

You come from woods far away. You can remember bits and pieces of your life in the wild places, snatching salmon from cool rivers and getting your paws sticky with honey. You left when you were young, however, and the village has been your only home for years.

You are large and mighty, but lack hands, and people often fear you. Your Strength and Constitution begin at 13, your Dexterity and Charisma begin at 5, and all of your other ability scores begin at 8.

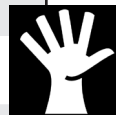
How did you come to the lands of men?

1d12	What sort of life did you have with your original people?	Gain
1	You and your parents lived secluded lives in a forest of plenty.	+2 Dex, +2 Int, +1 Wis
2	Your father was forced out of the great bear tribe, rightfully or not.	+2 Int, +1 Con, +1 Wis, Skill: Survival
3	You were part of a mighty warrior culture, fighting wars against dark creatures far from the lands of men.	+2 Str, +2 Con, +1 Cha
4	Your family were the greatest ursine chefs, making delicious honey cakes over simple fires.	+2 Dex, +1 Wis, +1 Cha, Skill: Cooking
5	Your parents were the most skilled hunters, providing for the other bears in times of need.	+2 Dex, +1 Con, +1 Wis, Skill: Hunting
6	Your people always lived close to men and helped them hunt and forage.	+2 Wis, +2 Cha, +1 Int
7	You kept great dens as havens for wanderers in the wild. You grew up meeting travellers and hearing tales.	+2 Cha, +1 Dex, +1 Int, +1 Wis
8	Your youth was spent in a fae forest, surrounded by the fair folk.	+1 Dex, +1 Con, +1 Int, +1 Wis, +1 Cha
9	Your father or mother kept the ancient tales of the forest. Your head is filled with them.	+2 Int, +1 Wis, +1 Cha, Skill: Folklore
10	One of your parents was the champion of your tribe, ending wars before they began in single combat with enemies.	+2 Str, +1 Con, +1 Cha, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	You lived in a forest filled with social beasts of all types who shared a culture all their own.	+2 Cha, +1 Dex, +1 Int, +1 Wis



1d8	What brought you to the village?	Gain
1	Your family was slain by wild, beast like men from the north.	+2 Str, +1 Wis
2	Simple curiosity led you far from home.	+2 Cha, +1 Int
3	Being a kind hearted soul, you believe that men and beasts can help one another.	+2 Cha, +1 Dex
4	You wanted to seek knowledge which your own people did not have.	+2 Int, +1 Wis
5	You were snatched by wicked men and made to perform.	+2 Wis, +1 Con
6	You made a foolish boast and felt compelled to see it through.	+1 Dex, +1 Con, +1 Cha
7	You wanted to fight the ancient enemies of your race.	+1 Str, +1 Con, +1 Int
8	A dark power forced you far from your ancestral lands.	+1 Dex, +1 Int, +1 Wis

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The blacksmith was kind to you, and you often sat at his forge, trading stories.	+2 Cha, +1 Str
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	Most humans found you too strange, and were frightened of you. You spent much time alone.	+1 Con, +1 Int, +1 Wis
4	You brewed special meads with the miller's family.	+2 Wis, +1 Dex
5	The grizzled mercenary who settled in town knows a great deal about your people and told you many stories.	+2 Int, +1 Cha
6	The innkeeper loved your strange songs and tales.	+2 Cha, +1 Int
7	You served your time with a human militia, aiding them in the protection of their lands.	+1 Str, +1 Con, +1 Cha
8	The old witch was fascinated by you, and the two of you would trade secrets.	+1 Dex, +1 Int, +1 Wis



You learned to make your own way in the lands of men. You become a level 1 Warrior-Rogue. You gain the class abilities *Knacks* and *Fortune's Favor*, and the skill *Animal Lore*. The tables below will give you your starting knack and further define your class abilities. **How did you learn to become a part of the human village?**

