

Fighter

You have grown into a strong individual and have decided to step away from your home and go adventuring.

You are sturdy and well-built. Your Strength and Dexterity begin at 10, and all of your other ability scores begin at 8.

What did you do when you became an adult?

1d12	What was your occupation or family background?	Gain
1	You were 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,
3	You learned fishing from your parents and became a fisherman.	+2 Dex, +1 Str, +1 Wis
4	You worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha
5	You worked as a smith and were good with both hammer and bellows.	+2 Str, +1 Dex, +1 Cha
6	You were a shepherd like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	You worked at the local inn where you met many travellers and heard 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
9	You entertained people with the old stories you learned, your head is filled with them.	+2 Int, +1 Cha, +1 Wis
10	You were in the watch, and stern but fair with local and stranger alike.	+2 Str, +1 Cha, +1 Con
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex
12	You worked with your father, a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex

1d8	How did you distinguish yourself growing up?	Gain
1	You stood up for yourself, and held your own.	+2 Str, +1 Wis
2	You were very competitive and didn't lose often.	+2 Dex, +1 Int
3	You were the toughest 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 friends. Who else do you know in the village/town where you settled?	Gain
1	Working with another blacksmith took your mind off your troubles.	+1 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	You spent time out in the wilderness with hunters.	+2 Con, +1 Int
4	The town 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 Con, +1 Cha
8	A grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

You become a level 1 **Fighter**. The tables below will further define your character.

How did you begin adventuring?

1d6	Where did you practice your skill at arms?	Gain
1	Raiders from the north sometimes reach the village, and you were always the first volunteer in the forces which defended against them.	+3 Str
2	You are truly untested, but often boast otherwise.	+3 Cha
3	You spent long days riding and practicing alone.	+3 Con
4	You first saw action with the archers in the levy.	+3 Dex
5	When traders from the south came to the village, you found an old warrior's training manual and you studied it every day thereafter.	+3 Int
6	A knight came to town and you rode with him for a time.	+3 Cha

1d6	What is your preferred fighting style?	Gain
1	Flashy bladework. One of your weapon proficiencies is the Sword.	+2 Cha
2	A glorious, mounted charge. One of your weapon proficiencies is the Lance.	+2 Str
3	Constant and tireless pressure. One of your weapon proficiencies is the Mace.	+2 Con
4	Relentless attacks. One of your weapon proficiencies is the Battle Axe.	+2 Str
5	Clever swordplay and a quick guard. One of your weapon proficiencies is the Sword.	+2 Dex
6	Fierce intimidation and tireless defense. One of your weapon proficiencies is the Spear.	+2 Con

1d6	When did you first draw blood? <i>The player to your right was there with you.</i>	Gain
1	You haven't yet but might pretend otherwise. <i>The friend to your right often helps you pretend that you are more seasoned than you are, and gains +1 Cha.</i>	+2 Cha
2	One night, you surprised a murderous thug passing through town and looking for trouble. <i>The friend to your right helped you get the jump on the villain, and gains +1 Int.</i>	+2 Int
3	You accidentally slew a partner in training. <i>The friend to your right stayed your hand when you almost made the same mistake again, and gains +1 Str.</i>	+2 Str
4	When some ruffians attacked your beloved, you fought like a king of old, with great presence. <i>The friend to your right fought off the gang with you, and gains +1 Cha.</i>	+2 Cha
5	A boastful stranger challenged you to a duel and found you more than he could handle. <i>The friend to your right distracted the stranger's friends when they sought to aid your opponent, and gains +1 Dex.</i>	+2 Dex
6	A brigand was waylaying villagers on the road, but you decided to put an end to his robbery. <i>The friend to your right traveled the roads with you for two weeks, hunting the thief down, and gains +1 Con.</i>	+2 Con

1d6	How will you seek your fortune?	Gain
1	You will slay a dragon, and even have a map you think might lead you to one.	+2 Str, an old map
2	You will be knighted by the king after winning the affection of the common folk..	+2 Cha, a shining helm
3	You will visit distant lands and tirelessly seek adventure along the way.	+2 Con, a lodestone
4	You will conquer a realm of your own.	+2 Str, +2d6 gold, a noble name
5	You will banish an ancient evil of which you have heard stories.	+2 Con, an old scroll
6	You will rescue a princess, as in all the old stories, but first you have to find one.	+2 Cha, a gold-threaded tunic



You may elect to roll on this table, replacing the Second question on your class Playbook, if you wish to have your Elf character originate from another kingdom. This roll replaces the second roll (d8) on your class playbook.

1d8	What caused you to leave the other elves?	Gain
1	Your family was slain by wild, beast-like men from the dark places.	+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 elves can help one another.	+2 Int, +1 Wis
4	You wanted to seek knowledge which your own people did not have.	+2 Int, +1 Wis
5	You wanted to be a part of great deeds happening in the world.	+2 Wis, +1 Con
6	You were confident that your unusual skills would help you earn your way among men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your people.	+1 Str, +1 Con, +1 Int
8	There are very few of your enclave left.	+1 Dex, +1 Int, +1 Wis

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