

THE STORM-BORN

A Barbarian playbook for the shining city-states. Written against Wizards & Lizards v0.10 (BETA, not yet playtested).

The shining cities have their goddesses and their fine manners. You have something older. You come from the wild marches beyond the painted walls, the storm-wracked coasts and the high cold passes, where the only law is weather and strength, and the only prayer is a roar. When the fighting starts and the soldier reaches for his stance and the knight for her oath, you reach for the fury already waiting in your blood, and you let it out.

YOU BURN HOT

Your gift is **rage**: you spend your own churning nerve, your stress, to kindle a fury that makes you hit harder, shrug off wounds that would fell another, and fear nothing at all. You tank not with plate and parries but by being too angry and too tough to fall. You are not subtle. While the fury holds, little can stop you, and when it gutters out you are spent, but the fight is usually over by then.

"Your walls keep the weather out. They have never once kept me out." — a longboat-raider, beneath the walls of Branigrad

MAKE YOUR BARBARIAN

Your **Might** begins at +2. Agility, Wits, and Presence begin at +0; the tables below will raise them.

You begin with:

- **Hit Points 18** (the hardest of any company).
- **Speed 2.**
- **Stress 4 + your Presence** (your rage runs on it; the rising stress is the rising fury).
- **Defense** = Agility + shield + cover. You favor light armor or none; iron cages the fury.
- A **great weapon** or paired weapons, and the **Rage** within you (below).
- **Wayfaring**, the wild-born's knack for living off hard country and never losing the trail.

Now walk the tables. Roll or choose; take what each one grants.

WHAT WILD LAND BRED YOU? (1D6)

1. The storm-lashed northern coast, where you raided from a longboat. (+1 **Might** · **Seafaring**)
2. The high cold passes and their goat-paths. (+1 **Agility** · **Climbing**)
3. The deep faewood, where you tracked what others only fled. (+1 **Wits** · **Tracking**)
4. The horse-plains, where you were born in the saddle. (+1 **Agility** · **Riding**)
5. The ash-barrens around a dead volcano. (+1 **Might** · **Endurance**)
6. A fallen city the wild took back, and you its last child. (+1 **Wits** · **Old Lore**)

WHERE DOES YOUR FURY COME FROM? (1D6)

1. A beast-spirit your people honor, whose roar you borrow. (skill: **Beast-Lore**)
2. A grief that never cooled. (skill: **Resolve**)
3. The storm itself, which you have always heard calling. (skill: **Weather-Sense**)
4. A battle-song your kin sing into the fight. (skill: **Song**)
5. The blood of something not wholly human in your line. (skill: **Intimidation**)
6. Simple, honest joy in the fight. (skill: **Brawling**)

WHO TEMPERS YOU?

Choose another player's character, the one who can talk you down, or knows when not to. Once per session, when your rage would carry you to harm an ally or a helpless foe, they may check you with a word, and you steady, losing no stress for it.

YOUR WILD TOKEN (ID6)

1. **A great axe notched past counting.** A **Heavy** weapon (5 damage, knocks Prone), yet so balanced in your grip you swing it one-handed, freeing your other hand.
2. **A cloak of a beast you killed bare-handed.** Those who see you charge may have to Endure fear.
3. **A necklace of foes' teeth.** Once per day, ignore a condition for one round.
4. **War-paint in your people's signs.** While raging, your Defense does not suffer for it.
5. **A horn that carries for miles.** Once per fight, your roar Staggers every foe that hears it.
6. **An old scar that should have killed you.** Your Hit Points rise by 4.

RAGE

Your fury is your engine, and it runs on stress:

- **Enter a Rage** (free, on your activation, **1 stress**): until the fight ends or you are Downed, you deal **+2 damage** in melee, you **shrug off 2 damage** from every hit (after armor), and you cannot be **Frightened**. But you attack only in melee, you cannot Defend or work fine tasks, and your Defense drops by 1, you are all attack.
- Each round you stay raging, mark **1 stress** at the start of your activation. When you cannot pay, or choose to stop, the rage ends and you are **Shaken** until you rest, the price of burning so hot.

