, Ritual: Gather Mists
4	A priest in one of the temples of the great city sent you a message in a secret code inviting you to join him and share your knowledge.	+2 Wis, Ritual: Foresight
5	One of the aristocrats of the great city has hired you as his personal court sorcerer. You fill the position while it is beneficial to you.	+2 Cha, Ritual: Bind Familiar
6	You have a contact within the Thieves' Guild with whom you work closely and who encouraged you to come to the city. You believe you can trust him.	+2 Dex, Ritual: Unseen Servant

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	A rich man who keeps an elaborate garden behind his villa has you over for dinner some nights.	+2 Wis, +1 Dex
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A learned scholar from distant lands has taken a liking to you and tells you many stories.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	What happened when you and a companion challenged a sorcerer in the great city? <i>The player to your right was there with you.</i>	Gain
1	You lost your way in the glamoured tunnels beneath his home. <i>The friend to your right helped you clear your head and find your way, and gains +1 Wis.</i>	+2 Wis, Spell: Greater Illusion
2	His demonic guardians sprang a trap on you. <i>The friend to your right held them at bay while you worked your magic, and gains +1 Int.</i>	+2 Int, Spell: Abjuration
3	The sorcerer had hired an armed band to defend himself against you. <i>The friend to your right was gravely wounded in the combat, and gains +1 Con.</i>	+2 Con, Spell: Healing Touch
4	The two of you engaged in an arcane duel, summoning forces from beyond this plane. <i>The friend to your right distracted the mage as you defended against his onslaught, and gains +1 Wis.</i>	+2 Wis, Spell: Counterspell
5	The sorcerer tricked you and separated you from your companion. <i>The friend to your right returned to your side before entering the mage's sanctum, and gains +1 Int.</i>	+2 Int, Spell: The Voices Between
6	When you finally met the rival, he trembled at your presence. <i>The friend to your right passed a dagger through his ribs, and gains +1 Dex.</i>	+2 Dex, Spell: Terrifying Presence

1d6	What arcane treasure do you keep?	Gain
1	A dagger of an alien metal.	+2 Dex, a magical dagger
2	A book of ancient history containing many maps.	+2 Wis, a large tome
3	The favor of a dangerous southern sorceress.	+2 Cha, a painted card
4	A staff of strong yew, intricately carved.	+2 Str, a wizard's staff
5	A seeing stone which once belonged to an eastern cult.	+2 Int, a crystal ball
6	A large and baroque painting of mystical rites.	+2 Con, a strange painting



## FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The High Cabalist begins with the following equipment: a dagger, elaborate robes, the components for your rituals, a small but elegant apartment with a hidden sanctum, a book of spells, and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 6 plus your Constitution bonus to start, then 1d6 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d6

**Initiative Bonus:** +0

**Armor:** Mages may not wear any armor.

**Spell Casting:** Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

**Sense Magic:** Being naturally sensitive to the world of magic, mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

## FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

**Cheat Death:** A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9