

You've had your fill of war. When you were a younger man, you went campaigning far from home, fighting for lords and generals. Now you have settled in the village, ready for a quieter life. There are these kids around though, and someone has to teach them to look after themselves.

You are hardy and quick-witted. Your Constitution and Intelligence begin at 10, and all of your other ability scores begin at 8.

Everyone was a child once. How did you grow up?

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, but you remember all of your father's stories.	+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 are your closest companions. Besides this ragtag group of kids, whom else did you befriend when you settled here?	Gain
1	The watchman enjoys hearing your advice.	+2 Str, +1 Cha
2	The fishermen take you with them sometimes.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the elders was once your comrade in arms. You are still close.	+2 Int, +1 Dex
5	Grandmother Weaver respects your past and honors you as a hero.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needs help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary likes to share war stories with you.	+1 Dex, +1 Con, +1 Wis



You went on many campaigns before settling in the village. You become a level 2 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Tactics*. The tables below will further define your class abilities.

What happened to you when you went off to war?

1d6	What happened in your first battle?	Gain
1	Your sharp eyes and ears spotted an ambush while on the march.	+2 Wis, Skill: Alertness
2	When your immediate commander fell, you took charge.	+2 Cha, Skill: Command
3	You were scared before the battle, but then fought like one possessed when the armies clashed.	+2 Str, Skill: Intimidation
4	Your commander selected you to join a raid on the enemy's supply lines.	+2 Dex, Skill: Stealth
5	To your own surprise, you blurted out some wonderful advice to the commanders before the battle.	+2 Int, Skill: Tactics
6	You and your comrades endured a long, hard march in distant lands before joining battle with your enemies.	+2 Con, Skill: Survival

1d6	What happened in your last battle?	Gain
1	With the armies arrayed against one another, the opposing commanders came to terms; you learned that there is another way in this world. Your Weapon Specialization class ability is with the Spear.	+2 Cha, specialization to left
2	When you traveled deep into your enemy's territory as part of a raiding party, you saw first-hand the horrors that war brings to a populace and decided to change your life. Your Weapon Specialization class ability is with the Battle Axe.	+2 Con, specialization to left
3	You slew the enemy champion in single combat. Your Weapon Specialization class ability is with the Great Axe.	+2 Str, specialization to left
4	When you realized that your commander was wicked, you deserted; some say this was a dishonorable act, but you hold that your honor led you to this action. Your Weapon Specialization class ability is with the Longsword.	+2 Str, specialization to left
5	You alone survived a mighty charge from the enemy when your battle brothers fell around you. Your Weapon Specialization class ability is with the Spear.	+2 Con, specialization to left
6	Your column of archers turned a charge of enemy cavalry, winning the day. Your Weapon Specialization class ability is with the Long Bow.	+2 Dex, specialization to left



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Str and -1 Int, and shares this event with you.</i>	Gain
1	Shortly after you settled in the village, you saw the youth getting bullied and decided to help. <i>After learning a thing or two, the pupil to your right stood up to the bully, and gains +1 Con.</i>	+1 Con, Knack: Resilience
2	The youth was beset by a wicked faerie on the edge of the village one evening and you helped drive off the intruder. <i>With your help the pupil to your right survived unscathed, and gains +1 Dex.</i>	+1 Dex, Knack: Defensive Fighter
3	Several years ago, at the autumn festival, there was a wrestling contest and the youth decided to enter. You took pity on the child and agreed to help with training. <i>The pupil to your right may have lost but still learned a lot, and gains +1 Str.</i>	+1 Str, Knack: Defensive Fighter
4	Last winter, when a wicked tradesman and his thugs moved into town, they began intimidating and robbing some of the villagers. The youth wanted to do something about it and you agreed to help. <i>The pupil to your right protected the old widow from one of the thugs, and gains +1 Str.</i>	+1 Str, Knack: Great Strike
5	The youth had to make a delivery to another village two days' journey away. Worried about potential dangers on the road, you volunteered to be a traveling companion. <i>The pupil to your right was hanging to your every word for the trip, and gains +1 Wis.</i>	+1 Wis, Knack: Resilience
6	When a band of barbarians began raiding near the village, the children had to learn about war too early. You taught this youth in particular the ways of war. <i>The pupil to your right stood at your side as the villagers defeated the band of barbarians, and gains +1 Con.</i>	+1 Con, Knack: Defensive Fighter

1d6	What memento of your old campaigns do you carry with you?	Gain
1	The dream of the company.	+1 Cha, an old treasure map
2	Your commander's favor.	+1 Int, a rare medal
3	A token of a fallen comrade.	+1 Con, a carven image
4	The surrendered arms of a vanquished foe.	+1 Dex, a foreign weapon
5	The title of champion.	+1 Str, a decorated dagger
6	Your company's marching songs.	+1 Con, a great horn



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 Retired Veteran begins with the following equipment: dagger, peasant's clothing, an old military tabard, your chosen weapon, leathers (+2 AC), a shield (+1 AC), 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.
- To start, your hit points are 10 plus your Constitution bonus. Add 1d10 + Con bonus for your second level.
- 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.10 of *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