

You were raised in the great city but always wanted to seek your fortune. You left home and made your way as a mercenary, but now have returned. As comfortable on the field of battle as you are in the alehouse, you will win your fortune by the strength of your sword arm.

You are strong and charismatic. Your Strength and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore

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 learned to find your own way by strength of arms. You become a level 2 warrior. You gain the class abilities Knacks and Weapon Specialization. You learn the skill Hagglng. The tables below will further define your class abilities.

HOW DID YOU SPEND YOUR MERCENARY DAYS?



1d6	Where did you first train your skills?	Gain
1	You were one of the only freemen who worked in the fighting pits.	+2 Str, +1 Cha, Weapon Specialization: Battle Axe
2	You trained in the small, personal cavalry of one of the city's nobles.	+2 Dex, +1 Wis, Weapon Specialization: Lance
3	You were one of the finest shots among the city's archers.	+2 Dex, +1 Con, Weapon Specialization: Longbow
4	An aging swordmaster took you under his wing and taught you what he knew.	+2 Str, +1 Int, Weapon Specialization: Longsword
5	You trained with the pikemen who guard the city from invasion and patrol its streets.	+2 Con, +1 Wis, Weapon Specialization: Spear
6	Your mother and father passed you their natural skill at arms.	+2 Con, +1 Cha, Weapon Specialization: Longsword

1d6	What was your greatest battle after leaving the city?	Gain
1	On the eve of a cataclysmic battle, you and several of your comrades led a daring raid on the enemy camp and slew the opposing general.	+2 Dex, Skill: Stealth
2	While facing a superior enemy, you devised a clever and unsuspected tactic and led the way to victory.	+2 Int, Skill: Tactics
3	When your captain fell under a hail of arrows, you took command of your warband and went on to victory.	+2 Cha, Skill: Command
4	Hearing the bellowed challenge of the enemy champion, you stepped forward and defeated him in one-on-one combat.	+2 Str, Skill: Intimidation
5	After a defeat, when your company was stranded in foreign lands with no hope of resupply, you helped your comrades make it back to civilization.	+2 Con, Skill: Survival
6	When your company faced a deadly battle at sea, you commanded one of the faster vessels against the enemy flagship in a brilliant maneuver.	+2 Wis, Skill: Sailing



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	You are betrothed to the child of a wealthy merchant.	+2 Wis, +1 Str
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 retired veteran of a hundred battles has you to his modest home some nights.	+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 friend were hired by a rich man on your return to the city? <i>The player to your right was there with you.</i>	Gain
1	You were sent to rescue the man's daughter who was under the sway of an evil cult. <i>The friend to your right helped you ward off the cult leader's sorcery, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
2	He wanted you to lead a small mercenary band against a rival's island fortress. <i>The friend to your right stood back-to-back with you as you battled the guards, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
3	With the man's mercenary warriors, you traveled to the blistering southern deserts to hunt down a notorious raider. <i>The friend to your right was the only companion who returned with you, and gains +1 Dex.</i>	+2 Dex, Knack: Defensive Fighter
4	The man needed you to lead a band of cavalry who would guard his massive caravan train across the eastern continent. <i>The friend to your right noticed an ambush at the last moment and followed your daring counter-attack, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet
5	You and your companion acted as his bodyguards when he made a journey to a secluded island for a secret meeting with other merchant lords. <i>The friend to your right helped you foil a plot against your patron, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter
6	Telling you lies and making false promises, the man actually sold you to the fighting pits in a distant land. <i>The friend to your right made a perfect teammate as you fought your way to freedom, and gains +1 Str.</i>	+2 Str, Knack: Weapon Specialization



1d6	What token do you keep from your mercenary days?	Gain
1	A map showing the holdings of several warring, island kingdoms.	+2 Con, a map
2	Your last and largest payment.	+2 Wis, 400 silvers
3	The weapon of a defeated champion.	+2 Str, a fine weapon
4	The favor of a love from your past.	+2 Cha, a lock of hair
5	A sign of your bravery and prowess.	+2 Dex, a plumed helm
6	A book detailing all of your past battles and contacts.	+2 Int, a journal

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 Accomplished Sellsword begins with the following equipment: a dagger, your favored weapons, chain mail (+4 AC), contacts with a small mercenary band, a room above the shops, and either 4d6 silvers or your own horse and tack.
- 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 warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- 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 10 plus your Constitution bonus to start, then 1d10 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

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	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10