

Your people live hard lives in hard lands. You grew up among those deemed savages by the rest of the world, but you know that your folk are strong and wise. Now you take to the seas and travel the world. Unburdened by the restraints of civilization, you live by your wits and your sword.

You are strong and tough. Your Strength and Constitution begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	Where are your ancestral lands?	Gain
1	Cold mountains far to the northwest where only the strong survive.	+2 Con, +1 Str, +1 Dex, Skill: Mountaineering
2	The harsh and burning sands of the southern continent.	+2 Wis, +1 Con, +1 Int, +1 Cha
3	An island overgrown with lush jungle and teeming with dangerous beasts.	+2 Wis, +1 Str, +1 Dex, +1 Con
4	A secluded island inhabited by strong and hardy farmers who protect their flocks with sword and axe.	+2 Str, +1 Dex, +1 Cha, Skill: Animal Ken
5	An archipelago where the inhabitants of the various islands make constant war on one another.	+2 Cha, +1 Dex, +1 Int, Skill: Sailing
6	A land of broken and barren hills, its people driven to piracy.	+2 Dex, +1 Str, +1 Int, +1 Cha
7	Dense and humid swampland filled with creatures feared by civilized men.	+2 Con, +1 Str, +1 Dex, +1 Wis
8	The rocky moors of the western continent, often besieged by slavers and dire storms.	+2 Int, +1 Str, +1 Dex, Skill: Stealth
9	An island covered in thick and verdant forests where strange and forgotten things dwell.	+2 Wis, +1 Dex, +1 Int, Skill: Hunting
10	A green and pleasant land much contested by three barbarian kings.	+2 Cha, +1 Con, +1 Int, Skill: Command
11	A rocky land rich in meteoric iron and sacred places.	+2 Str, +2 Int, +1 Dex
12	The frozen tundra to the northeast, where even the wolves fear to hunt.	+2 Con, +1 Str, +1 Wis, Skill: Survival

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	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+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

You entered the civilized lands, led by your blade and a lust for glory. You become a level 2 warrior. You gain the class abilities Knacks and Weapon Specialization. You learn with the skill Alertness. The tables below will further define your class abilities.

HOW DO YOU SEEK GLORY AND CONQUEST?



1d6	What blade came first to your hand?	Gain
1	When creatures burst forth from a cave, you aided your mother and father in the defense of your people.	+2 Str, +1 Cha, Weapon Specialization: Battle Axe
2	Your aged grandfather taught you the riddle of steel and helped you make your blade.	+2 Dex, +1 Str, Weapon Specialization: Longsword
3	You were raised on the hunt, following great herds with other young warriors.	+2 Con, +1 Wis, Weapon Specialization: Spear
4	At a still tender age you proved your worth on your first raid.	+2 Str, +1 Int, Weapon Specialization: Greatsword
5	You proved your skills in competition with other tribes under every full moon.	+2 Dex, +1 Cha, Weapon Specialization: Spear
6	You stood vigil against a hundred spirits of the night to earn your blade, and have sworn never to let it go.	+2 Con, +1 Wis, Weapon Specialization: Longsword

1d6	What caused you to leave your people and come to the great city?	Gain
1	In a long and desperate war of raids and hunts, your people were killed, men, women, and children. Only you survive.	+2 Dex, Skill: Stealth
2	After learning the riddle of steel, you traveled far from home, trading with city dwellers and proving the worth of your skills.	+2 Str, Skill: Smithing
3	When your people saw the signs, they sent you on a long and fruitless hunt in search of a monstrous beast..	+2 Con, Skill: Hunting
4	Your home suffered a terrible calamity after your elders angered the gods. Your people have scattered to the winds.	+2 Wis, Skill: Survival
5	Captured by pirates, you soon proved your mettle and became their captain. The great city's navies scuttled your ship, but not your thirst for adventure.	+2 Cha, Skill: Intimidation
6	Returning from a hunt, you saw signs of wicked raiders who destroyed your home. You escaped their wrath, but they did not escape yours.	+2 Int, Skill: Alertness

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	You have become close friends with a talented thief.	+1 Dex, +1 Con, +1 Int
4	You have made friends with a warrior from a rival tribe who has also found his way to the great city.	+1 Str, +1 Dex, +1 Con
5	You like to share stories of your travels with a retired pirate captain near the harbor district.	+1 Str, +1 Dex, +1 Cha
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	What caused you and your friend to be exiled from a city on the southern continent? <i>The player to your right was there with you.</i>	Gain
1	Killing there, even in self defense, was grounds for exile. <i>The friend to your right fought by your side, and gains +1 Dex.</i>	+2 Dex, Knack: Great Strike
2	When you slew the wicked sorcerer who preyed upon the city, the authorities mistook you for a villain and drove you away. <i>The friend to your right showed you a secret way past their guards, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
3	You left the city chased by guards and priests, clutching their idol to your chest and laughing all the while. <i>The friend to your right helped you force your way through the city's great gates, and gains +1 Con.</i>	+2 Con, Knack: Fleet
4	The local warlord put an extravagant price on your head after you broke his heir's heart. <i>The friend to your right was the one who had introduced the two of you, and gains +1 Str.</i>	+2 Str, Knack: Defensive Fighter
5	You struck down a merchant who tried to swindle you. <i>The friend to your right fought off his men and paid the guards to let you leave, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
6	After blowing a small fortune in celebration, you woke up outside of town with a splitting headache and a copy of your own arrest warrant. <i>The friend to your right was shackled to you when you woke, and gains +1 Con.</i>	+2 Con, Knack: Resilience

1d6	What treasure do you value most?	Gain
1	The gem from the Tower of Serpents.	+2 Con, a huge gem
2	Your ancestral blade.	+2 Str, an ancient weapon
3	A piece of finery you took from a rich merchant.	+2 Dex, fine and expensive silks
4	A wild beast who is your closest companion.	+2 Wis, an animal ally
5	A coffer full of coins and treasure.	+2 Int, 400 plundered silvers
6	A golden armlet carved with inscrutable runes.	+2 Cha, a magic armlet



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 Barbaric Conqueror begins with the following equipment: a dagger, your favored weapons, an unquenchable thirst for adventure, a private room in a small inn, and 4d6 silvers.
- 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 2 warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- 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 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
- 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. 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.13 in *Through Sunken Lands* 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