

You have lived in the great city all your life. As a child, you looked up to the pickpockets, con men, and fences of the Guild of Licensed Thieves. When you were still young, you took your first job and began working your way up the ranks of the great city's most powerful organization. Now you have a full license and important friends.

You are agile and charismatic. Your Dexterity 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 great 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 started working for the Guild. You become a level 2 rogue. You gain the class abilities Fortune's Favor and Highly Skilled. You learn the skill Stealth. The tables below will further define your class abilities.

HOW DID YOU BEGIN YOUR LIFE OF THIEVERY?



1d6	What was your first job?	Gain
1	While still a child, you were paid to sneak into a meeting of wealthy merchants and report on everything that you heard.	+2 Dex, +1 Int, Skill: Stealth
2	The Guild punished you for mistakenly snatching the purse from the belt of the wrong mark.	+2 Dex, +1 Wis, Skill: Pickpocketing
3	Older members of the Guild would bring their goods to you and have you fence them throughout the various markets of the city.	+2 Int, +1 Cha, Skill: Appraisal
4	A retired adventurer who had taken up with the Guild often took you to forgotten crypts beneath the city. He always sent you ahead first.	+2 Int, +1 Dex, Skill: Trapping
5	From the beginning you were a second-story worker, climbing the dizzying heights of the great city's tenements and making frightening leaps across its alleys.	+2 Dex, +1 Str, Skill: Athletics
6	Starting as a small child, you earned your way as a lookout for licensed members of the Guild.	+2 Wis, +1 Con, Skill: Alertness

1d6	How did you impress the Guild enough to receive your license?	Gain
1	You journeyed for days deep beneath the city in search of a former member of the Guild who had betrayed the organization.	+2 Con, Skill: Investigation
2	When there were problems with a band of barbarian travelers in the harbor district, you were brave enough to work as the Guild's muscle.	+2 Str, Skill: Athletics
3	A member of the emperor's inner circle came to market with all of his guards, but left without his purse.	+2 Dex, Skill: Pickpocketing
4	You fast-talked a band of stern guardsmen into releasing a high ranking member of the Guild after they caught her red-handed.	+2 Cha, Skill: Deceit
5	You stole a valuable tome chained to the Great Library's shelves.	+2 Int, Skill: Ancient History
6	The Guild hates slavers, and sent you to unshackle a galley full of captives who were being held by a notoriously cruel trader.	+2 Wis, Skill: Lockpicking



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	You meet often with a trusted fence who always knows a buyer.	+1 Dex, +1 Int, +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 rival from the Guild likes to spend time with you between jobs, trading both stories and insults.	+1 Con, +1 Int, +1 Cha
8	One of the city guards is not only on the take, but is also a drinking buddy of yours.	+1 Str, +1 Con, +1 Wis

1d6	You took a dangerous and lucrative job from the Guild and brought along some help. <i>The player to your right was there with you.</i>	Gain
1	You breached the hidden treasure chambers of a wealthy merchant prince's opulent villa. <i>The friend to your right led the guards on a chase while you unlocked the doors, and gains +1 Dex.</i>	+2 Dex, Skill: Lockpicking
2	The Guild sent you far into the east to steal the jeweled eyes from a desert tribe's sandstone idol. <i>The friend to your right was by your side through every miserable step, and gains +1 Con.</i>	+2 Con, Skill: Survival
3	Untangling an ancient riddle, you travelled to a lost island to claim the forgotten riches there. <i>The friend to your right recognized a fallen monument and pointed the way, and gains +1 Int.</i>	+2 Int, Skill: Ancient History
4	You traveled to a distant city in a strange land to sell valuables too famous to be seen again in the great city. <i>The friend to your right helped negotiate with the foreign merchants, and gains +1 Cha.</i>	+2 Cha, Skill: Appraisal
5	You led an expedition to rob a lost pyramid in the distant south. <i>The friend to your right followed your plans to disarm the final trap while you grabbed the sacred gold, and gains +1 Dex.</i>	+2 Dex, Skill: Trapping
6	You broke into the inner sanctum of a powerful sorcerer to steal one of his magical tomes. <i>The friend to your right kept watch against his demonic patrols, and gains +1 Wis.</i>	+2 Wis, Skill: Alertness

1d6	What stolen treasure is in your possession right now?	Gain
1	A heavy bag of strange coinage.	+2 Con, several platinum coins
2	A pouch which holds more than it should.	+2 Wis, an unusual black pouch
3	A foreign diplomat's blade.	+2 Str, a fine weapon
4	A widower's fortune.	+2 Dex, 60 gold coins
5	Sensitive information on a wealthy aristocrat in the city.	+2 Int, a pending favor
6	The pendant of one of the emperor's cousins.	+2 Cha, an elaborate necklace



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 Licensed Rogue begins with the following equipment: a dagger, many types of clothing, leathers (+2 AC), a weapon of your choice, thieves' tools, nice rooms at an inn, a mark of membership in the Guild, 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 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus to start, then 1d8 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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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	13	16	13	15	14
2	1,500	+1	13	16	13	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10