Rage is not finesse. You will not parry, you will not trip and disarm and dance; you will hit the thing in front of you until it stops moving, and you will still be standing when it does.

ADVANCED ACTIONS

You have **Rage** already. Choose **one** more now; you will gain others as you rise.

- **Reckless Assault.** While raging, you may strike with abandon: +2 more damage on a hit, but attacks against you are at +2 until your next activation.
- **Thick Hide.** Your skin is armor 1 even bare, and 2 while you rage.
- **Frenzy.** While raging, your first extra attack each activation ignores the Multiple Attack Penalty.
- **Unstoppable.** The first time each fight you would be Downed while raging, you instead stay up at 1 Hit Point until the end of your next activation.
- **Intimidating Roar.** Spend an action to roar: each foe that can hear you must Endure (Presence) or be Frightened.
- **Sweep.** (2 actions, heavy weapon.) One great arc catches **two foes within reach**: roll a Strike against each, the second at no Multiple Attack Penalty. Mark **1 stress** to carry the swing into a third foe as well.

Surt marks 1 stress and the rage takes him. The ogre's fist lands for what should be 6, but he shrugs off 2 and barely feels the rest. He swings his great axe: a clean hit, 5 plus his +2 fury is 7, straight through the tough hide. He will pay for this when the red fades, Shaken and hollow, but the ogre will be dead and Surt will be standing.

YOUR ACTIONS

Like every adventurer you have the shared actions, roll 3d6, add the attribute, read the ladder (8- miss, 9-12 partial, 13-17 success, 18+ critical):

- **Strike** (Might) · **Shoot** (Agility) · **Defend** (Agility) · **Maneuver** (Might/Agility) · **Endure** (the fitting attribute)
- **Skill** (use one of your skills). And you may always **mark stress** to push a roll, resist a blow, or feed your Rage.

AS YOU RISE

You grow over five levels. At **2nd and 4th level** you gain a new skill and a new Advanced Action, a fiercer fury, a harder hide, a louder roar. At **3rd and 5th level** you raise an attribute (to a cap of +3) and your blows hit harder still. You will never be the careful one.

ADVANCEMENT

Your company rises together over five levels. The GM picks how you earn them: a level at each story milestone, or one for every three significant challenges overcome (optionally counting hauls of treasure). Fill a level's three marks as you earn them; when all three are filled, take that level's gains and write in what you chose.

LEVEL 2 ○ ○ ○ *competence*

+4 Hit Points · new skill _____

new Advanced Action _____

LEVEL 3 ○ ○ ○ *power*

+4 Hit Points · raise an attribute _____ to +_____ · +1 damage (see playbook)

LEVEL 4 ○ ○ ○ *competence*

+4 Hit Points · new skill _____

new Advanced Action _____

LEVEL 5 ○ ○ ○ *power*

+4 Hit Points · raise an attribute _____ to +_____ · +1 damage (see playbook)

By level 5: about 30 Hit Points, attributes up to +3, five or six skills, four Advanced Actions. Advanced Actions are chosen freely from your playbook as you gain them (unless one names a prerequisite).

PORTRAIT

Draw or paste your hero here.

CHARACTER SHEET

Wizards & Lizards

NAME _____ LEVEL _____

ARCHETYPE _____ ANCESTRY _____

MIGHT

HP _____ / _____

STRESS :

SHAKEN :

AGILITY

DEFENSE

WITS

SPEED

PRESENCE

SKILLS

ADVANCED ACTIONS

KIT AND COIN

BASIC ACTIONS

Strike (Might) · Shoot (Agility) · Defend (Agility) · Maneuver (Might/Agility) · Endure (varies) · Skill (varies). Roll 3d6 + attribute: 8- miss, 9-12 partial, 13-17 success, 18+ crit.

NOTES AND CONDITIONS