

THE SOURCE PLAYBOOK

The gift of raw magic pulses through your veins, filling your world with wonder and shadowing the edges of your perception with torment and realities only dreamt of.

Your experiences with depths of yourself that go untapped by others has left you with a stronger sense of self. Your Charisma begins at 12, and all your other ability scores begin at 8.

The following tables are the same as most of the other *Beyond the Wall* playbooks:

What was your childhood like? (1d12)

How did you distinguish yourself as a child? (1d8)

The other player characters were your best friends. Who else in the village befriended you while you were growing up? (1d8)

Then something happened. An Awakening. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spellcasting*, the skill *Low Profile*, and the cantrip *Second Sight*. The tables below will tell you your other spells.

What was your Awakening like?

d6	What precipitating event triggered your Awakening to the Power? (d6)	Gain
1	An otherworldly spirit attempted to possess you, but you managed to find the strength of resolve to banish it from your being and connect to the Power. <i>Suggested Source Weakness:</i> You trigger a Wild Magic Surge when you realize you've been controlled by another, either through manipulation, magic, or possession.	+3 Cha Skill: <i>Spirit Lore</i>
2	Thrust into a position of responsibility for the well-being of yourself and members of your family or community, your rise to the challenge coincided with Awakening. <i>Suggested Source Weakness:</i> You trigger a Wild Magic Surge when your friends, family, or community is endangered or persecuted.	+3 Cha Skill: <i>Leadership</i>
3	A mentor who suspected you held latent Power within you subjected you to a series of grueling mind games until you at last Awakened. <i>Suggested Source Weakness:</i> You trigger a Wild Magic Surge when you are faced with a challenge you can't intellectually resolve or figure a good way out of.	+3 Int Skill: <i>Puzzles & Riddles</i>
4	You always felt different from those around you. An old soul. Your Awakening was unusually gradual, and it wasn't until you were older that you realized it was magic. <i>Suggested Source Weakness:</i> You trigger a Wild Magic Surge when you are singled out and subject to intense prejudice or alienation.	+3 Wis Skill: <i>Insight</i>
5	During a cruel attack on your home, while you hid from the invaders or monsters, the Power built up within you along with your anxiety at being found. <i>Suggested Source Weakness:</i> You trigger a Wild Magic Surge when you try to hide from an overwhelming mounting threat and are discovered or believe you'll be found.	+3 Dex Skill: <i>Stealth</i>
6	In a moment (or perhaps an extended period) of harrowing physical pain and duress, the Power flowed through every pore of your body. <i>Suggested Source Weakness:</i> You trigger a Wild Magic Surge when you suffer intense physical pain coupled with mental anguish.	+3 Con Skill: <i>Endurance</i>

d6 What was the nature of your magical gift? (d6)		Gain
1	Tempestuous and fickle, the Power moves through you like the storms. You learned the cantrip <i>Conjure Sound</i> , the spell <i>The Howling</i> , and the ritual <i>Fair Weather</i> .	+2 Cha spells to left
2	Regal and proud, the Power invests you with the voice of authority. You learned the cantrip <i>Blessing</i> , the spell <i>Commanding Word</i> , and the ritual <i>Unseen Servant</i> .	+2 Cha spells to left
3	Wild and strange, the Power grants you dominion over fey. You learned the cantrip <i>Glamour Weaving</i> , the spell <i>Faerie Cloak</i> , and the ritual <i>Faerie's Call</i> .	+2 Cha spells to left
4	Restless and inquisitive, the Power drives you to explore new horizons. You learned the cantrip <i>Beast Ken</i> , the spell <i>Pass Without Trace</i> , and the ritual <i>Wanderer's Fortune</i> .	+2 Wis spells to left
5	Brutal and demanding, the Power tests you at every turn like a hag godmother. You learned the cantrip <i>Hexing</i> , the spell <i>Great Endurance</i> , and the ritual <i>Mage Armor</i> .	+2 Con spells to left
6	Mysterious and elusive, the Power draws your mind toward the unfathomable. You learned the cantrip <i>Mage Light</i> , the spell <i>Clear Eyes</i> , and the ritual <i>Shared Vision</i> .	+2 Int spells to left

d6 One time you lost control and unleashed a wild surge of the Power. What happened? (d6) <i>The player to your right was there with you.</i>		Gain
1	You overcame a monster...at a great cost. <i>The brave friend to your right stood by your side and helped you forget the horror, and gains +1 Cha.</i>	+2 Cha Spell: <i>Forgetful Mind</i>
2	Reality, and those around you, conformed to your will. <i>The loyal friend to your right may still be under the effect of that powerful charm, and gains +1 Cha.</i>	+2 Cha Spell: <i>False Friend</i>
3	Destructive power put buildings and innocents in harm's way. <i>The friend to your right protected the innocents from your unwitting endangerment, and gains +1 Dex.</i>	+2 Dex Spell: <i>Magic Missile</i>
4	You were left at the brink of death. <i>The friend to your right witnessed the event and helped nurse you back to health, and gains +1 Con.</i>	+2 Con Spell: <i>From the Brink</i>
5	You unleashed a spirit upon the land. <i>The friend to your right helped you study and track down the spirit, and gains +1 Int.</i>	+2 Int Spell: <i>Abjuration</i>
6	You were transported to a distant land. <i>The friend to your right was transported with you, helped learn the land's customs and find a way back, and gains +1 Wis.</i>	+2 Wis Spell: <i>Friend's Call</i>

d6 How did those around you respond to your Awakening? (d6)		Gain
1	The local liege lord put your magic to use at his court, promising to keep you safe from the "angry masses" as long as you did what you were told.	+2 Cha a silver signet ring
2	You lorded your gift over the villagers, either to keep yourself safe or because you were mad with power. Hard feelings have endured years later.	+2 Cha Ritual: <i>Unseen Servant</i>
3	You were imprisoned on accusations of witchcraft, having to defend yourself as accusing peasants visited your cell until (the player to your left) freed you.	+2 Wis a set of gaoler's keys
4	Folk treated you as a wise man or wise woman, consulting you for a variety of ailments and personal dilemmas, paying you with what they could.	+2 Wis Ritual: <i>Last Call</i>
5	You were mobbed by peasants and beaten half to death before you managed to steal a horse and escape into the wilderness.	+2 Con a riding horse
6	A sorcerer from Ban Ard or Sorceress from Aretuza offered you guidance, sought to recruit you for training as a wizard, and revealed your True Name.	+2 Int Ritual: <i>Naming Ceremony</i>