

You grew up picking on the weak and the outcast, but lately things have changed. You've seen the errors of your ways and have forged a strong friendship with the other villagers.

You were a very tough kid, but not well liked. Your Strength begins at 12, your Constitution at 10, your Charisma at 6, 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	You most often played with the other characters. 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 terrorized the other children in the village. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Intimidation*. The tables below will further define your class abilities.

You became angry and strong.

1d6	How did you become a bully?	Gain
1	The apple does not fall far from the tree.	+2 Con, +1 Wis, Skill: Stealth
2	It's easier to frighten others than convince them that you are right.	+2 Wis, +1 Cha, Skill: Intimidation
3	When you were small, something terribly embarrassing happened in front of the other children.	+2 Con, +1 Int, Skill: Deceit
4	You were the ugliest, but you were also the biggest.	+2 Str, +1 Con, Skill: Intimidation
5	When the other children were having romantic trysts, all you had was your revenge.	+2 Str, +1 Dex, Skill: Command
6	You went from prey to hunter at a young age when the other kids mocked you first.	+2 Dex, +1 Str, Skill: Athletics

1d6	What kind of bully were you?	Gain
1	You teased them mercilessly.	+2 Cha, Knack: Resilience
2	Your fists were the only thing you needed.	+2 Str, Knack: Great Strike
3	You plotted constantly at night.	+2 Int, Knack: Defensive Fighter
4	You set everyone else up to fail.	+2 Wis, Knack: Fleet
5	You would lie in hiding, tirelessly waiting for an ambush.	+2 Con, Knack: Defensive Fighter
6	When the other kids thought they were safe, you were always behind them with a whack and a laugh.	+2 Dex, Knack: Fleet



1d6	When you grew up, how did you reform your rotten ways? <i>The player to your right helped you change.</i>	Gain
1	When you were practicing for the shield wall, you really hurt one of the other trainees. <i>The friend to your right also trained with you, and pointed out the error of your ways, and gains +1 Str.</i> Your Weapon Specialization class ability is with the Spear.	+2 Str, specialization to left
2	When you were injured deep in the woods, the others your age saved you despite how terrible you had been to them. <i>The friend to your right was the first to your side, and gains +1 Cha.</i> Your Weapon Specialization class ability is with the Battle Axe.	+2 Cha, specialization to left
3	When the fair came to town, you were mocked mercilessly by the strongman; you didn't like how that felt. <i>The friend to your right calmed you down and offered you forgiveness, and gains +1 Con.</i> Your Weapon Specialization class ability is with the Club.	+2 Con, specialization to left
4	You finally found love at the spring festival after the archery contest. <i>The friend to your right lost the competition to you and then introduced you to your love, and gains +1 Dex.</i> Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
5	When you lost your family and were all alone, everyone else rallied around you and helped out. <i>The friend to your right became your foster sibling, and gains +1 Wis.</i> Your Weapon Specialization class ability is with the Staff.	+2 Wis, specialization to left
6	A disembodied spirit gave you a pummeling one day and explained to you the error of your ways. <i>The friend to your right witnessed this and is the only one who believes you, and gains +1 Int.</i> You have no Weapon Specialization, but instead may cast the Second Sight cantrip.	+2 Int, special

1d6	Who in the village forgave you first?	Gain
1	The old witch. You bonded with her by listening to her stories and asking the right questions.	+2 Int, a healing potion
2	The pretty lass whose hair you always pulled. You saved her marriage and redeemed yourself.	+2 Cha, a lock of her hair
3	The blacksmith. You worked for him for a whole season to make up for your past shenanigans.	+2 Str, a fine weapon
4	The innkeep. You became his favorite patron when you drove off a group of violent travellers from the north.	+2 Con, free room and board
5	The village guard. You sit the watch with him once a week.	+2 Con, a horn
6	Grandmother Weaver. You saved her grandson from a raging boar.	+2 Wis, very tough clothes (+2 AC)



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 Reformed Bully begins with the following equipment: knife, peasants' clothing, your favored weapon, rope and a solid blackjack, a flask of mead, 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.8 in the "Core Rules" booklet 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