

BARBARIAN

"As the world fell, ordinary men were battered and smashed."

You were part of one of the many communities that populated the Wasteland after the Dzaqtlas.

Qualification: Str 6+

Assignments:

Choose from the following.

Tribesman: You were a commoner, doing the farming, gathering, scavenging, smithing, or other tasks.

Warrior: You were one of the men and women called to war when needed.

Scout: Your stealth and observation skills made you perfect for recon.

CAREER PROGRESS

	Survival	Advancement
Tribesman	End 7+	Str 7+
Warrior	Str 7+	End 7+
Scout	Dex 7+	Int 7+



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	100	Blade
2	200	Blade
3	1000	Bow
4	2000	Gun
5	3000	Vehicle
6	4000	+1 Edu
7	5000	+1 Int

End of Days: Before the End, you were part of a biker gang or survivalist enclave living on the edges of civilization. Now, as the Dzaqtlas claims the weak and "civilized," you sense it's your time to rise and rule a new Zhdant.

Wasteland: That didn't quite go as you'd hoped. The Dzaqtlas killed everyone, even some of your own. Now the Wasteland is ruled by those brutal enough to pillage, mobile enough to scavenge.

Rising Empires: Just when you thought the strong were taking their rightful place as rulers, some **upstart** comes out nowhere claiming "divine right?" And they've got that creepy **magic** about them, even worse. Time to go to war.

TABLE OF RANKS

Rank	Tribesman	Benefit	Warrior	Benefit	Scout	Benefit
0	Tribesman		Warboy			
1		Trade	Leader	Melee	Scout	Recon
2						
3	Craftsman		Chieftain	Leadership	Tracker	Survival
4						
5	Elder	Admin	Elder	Admin	Hunter	
6		Soc +1	Warlord	Soc +1		

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but continue in this career.
3	Tribal Warfare: Your community goes to war with (or is attacked by)
4	Natural Disaster: An earthquake, hurricane, or other natural disaster destroys your community. Roll Survival 8+. Fail, and roll once on the Injury table. Succeed and learn one level of Survival, Recon or Medical.
5	Gain a Skill: You learn something new. Gain one level of Jack of all Trades, Survival, or Medical.
6	Connections: You make a Contact outside your tribal circles.
7	Life Event: roll on the Zhodani Life Events table.
8	Living on the Edge: Roll Edu 8+ to gain +1 to any skill already known.
9	High Risk, High Reward: You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: 1-2: You are Injured - roll once on the Injury table 3-4: You survive, but gain nothing 5-6: You succeed. Gain +4 to any one Benefit roll
10	Attacked: While on patrol (or recon) you are attacked by an enemy tribe. Gain an Enemy if you don't have one already, and roll any combat skill 8+ to avoid injury.
11	Noticed by Superiors: Gain an Ally and +2 to your next Advancement roll.
12	Heroism: Your skill in battle earns you a few scars and a promotion. Your next Advancement roll is automatically successful.

MISHAPS

d6	Mishap
1	Severely Injured: Roll twice on the Injury table and take the lower result.
2	Injury: Roll once on the Injury table.
3	Disgraced: You make a grave mistake that gets noticed by your clan leadership. Gain an Enemy.
4	Illness: You suffer a life-threatening illness. Reduce Endurance by 1.
5	Betrayal! A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
6	Stranded: Your war party or scouting team is attacked and you are left for dead. Roll Survival 8+; on success, you make it back to your clan. Fail, and roll on the Injury table.

Note: In a *Wasteland* or *Rising Empires* campaign, characters with high Psi Strength (9+) may become **Shamans**. Roll for Psionic talent acquisition as usual; these are **Wild Talents** and follow the guidelines in Chapter 5: Psionics. The ref should also roll on the *Mystic Orders* table of Chapter 5: Psionics to determine the tribe's attitude toward Psi powers. Shamans may roll on the *Advanced Education* skill tables as though they had Edu 8+, but with the following changes:

- instead of Jack of all Trades, they improve a talent they already have
- instead of Medic, roll to acquire the **Healing** talent
- instead of Recon, roll to acquire the **Telepathy** talent. If you already have it, improve it by 1

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Mechanic
2	+1 Dex	Melee	Survival
3	+1 End	Melee	Melee
4	Carousing	Gun Combat	Recon
5	+2 Str	Drive	Medic
6	+1 End	Streetwise	Jack of all Trades
SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
1	Trade	Melee	Drive
2	Mechanical	Gun Combat	Recon
3	Melee	Survival	Survival
4	Carousing	Bow Combat	Medical
5	Animals	Tactics	Stealth
6	Survival	Leadership	Animals

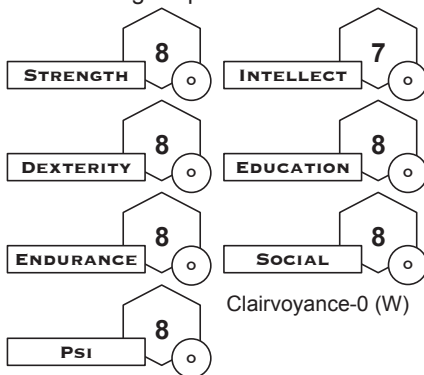
SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Mechanic
2	+2 Str	Melee	Survival
3	+1 End	Melee	Recon
4	+1 Dex	Gun or Bow Combat	Medic
5	Carousing	Drive	Tactics
6	Melee	Survival	Jack of all Trades
SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
1	Trade	Brawling	Survival
2	Animals	Melee	Medic
3	Melee	Melee	Recon
4	Carousing	Bow Combat	Stealth
5	Survival	Survival	Animals (or Drive)
6	Mechanic	Leadership	Mechanic

SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Mechanical
2	+2 Str	Melee	Survival
3	+1 End	Melee	Recon
4	+1 Dex	Bow Combat	Medical
5	Carousing	Survival	Tactics
6	Melee	Animals (or Drive)	Jack of all Trades
SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
1	Trade	Brawling	Survival
2	Animals	Melee	Medic
3	Melee	Bow Combat	Recon
4	Carousing	Survival	Stealth
5	Survival	Animals	Animals (or Drive)
6	Mechanic	Leadership	Mechanic

Name: Choa Erebr

Age: **Origin:** Holy Place

Era: Rising Empires



Career: Barbarian Scout **Terms:** 4

Brawling 0
 Melee 0
 Bow Combat 0
 Drive 1
 Survival 2
 Recon 2
 Medic 1

Background: Born in a Holy Place

Age	Event
20	Learns to Survive.
23	Attacked while on patrol. Gains an Enemy.
31	Natural Disaster! Learns Recon.
36	Makes a connection with another tribe. Leaves the tribe.

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Rank: 2 (Scout)

Benefits: Vehicle (Psi fetish), Gun

"The priests who raised me said my mother left me on the stoop of the monastery in a basket. But that's what they said about every kid like me. Maybe part of it's true. Hard to say. All I know is, when the tribe came raiding they gave me up in a heartbeat to save their own skins.

"The Holy Man of the tribe said I had some talent - not enough to be a Shaman, but maybe good for a warrior or scout. Maybe that's true too. All I know for sure is when I'm riding, the Wasteland just opens up to me, you know? Like I can see things others can't, far down the road. It's how I survive out there on my own, just me and my bike, engine running. Anyway, the Dzayak clan is on the move again. Better get ready for war."