

Starting characters

You can create your own character, or pick one from the following – except for the last two listed. Transfer the details of the character you have chosen to the Adventure Sheet.

LIANA THE SWIFT

Rank: 2nd
Profession: Wayfarer
Stamina: 13
Defence: 8
Money: 16 Shards

CHARISMA: 2
COMBAT: 5
MAGIC: 2
SANCTITY: 3
SCOUTING: 6
THIEVERY: 4



Possessions: **spear, leather jerkin (Defence +1), map**

Liana prefers to make her home in mountain grottos and woodland groves rather than in the squalid streets of cities. She has the agility of a gazelle, the cunning of a fox and the ferocity of an eagle. Despite her wild streak, she has a knack for making friends, for people sense that she is honest and trustworthy.

CHALOR THE EXILED ONE

Rank: 2nd
Profession: Mage
Stamina: 13
Defence: 5
Money: 16 Shards

CHARISMA: 2
COMBAT: 2
MAGIC: 6
SANCTITY: 1
SCOUTING: 5
THIEVERY: 3



Possessions: **staff, leather jerkin (Defence +1), map**

Chalor is an outcast by choice, shunning his native land and the family who spurned him, driven by a burning desire for secret knowledge. His goal is to become one of the mightiest wizards of the world, and nothing will stand in his way.

ANDRIEL THE HAMMER

Rank: 2nd
Profession: Warrior
Stamina: 13
Defence: 9
Money: 16 Shards

CHARISMA: 3
COMBAT: 6
MAGIC: 2
SANCTITY: 4
SCOUTING: 3
THIEVERY: 2



Possessions: **battle-axe, leather jerkin (Defence +1), map**

Andriel seeks fame through adventure and the glory of battle. He left his homeland when an extended outbreak of peace made his skills redundant there. He is blunt and outspoken, but scrupulously follows the warrior's code. If someone crosses him, he will use all the means at his disposal to get revenge.

MARANA FIREHEART

Rank: 2nd
Profession: Rogue
Stamina: 13
Defence: 7
Money: 16 Shards

CHARISMA: 5
COMBAT: 4
MAGIC: 4
SANCTITY: 1
SCOUTING: 2
THIEVERY: 6



Possessions: **sword, leather jerkin (Defence +1), map**

Marana is a fiercely independent woman who grew up in the back streets of her home town. Forced to flee because she was too active in her chosen profession, she has come to new lands to seek her fortune. Devious, resourceful, personable and intelligent, she can break in almost anywhere – and talk her way out afterwards! She is determined to get rich any way she can.

IGNATIUS THE DEVOUT

Rank: 2nd
Profession: Priest
Stamina: 13
Defence: 5
Money: 16 Shards

CHARISMA: 4
COMBAT: 2
MAGIC: 3
SANCTITY: 6
SCOUTING: 4
THIEVERY: 2



Possessions: **mace, leather jerkin (Defence +1), map**

Ignatius is a traveller whose desire is to learn all he can about the deities of the Fabled Lands. His strong beliefs give his sermons added zest, and he has enthralled many a crowd with his impassioned speeches. He has sworn to stamp out impiety wherever he finds it.

ASTARIEL SKYSONG

Rank: 2nd
Profession: Troubadour
Stamina: 13
Defence: 6
Money: 16 Shards

CHARISMA: 6
COMBAT: 3
MAGIC: 4
SANCTITY: 3
SCOUTING: 2
THIEVERY: 4



Possessions: **sword, leather jerkin (Defence +1), map**

Astarriel has the wanderlust, and chafes if he has to remain in one place for any length of time. He enjoys the freedom of the open road and the thought that he never knows what adventures each new day will bring. He lives by his wits and is a familiar figure at tavern firesides, where he regales travellers with his tales.

JAMIE THOMSON

Rank: 10th
Profession: Author
Stamina: 47
Defence: 20
Money: 3 Shards

CHARISMA: 6
COMBAT: 10
MAGIC: 8
SANCTITY: 6
SCOUTING: 1
THIEVERY: 9



Possessions: **Computer, containing total knowledge of the Fabled Lands.**

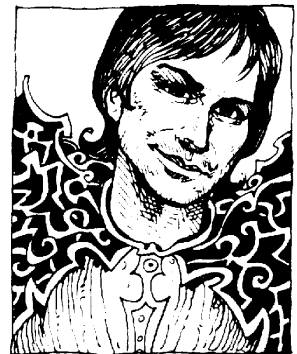
Jamie Thomson began in the role-playing business as an assistant editor of *White Dwarf* magazine. His previous works include *Fighting Fantasy* gamebooks for Puffin, the *Way of the Tiger* series for Hodder Headline, and a gamebook based on Channel 4's *Crystal Maze* series (with Dave Morris).

Fabled Lands is based on the fantasy world of Harkun he developed for a series of plays broadcast on Radio 5 in 1993. His hobbies are cricket, role-playing and computer games. He lives in Brixton.

DAVE MORRIS

Rank: 10th
Profession: Author
Stamina: 33
Defence: 14
Money: 203 Shards

CHARISMA: 6
COMBAT: 4
MAGIC: 10
SANCTITY: 1
SCOUTING: 6
THIEVERY: 4



Possessions: **Maps revealing all of the Fabled Lands, including the underworld and places yet uncharted.**

Dave's interests include role-playing, Tibetan spirit dancing, films, boxing, and food – especially food.

He is often to be found in the Chada restaurant in Battersea, where he can be heard volubly expressing his views on most subjects under the sun.

He is married to one of the bacchantes.