

In the northern homeland of the barbarian folk, you were a child apprentice of the tribe's Namer, from whom you learned many secrets and the power of names. After being separated from your people and your ancestral lands, you found a new home in the village. You still keep the stories and secrets of your people, though now you share them with new friends.

You are durable and wise. Your Constitution and Wisdom begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What was life like in your tribe? What did you learn from them?	Gain
1	Your kinfolk lived in frozen lands and hunted seals and fished in cold fjords in order to survive the long winters	+2 Con, +1 Str, +1 Wis, Skill: Boating
2	Your tribe was famous for its great leatherworkers and intricate tooling.	+2 Dex, +1 Int, +1 Wis, +1 Cha
3	Your tribe was feared by its enemies due to its great and savage warriors.	+2 Str, +1 Dex, +1 Con, +1 Cha
4	Your ancestors were famous for traveling to distant places and trading with the other tribes along the way.	+2 Cha, +1 Con, +1 Int, Skill: Haggling
5	Your family were lorekeepers and storytellers for generations and kept the runes.	+2 Int, +1 Wis, +1 Cha, Skill: Storytelling
6	Your mother was the wise and courageous warrior queen of your folk.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	For generations your tribe was bound in servitude to the Dark One. You chafed under his rule before finding your freedom.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your tribe followed the great herds and culled them during their migration.	+2 Con, +1 Dex, +1 Wis, Skill: Hunting
9	Across great plains and moors, your ancestors rode on great, shaggy steeds.	+1 Str, +1 Dex, +1 Int, +1 Wis, Skill: Riding
10	Your folk lived in peaceful villages ruled by councils of wise elders.	+2 Cha, +1 Con, +1 Int, +1 Wis
11	Your people thrived by preying on the deadliest monsters of the northern wastes.	+2 Str, +1 Con, +1 Int, Skill: Hunting
12	In trackless, verdant forests, your people lived off the land and made their homes in great trees.	+2 Dex, +2 Wis, Skill: Herbalism



1d8	How did you come to this village in the southern lands?	Gain
1	Your family was driven from the tribe for a terrible crime, real or imagined.	+2 Wis, +1 Str
2	Wicked raiders came and destroyed your home. Only you escaped.	+2 Dex, +1 Int
3	A great imperial power took your land to settle their veterans.	+2 Str, +1 Cha
4	The Dark Lord has risen in the north, and it is safe there no more.	+2 Int, +1 Dex
5	Your ancestral lands have become barren and the streams hold no fish.	+2 Con, +1 Dex
6	Another barbarian tribe stole your people's lands and forced you south.	+1 Str, +1 Wis, +1 Cha
7	You were kidnapped by a sorceress and then accidentally rescued by the miller.	+1 Con, +1 Int, +1 Cha
8	Your parents came to the south to look for a better life.	+1 Con, +1 Wis, +1 Cha

1d8	When you came to this village, who, besides the other characters, made you feel at home?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	You found a quiet contentment working the loom with Grandmother Weaver.	+2 Dex, +1 Wis.
3	One of the shepherds and his flock adore your company.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	The inkeep gives you a free drink when you share one of your people's tales.	+1 Con, +1 Int, +1 Cha
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 learned the secrets of your people. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Storytelling*, the ritual *Naming Ceremony*, and the cantrip *Beast Ken*. The tables below will tell you your other spells. **What happened when you learned the ways of names?**

1d6	What secrets did the old Namer teach you when you were his apprentice?	Gain
1	Power over and with the animals of the wild places. You learned the following magics: the spell Soothing the Beast, the ritual Bind Familiar, and the cantrip Conjure Sound.	+2 Int, spells to left
2	The ways of the inscrutable and capricious fae of the frozen wastes. You learned the following magics: the spell Elf Shot, the ritual Faerie Call, and the cantrip Hexing.	+2 Wis, spells to left
3	The true language and knowledge of things that grow. You learned the following magics: the spell Entanglement, the ritual Staff of Might, and the cantrip Druid's Touch.	+2 Wis, spells to left
4	How to keep the tribe alive in the harshest and deadliest of circumstances. You learned the following magics: the spell Healing Touch, the ritual Goodberry, and the cantrip Blessing.	+2 Wis, spells to left
5	The names and histories of the spirits of the unseen world. You learned the following magics: the spell Abjuration, the ritual Circle of Protection, and the cantrip Second Sight.	+2 Int, spells to left
6	How to be a figure of authority among all people. You learned the following magics: the spell Petrifying Gaze, the ritual Last Call, and the cantrip Druid's Touch.	+2 Wis, spells to left

1d6	What craft did you learn from the Namer and now practice in the village?	Gain
1	Secret signs and marks which tell a worthy recipient's story.	+2 Dex, +1 Con, Skill: Tattooing
2	The ancient and closely guarded riddle of steel.	+2 Str, +1 Int, Skill: Blacksmithing
3	The ways of shaping tree and branch.	+2 Wis, +1 Dex, Skill: Woodworking
4	The making of potions, poisons, and poultices.	+2 Con, +1 Wis, Skill: Herbalism
5	Singing the ancient rhymes and stories of the northlands	+2 Cha, +1 Int, Skill: Singing
6	The keeping of old lore and histories.	+2 Int, +1 Wis, Skill: Ancient History



1d6	When trouble came to the village, you and a friend were the only ones able to help. What happened? <i>The player to your right was with you.</i>	Gain
1	A warband of violent barbarians from your forgotten, rival tribe arrived to pillage. <i>The friend to your right rallied the village as you frightened them away, and gains +1 Int.</i>	+2 Int, Spell: The Howling
2	When a band of enormous, intelligent spiders came upon the village at night, few were awake. <i>The friend to your right slew one of the largest while you trapped the others using their own tricks, and gains +1 Int.</i>	+2 Int, Spell: Web
3	A cruel knight errant and his retinue came to raid the village. <i>The friend to your right struck the knight a terrible blow while you forced the warband away, and gains +1 Con.</i>	+2 Con, Spell: Frozen Wind
4	The champion of a rival village came to town and won a brawling contest, but then refused to leave and began attacking the villagers. <i>The friend to your right demanded he face a warrior or leave before you bested him, and gains +1 Con.</i>	+2 Con, Spell: Ancestor's Prowess
5	Twisted goblins burst from a hole near the well and began putting fire to buildings. <i>The friend to your right slew their leader while you dispatched his guards, and gains +1 Wis.</i>	+2 Wis, Spell: Mystical Shield
6	The ghost of a wronged villager refused to rest and was haunting many folks. <i>The friend to your right bravely refused to flee while you commanded the spirit to depart, and gains +1 Wis.</i>	+2 Wis, Spell: Ghostly Commandment

1d6	What sign of authority as a Namer do you hold?	Gain
1	A necklace made of a strange and alien metal.	+2 Dex, a necklace
2	A book containing a record of many names.	+2 Int, a huge tome
3	The furs of a mighty beast.	+2 Str, a great cloak
4	The finger bones of the previous Namers.	+2 Wis, a collection of bones
5	A ring of several metals twisted together.	+2 Cha, an ornate ring
6	A large, gnarled staff of petrified wood.	+2 Con, a staff



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 Barbarian Namer begins with the following equipment: dagger, simple clothing, a healing poultice, provisions for yourself and your friends for a week, the True Names of three spirits, and one silver coin.
- 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 1 Mage, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a Mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 6 plus your Constitution bonus.
- 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: d6

Initiative Bonus: +0

Armor: Mages may not wear any armor.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9