

The village is protected by a small band of watchmen, and you are the most recent recruit. While the watch has only two or three members, you are always on guard against dangers from beyond the village walls. The watchmen are respected in town and asked to solve disputes, investigate mysteries, keep the peace, and judge the festival competitions.

You strong, alert, and patient. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



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	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+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

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You became a village watchmen. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Alertness*. The tables below will further define your class abilities.

What happened as you began to watch over your friends and family?

1d6	What was your watch training like?	Gain
1	You drilled with the archer levy and manned the wall. Your Weapon Specialization class ability is with the Bow.	+3 Dex, specialization to left
2	You practiced walking the roads at night and keeping the peace. Your Weapon Specialization class ability is with the Longsword.	+3 Wis, specialization to left
3	You learned to sweep the drunks off the street with the butt of your spear. Your Weapon Specialization class ability is with the Spear.	+3 Str, specialization to left
4	You drilled with the shield wall and learned to help your fellows stand their ground. Your Weapon Specialization class ability is with the Spear.	+3 Con, specialization to left
5	You learned to fight defensively in order to protect your wounded comrades. Your Weapon Specialization class ability is with the Short Sword.	+3 Dex, specialization to left
6	You helped clear the nearby roads of bandits and rogues. Your Weapon Specialization class ability is with the Longsword.	+3 Str, specialization to left

1d6	Who was the first person you saved?	Gain
1	You rescued the miller's child when the river rose unexpectedly.	+2 Con, Skill: Survival
2	When a fire started in the back of the inn, you rescued the cook and helped douse the blaze.	+2 Wis, Skill: Alertness
3	One of the fisherman was being swindled by a trader, but you exposed the cheat.	+2 Int, Skill: Investigation
4	When Grandmother Weaver was lost on the downs, you organized the village and found her.	+2 Cha, Skill: Command
5	You saved one of the village elders from a group of bandits on the road outside of town.	+2 Str, Skill: Athletics
6	When the smith's cousin wandered into the barrow downs, you were barely able to pull him from a wight's grasp.	+2 Dex, Skill: Athletics



1d6	What happened the last time the village was seriously threatened? <i>The player to your right was there to help.</i>	Gain
1	Vicious raiders were trying to rob the village of its grain. <i>The friend to your right waited all night with you in the granary, and gains +1 Wis.</i>	+2 Wis, Knack: Defensive Fighter
2	A group of brigands set themselves up in the inn and began to call it their new castle. <i>The friend to your right helped gather the band of villagers that threw them into the river, and so gains +1 Cha.</i>	+2 Cha, Knack: Resilience
3	When goblins began crawling out of the well, most thought the village was lost. <i>The friend to your right climbed down with you and held the lantern, and gains +1 Str.</i>	+2 Str, Knack: Fleet
4	One of the shepherds turned to murder, but no one could name the culprit. <i>The friend to your right helped find the murder weapon and stop him before he killed again, and gains +1 Int.</i>	+2 Int, Knack: Fleet
5	When the war came to town, it was left to you to organize the village and hold the bridge. <i>The friend to your right stood by your side at the front of the levy, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter
6	A marauding monstrosity crawled its way into the village and began attacking your neighbors. <i>The friend to your right held back the beast while you struck it down, and gains +1 Str.</i>	+2 Str, Knack: Great Strike

1d6	Who stands with you in your watch?	Gain
1	The old man who trained you to be a watchman.	+2 Wis, an ally
2	A long-fingered youth who helps you solve mysteries.	+2 Int, an ally
3	The second son of one of the village elders.	+2 Cha, an ally
4	A scarred veteran from another land.	+2 Con, an ally
5	A reformed burglar from a distant city.	+2 Dex, an ally
6	A northern barbarian who settled in town last winter.	+2 Str, an ally



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The New Watchman begins with the following equipment: a dagger, your chosen weapon, a shield (+1 AC), leathers (+2 AC), your fellow watchman (counts as an ally), a loud horn, a spot in the watch house near the wall, and 4d6 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 10 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. 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.10 in the *Beyond the Wall and Other Adventures* 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