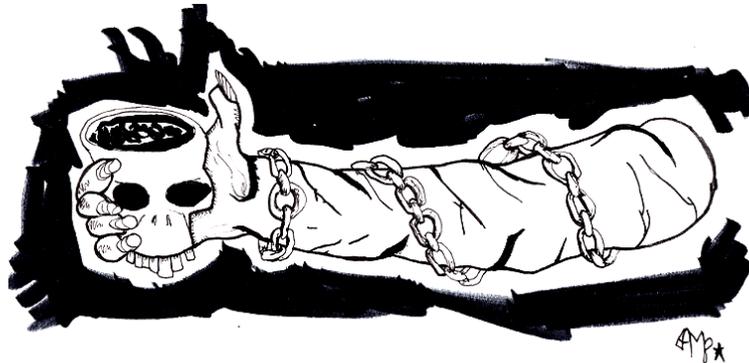


This document contains the rules for the barbarian.



Barbarian

Description: Hailing from the wild and abandoned places of the world, the barbarians have seen and done things more civilized men dare not dream about. Reavers, thieves and murderers to boot, their life is a constant dance between glorious victory and crushing defeat, and no threat is too great for their daring blade. Between feats of high adventure they are likely to be found at the bosom of a lusty maid, or in a drunken stupor on the tavern floor

Hit Die: d14

Alignment: Chaotic wildlings often follow the barbarian creed, as do the naturalist woodsmen of the borderlands. The few lawful barbarians are surely the scions of the fair kings of old.

Weapons and armor: Axes, maces, clubs, hammers and spears; dagger, shortsword, longsword, two-handed sword, shortbow, longbow, sling. Barbarians can wear any armor and use shields, but lose some skills when wearing heavy armor.

Rage: A barbarian can enter a rage for a number of rounds equal to their Stamina plus their level per day. Raging has the following effects:

- The barbarian's actions are limited to mayhem and aggression.
- The barbarian gains temporary hit points equal to twice their level.
- The barbarian gains access to a Rage Die. The Rage Die works exactly like the warrior's Deed Die. This is in addition to their regular combat bonus.
- The barbarian can add their level to all of their saves.
- When exiting the rage state the barbarian loses all of their temporary hit points (which may bring them below 0). Additionally, all of their actions are rolled on a -1d on the dice chain for a number of rounds equal to the number of rounds spent raging.

Light feet: When wearing light or no armor, the barbarian has a movement range of 40'.

Feral Reflexes: When wearing light or no armor, the barbarian adds double their class level to their initiative rolls.

Sneak Silently & Hide in Shadows: A barbarian gains access to the aforementioned Thief abilities, see table below. Note that armor check penalties apply as normal.

Find traps: A barbarian has keen senses, and can Find Traps as a Thief, see table below. A Barbarian does not use tools to find traps, and more intricate and hidden contraptions may escape their notice (Judge's discretion).

Climb Sheer Surfaces: Physically adept, the barbarian can Climb Sheer Surfaces as a Thief, see table below. They require no tools for this, relying entirely on their magnificent physical prowess instead.

Animal Empathy: Their feral nature allows the barbarian to commune with animals with uncanny skill. This ability can be used to command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the barbarian's result. See table below.

Boasting: In social situations, the barbarian knows how to look big. In these circumstances the barbarian adds their Rage die to their social roll.

Unlettered: Barbarians cannot read: it is not in their nature to care for such weak things.

TABLE A: Barbarian advancement								
Level	Attack	Rage Die	Crit Die	Crit Table	Action Die	Fort	Ref	Will
1	+0	+d3	d14	III	d20	+1	+1	+0
2	+0	+d4	d16	III	d20	+1	+2	+0
3	+1	+d5	d20	IV	d20	+2	+2	+1
4	+1	+d6	d24	IV	d20+d14	+2	+3	+1
5	+2	+d7	d30	IV	d20+d16	+3	+3	+2
6	+2	+d8	d30	V	d20+d16	+3	+4	+2
7	+3	+d9	2d20	V	d20+d20	+4	+4	+2
8	+3	+d10	2d20	V	d20+d20	+4	+4	+3
9	+4	+d11	2d24	V	d20+d20+d14	+5	+5	+3
10	+4	+d12	2d24	V	d20+d20+d16	+5	+5	+3

TABLE B: Barbarian skill advancement

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+2	+4	+5	+7	+8	+10	+11	+12	+13	+14
Hide in Shadows	+1	+2	+4	+5	+6	+8	+9	+10	+11	+13
Find Traps	+1	+1	+3	+4	+5	+6	+8	+10	+11	+12
Climb Sheer Surfaces	+3	+5	+6	+8	+9	+10	+12	+13	+14	+15
Animal Empathy	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

Titles: A true barbarian forges their name with deeds of steel and daring.

