

While you are still young, you have made quite the name for yourself in the village. The common folk look to you to solve their problems and protect them from dangers.

You are sturdy and well-built. Your Strength and Constitution 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 performed a great deed and became the hero of your village. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Folklore*. The tables below will further define your class abilities.

What happened as your fame grew?

1d6	How did you earn your name?	Gain
1	A great bear attacked at the edge of the village, but you wrestled it to the ground.	+3 Str, Skill: Animal Lore
2	You bested a foul and unnatural monster in the woods.	+3 Con, Skill: Alertness
3	You repelled an attack by nighttime raiders and tended to the wounded afterward.	+3 Wis, Skill: Healing
4	You saved a child from a pack of wolves.	+3 Dex, Skill: Survival
5	When a long drought came, you got the farmers through the worst of it.	+3 Wis, Skill: Farming
6	You ran off the wicked sheriff who had plagued the village for years.	+3 Cha, Skill: Politics

1d6	Where did you gain your skill at arms?	Gain
1	You manned the shield wall in a time of war. Your Weapon Specialization class ability is with the Spear.	+2 Con, specialization to left
2	The old war hero in town taught you everything he knew. Your Weapon Specialization class ability is with the Longsword.	+2 Str, specialization to left
3	You always led the boar hunts. Your Weapon Specialization class ability is with the Spear.	+2 Con, specialization to left
4	Chopping wood built your strength. Your Weapon Specialization class ability is with the Axe.	+2 Str, specialization to left
5	You distinguished yourself in the village levy. Your Weapon Specialization class ability is with the Long Bow.	+2 Dex, specialization to left
6	Bad luck taught you everything you know. Your Weapon Specialization class ability is with the Staff.	+2 Int, specialization to left



1d6	Every hero has a secret, so what's yours? <i>The player to your right shares your secret.</i>	Gain
1	You have found your one true love. <i>The friend to your right knows who your love is and helped you gain your beloved's affection, and gains +1 Wis.</i>	+2 Wis, Knack: Defensive Fighter
2	Despite the awe in which your fellow villagers hold you, you lost your nerve and ran one time. <i>The friend to your right fled danger with you and tells no one, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet
3	You were bested by the next village's hero last summer. <i>The friend to your right was there with you and took a beating from his buddies, and gains +1 Con.</i>	+2 Con, Knack: Weapon Specialization
4	Once, some years ago, you killed someone you shouldn't have. <i>The friend to your right was almost as culpable as you, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
5	You made a deal with a wandering sorcerer to gain protection from dark magics. <i>The friend to your right convinced him to ensorcel you, and gains +1 Cha.</i>	+2 Cha, Knack: Resilience
6	You don't feel that you deserve the adoration of your neighbors and consider yourself a hero by luck alone. <i>The friend to your right shares your doubts, and gains +1 Int.</i>	+2 Int, Knack: Resilience

1d6	What rewards have you received from your village for your heroic acts?	Gain
1	They blessed you and built you a home.	+2 Wis, your own house
2	You were given an ancestral trophy.	+2 Int, a "dragon's scale"
3	The smith gave you a very well-crafted weapon.	+2 Str, a very fine weapon
4	Land is the greatest reward, so they gave you a field to plow.	+2 Con, a small farm
5	The village gave you a rich wedding.	+2 Cha, +3d6 silvers, a spouse
6	You bear the town's colors.	+2 Con, a handwoven standard



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 Village Hero begins with the following equipment: knife, peasants' clothing, your favored weapon, the sturdiest shield in the village (+2 AC), meals and lodging forever in your home town, 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.xx 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