1d6	What do you have to teach the village folk?	Gain
1	Special recipes requiring a deft paw.	+2 Dex, +1 Wis, Skill: Cooking
2	How to defend themselves from enemies as yet unknown.	+2 Str, +1 Con, Skill: Alertness
3	Stories of men and beasts from far away lands.	+2 Int, +1 Cha, Skill: Folklore
4	The proper method of boasting about one's mighty exploits.	+2 Cha, +1 Int, Skill: Boasting
5	The ways of fish and running water.	+2 Wis, +1 Dex, Skill: Fishing
6	How to fend for oneself in dangerous wilderness.	+2 Con, +1 Wis, Skill: Survival

1d6	When there is need, how you do you defend yourself and your friends?	Gain
1	You attack with a furious speed.	+2 Dex, Knack: Fleet
2	You use your thick hide to great advantage to turn your enemies' attacks.	+2 Con, Knack: Defensive Fighter
3	Using your massive size, you quickly overpower your foes.	+2 Wis, Knack: Great Strike
4	With wit and instinct you avoid every trick.	+2 Int, Knack: Resilience
5	You fight like a truly wild beast and bewilder your attackers.	+2 Cha, Knack: Defensive Fighter
6	You use your mighty paws to great advantage and strike down your enemies.	+2 Str, Knack: Great Strike



1d6	One of the other characters was the first of the villagers to come to trust you. What happened? <i>The player to your right was there with you.</i>	Gain
1	Though it pained you to do so, you protected a group of villagers from a maddened lesser bear in the forest. <i>The friend to your right helped you in your fight, and gains +1 Str.</i>	+2 Str
2	You used your special insights into the minds of beasts to help the farmers with their sick livestock. <i>The friend to your right calmed the frightened farmers and convinced them to listen to your words, and gains +1 Wis.</i>	+2 Wis
3	You encountered the friend to your right at a young age, sitting in the forest. You shared stories and sat by a stream together. <i>The friend to your right learned much and told the village an amazing story about a talking bear, and gains +1 Int.</i>	+2 Int
4	Your friend almost attacked you while out hunting but noticed something different about you, and stopped to talk. You impressed the youngster with your glorious boasts about your history. <i>The friend to your right also made boasts about past deeds, both real and imagined, and gains +1 Cha.</i>	+2 Cha
5	You came upon the villager fishermen. They tried to teach you to tie nets, and you showed them how to grab fish from the stream. <i>The friend to your right giggled at your paws and tried to help, and gains +1 Dex.</i>	+2 Dex
6	A band of wicked men from the south attacked the inn in the dark of the night as you were passing near the village. You put yourself in harm's way to do the right thing. <i>The friend to your right was emboldened by your heroism and stood by your side, and gains +1 Con.</i>	+2 Con

1d6	What is your greatest boast?	Gain
1	You will end forever the threat of the violent northern raiders.	+2 Str, specially made leather armor (+2 AC)
2	You will reunite the hidden communities of intelligent beasts.	+2 Wis, a lodestone
3	You will rid the forests of wicked men and make them safe for good humans.	+2 Con, a jar of special mead
4	You will steal the honey from the Forest Mother's hives.	+2 Dex, pouch dripping with honey
5	You will find one of the remaining great wyrms and befriend it.	+2 Cha, the world's best riddle
6	You will learn all the tales of men and then return to your tribe.	+2 Int, an ancient silver bracelet



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 Village bear begins with no equipment save what he has gained from his table above.
- 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 Village Bear, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Village Bear.
- Your Armor Class is 13, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 10 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 your attacks; your bite causes 1d8 damage and your claw 1d6. Your to hit bonus for a melee attack is your BAB plus your Strength bonus. Your Strength bonus also adds to the damage of any melee attack.

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: The Village Bear may only wear armor under very unusual circumstances.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

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.

A Bear: Bears have a base AC of 13, may bite for 1d8 damage and claw for 1d6, may attack up to three times a round in some circumstances, and have no hands.

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