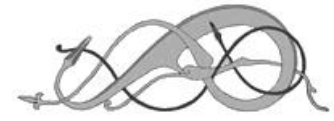


## CHAPTER 1: CHARACTERS



**Vikings D20** is designed to be as easy as possible to learn for players who are already familiar with the core rules and the D20 system. Creating a character follows all the usual rules for character creation. Though this book introduces a lot of new material, including new classes, feats and spells, there are only three new mechanics an experienced D20 player needs to learn (and they're not that complicated!); everything else should be familiar enough.

### RACES

In **Vikings D20: Midgard**, there is really just one available race for 1<sup>st</sup> level player characters, and that race should be well known to all players; it is Human. The racial traits for humans can be found in core rulebook I; the Player's Handbook.

For players and DM who want to try something different, there are a small number of races in chapter 10: Monsters that could be used as PC races, but none of them are suitable for a 1<sup>st</sup> level character.

### Alignment

Alignment is not a big factor in **Vikings D20**. Vikings don't even have words for such abstract concepts as good and evil. They believe in a life after death, but they don't believe the afterlife is some kind of reward or punishment for how you have lived your life on earth. They don't believe in creatures of pure good (like angels) or pure evil (like demons or devils). None of the classes presented in this book have spells or abilities linked to alignment. The only exception is that priests are required to have an alignment within one step of their patron deity.

### CLASSES

**Vikings D20: Midgard** introduces six new base classes: Lightfoot, priest, seithman, skald, specialist and viking. They all have some traits in common with the classes from core rulebook I, but are created specifically for use in a Viking setting. They all attempt to mirror the historic culture, tradition and beliefs of Viking society.

Priests and seithmen are divine spellcasters; the Viking equivalents of clerics and druids (*very* roughly speaking). Unlike those classes, they don't get a fixed number of spell-slots per day; they get *spellpoints* instead. That means they have more flexibility when preparing their spells for the day; they can choose to forego higher level spells in return for a greater number of low level spells. Also, they don't memorize their spells for the day, they write

them down in the form of runes (which has earned them the title of runic casters). **Chapter 6: Magic** has the detailed rules for spellpoints and runic magic. Players who consider playing a priest or seithman would be wise to read those rules first.

Skalds are spontaneous arcane casters, the Viking equivalent of bards. Like priests and seithmen, they get spellpoints instead of spell-slots, but unlike the runic casters skalds don't need to prepare their spells ahead of time. Skalds get an ability called *Skaldkunne*; which is very like Bardic Knowledge, but they don't get anything like the Bardic Music ability (unless they enter the Inspired Poet prestige class).

Specialists are masters of skills; highly adaptable to just about any role imaginable. From 1<sup>st</sup> to 20<sup>th</sup> level, their skill selection and class abilities make them the most versatile characters imaginable. They have the potential to excel at anything they set their mind to.

Lightfoots (yes, *lightfoots*; not *lightfeet*) are warriors whose greatest strength *aren't* their strength, but rather their speed, manoeuvrability and grace. The class can perhaps be thought of as a blend of the ranger and rogue classes, but a closer look reveals that it doesn't really have all that much in common with either of those.

Finally, there is the Viking class; which represents the elite warriors of Viking society. The class falls somewhere between the barbarian and fighter classes. Vikings are as tough as barbarians (same hit dice), but not as barbaric (no rage). They don't have quite the same amount of combat training as a fighter (fewer feats), but they are more skilled in other areas (more skill points).

### new mechanics

The classes in **Vikings D20: Midgard** introduce three new mechanics to the game: Runic spellcasting, spellpoints and the Combat Experience Bonus. Runic spellcasting and spellpoints have already been touched upon, and are more fully explained in **chapter 6: Magic**.

The Combat Experience Bonus mechanic is a means for the combat oriented classes to make up for the rarity of magic weapons, armors and shields in a low-magic setting like *Midgard*.