

You grew up far to the north of the village in the lands of the barbarians. Due to circumstance or deadly threat, you have lived now for some years among the southerners and learned their ways. You are still an outsider, but you have made fast friends with many in the village and will defend it with your blade and your honor.

You are athletic and adventurous. Your Strength 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: Hagglng
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 innkeep 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



Raised in the wilds, you nevertheless made a place for yourself in the village, You become a level 1 Warrior-Rogue. You gain the class abilities *Highly Skilled* and *Knacks*, and the skill *Survival*. The tables below will further define your class abilities. **What have you learned?**

1d6	Which of the ways of the northern lands do you still practice?	Gain
1	Like the great warriors of your folk, you run great distances without tiring and often scout your surroundings for days at a time.	+2 Con, +1 Int, Skill: Athletics
2	You often share the songs, stories, and lore of the barbarian folk.	+2 Cha, +1 Int, a performance skill
3	Like your mother and father, you brave the wilds on your own in order to hunt great beasts and monsters.	+2 Wis, +1 Str, Skill: Hunting
4	You are often found at village festivals and gatherings where you share the traditional games, contests, and sports of your folk.	+2 Str, +1 Cha, Skill: Athletics
5	In a bag which you allow no other to hold, you still keep the runes.	+2 Int, +1 Wis, Skill: Forbidden Knowledge
6	You make intricate artifacts of leather, bone, and metal after the manner of your people.	+2 Dex, +1 Cha, a crafting skill

1d6	How did your barbaric nature save someone in the village?	Gain
1	When wild beasts tore into the village, you ran through the herd and came to the rescue of the miller's mother just before she was crushed.	+2 Dex, Skill: Animal Ken
2	When a faerie of the wilderness came to the village to take away some witless mortals, you challenged him to a hunting competition for the village's safety.	+2 Wis, Skill: Hunting
3	When a large bear attacked Grandmother Weaver, you found to your surprise that you were able to speak to the beasts of the wild.	+2 Wis, the cantrip Beast Ken
4	Just like the warrior chiefs of your folk, you rallied the villagers and led them to battle against a band of raiding goblins last winter.	+2 Wis, Skill: Command
5	With savage ferocity, you leapt to the innkeep's defense when an outlaw tried to take him as an easy hostage.	+2 Dex, Skill: Athletics
6	When a shepherd's daughter was taken by a foul witch and held in the forest, you followed in silence and saved her.	+2 Dex, Skill: Stealth



1d6	What secret do you hide in the wilderness? <i>The player to your right shares in this secret with you.</i>	Gain
1	At times, you must undertake a lengthy and dangerous vision quest in the wilderness to commune with your ancestors' warrior spirits. <i>The friend to your right watches over as you dream the ritual, and gains +1 Str.</i>	+2 Str, Skill: Survival, Knack: Fleet
2	A piece of your soul is lost in the wild places, and you search for it often. <i>The friend to your right knows your secret and helps you chart your course, and so gains +1 Con.</i>	+2 Con, Skill: Hunting, Knack: Resilience
3	You train at times with an ancient barbaric hero who keeps a secret hermitage in the forests. <i>The friend to your right is sometimes allowed to train with you, and gains +1 Str.</i>	+2 Str, Skill: Direction Sense, Knack: Defensive Fighter
4	After you slew a wicked sorcerer, you fell under the power of a terrible curse and must now make regular sacrifice under the open sky. <i>The friend to your right helps you procure the livestock, and gains +1 Con.</i>	+2 Con, Skill: Survival, Knack: Resilience
5	You know the hidden lair of a great and terrible beast whose slumber is nearing its end. <i>The friend to your right helps you keep your watch on the lair, and gains +1 Con.</i>	+2 Con, Skill: Alertness, Knack: Defensive Fighter
6	An enigmatic spirit has been chained for long ages deep in the forest, and you often try in vain to free it. <i>The friend to your right helps you in your quest, and gains +1 Str.</i>	+2 Str, Skill: Alertness, Knack: Great Strike

1d6	What memento of the old ways is still with you?	Gain
1	A ferocious beast from your frozen homelands is your constant companion.	+2 Wis, an ally
2	A mighty weapon passed down through generations.	+2 Str, a runic blade
3	A mantle showing authority and strength among your people.	+2 Cha, a fur cloak
4	A leathern bag containing the holy relics of your people.	+2 Con, a talisman
5	A gift given to your grandfather by the prince of the frost giants.	+2 Dex, a leather belt
6	A stone record of the names of the thousand northern demons.	+2 Int, a graven tablet



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 Lost Barbarian begins with the following equipment: dagger, your chosen weapons, leathers (+2 AC), a healing poultice, provisions for yourself and your friends for a week, knowledge of the wilds around the village, 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 Warrior-Rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Warrior-Rogue.
- 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.
- 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: d10

Initiative Bonus: +2

Armor: The Lost Barbarian may wear leather armor.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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.10 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