

# BARBARIAN

*Dark magic sprang from the hands of the cultist leader. His eyes widened in shock as the power seemed to be ripped apart by the talons of a spectral eagle above the barbarian. "Time's up" she laughed as she strode forwards.*

*Stripped to the waist, the tattoos etched across his chest seemed to writhe with life as the barbarian launched himself into the midst of the sea-trolls boarding his ship. The captain of the Troll's Bane had named his ship well...*

The barbarian isn't the most subtle of characters, relying on speed and strength to overcome foes large and larger. However, they are deeply in tune with the world around them, drawing energy from the land and revering the spirits of the fallen.

## Becoming a Barbarian

The base classes from which a character can become a barbarian are **warrior** and **rogue**. When a character from either of these classes reaches a new level at any point between 4<sup>th</sup> and 10<sup>th</sup>, they can choose to give up their former life and become a barbarian.

As per all prestige classes, when a character chooses to follow the path of the barbarian, their currently known skill list is compared to the skill list of the barbarian. Any known skills that do not appear on the barbarian list or general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the barbarian skill list. From the point that a character becomes a barbarian, they can only purchase skills from the list in this document or from the general list in the main player's manual.

## CLASS ABILITIES

### Berserk Rage

Every barbarian learns to control the bloodlust inside them, but there are times when the control fails and the barbarian enters a berserk rage, intent on causing as much death and destruction as possible. The first time a barbarian is taken to 0 hit points on either their head or body each day, they do not fall unconscious but **MUST** enter into a berserk rage, signified by a loud war-cry.

The rage lasts for 30 seconds and for that entire time the barbarian will behave as if they takes no physical damage. The barbarian will treat everyone (friend or foe alike) as a potential target and will attack anything they can reach. During the rage, no offensive points are required to make combat calls; the energy required for those blows come from the release of pent-up fury. However, no blows of finesse can be made; only double, stagger and crush calls (assuming the barbarian has access to these calls) can be made as the barbarian swings wildly.

During the rage, the barbarian is protected from physical damage (including damage from magical effects) but will be susceptible to other magical effects. A novice barbarian can be affected by all spells during their rage. As the barbarian becomes more experienced and accustomed to the effects of the rage, they can gain a level of protection from magical interference whilst raging. They also gain the ability to enter a rage more than once per day. This is detailed in the level progression section of this document. As a barbarian grows in experience, they will be able to enter a rage two or three times per day; these rages will be triggered the second and third time that the barbarian would otherwise fall unconscious.

At the end of the rage, the barbarian collapses to the ground with the same hit point damage as was sustained before the rage (0 hit points to either the head or body, along with any other limb damage). No additional hit point damage will have been taken, but any ongoing damage effects (such as broken bones from crushing blows sustained before or during the rage) will affect the barbarian and must be healed appropriately.

**Lightly Armoured**

A barbarian cares not for the safety and security of metal armour, instead favouring the light, flexible nature of leather armour. As such, barbarians will not wear metal armour, relying only on cloth or leather armour for protection. In fact, some barbarians shun the desire for armour altogether, finding ultimate protection through unarmoured movement...

**Path of the Slayer**

There is one way, and only one way, by which barbarians compare their prowess with others – the slaying of monsters. Barbarians will often focus their energies on hunting down one particular breed of monster and learning everything they can about it – and how to kill it.

As the number of kills of a particular creature mount up, so do the benefits associated with continued focus on that enemy increase, as detailed below. However, the more important aspect is being able to call oneself a hunter, slayer or bane of any particular monster!

- Monster Hunter – The slayer gains the ability to hurt the monster with whatever weapon they wield even if a particular type of damage (e.g. magical or fire damage) is needed; call “favoured” to signify this effect.
- Monster Slayer – The slayer gains the ability to resist any called blows from the monster and accept them as single strikes; call “resist” to signify this effect.
- Monster Bane – The slayer becomes the bane of the monster and calls “bane” with each strike. A bane strike automatically hurts the foe and does 4 points of damage.

Every new barbarian is given a “slayer card” on which they will be able to record their successful kills. A successful kill is one by which the barbarian has taken an active role in the fighting of and been the individual that made the killing blow. The table below details the number of successful kills required per title; to determine which threat category a creature falls into, consult a referee.

Title	Number of kills required per title			
	Low Threat (e.g. zombie or rat)	Moderate Threat (e.g. orc or ghoul)	High Threat (e.g. troll or mummy)	Extreme Threat (e.g. lich or demon)
Hunter	20	12	6	3
Slayer	40	24	12	6
Bane	60	36	18	9

**Spirit Guide**

One of the first things a barbarian does is to choose the spirit totem that will guide them on their journeys. The spirit totem that is chosen will be the essence of their belief and a revered symbol in all its forms. The spirit totem embodies two of the three spheres of nature that surround the barbarian; the land, the sky and the water. Following a spirit totem gives the barbarian a measure of resistance to the effects of the associated spheres, along with other benefits as detailed below.

**Wolf – Spirit of Land and Air**

- Gain resistance to damage from falling (damage taken from falling is halved).
- Once per event, can use the “tracking” skill at grand master level to determine exactly what enemies and how many are present in a given location before entering (at the discretion of the attending referee).

**Bear – Spirit of Land and Water**

- Gain resistance to poisons; the effects of any poisons are muted (halved wherever possible, at the discretion of the attending referee).
- Once per event, can hold breath for 5 minutes and move freely underwater without the need of the swimming skill or other assistance.

**Eagle – Spirit of Air and Water**

- Gain resistance to magic; must resist the effects of the first spell or effect (harmful or beneficial) that targets the barbarian (directly or indirectly) each day.
- Once per event, can use the “detect secret” skill at grand master level when searching a location.

It should be noted that the spirit totem names are examples; with justification, the barbarian can follow a different totem animal, gaining the same benefits as one of the three above (e.g. wolf could be replaced with vulture).

## LEVEL PROGRESSION

Whilst a character that chooses to become a barbarian may be up to a 10<sup>th</sup> level warrior or rogue, they start their career as a barbarian again at level 1. From that time onwards, all future XP spent increases their barbarian level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate barbarian; choose a spirit guide and gain a slayer card, can rage once per day	Any skills that do not appear in the barbarian or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 defensive points (DP)	
3	+ 18	Base hits increase to 2/2	If not already at 2/2
4	+ 28	None	
5	+ 39	May learn master level skills	
6	+ 49	+2 offensive points (OP)	
7	+ 60	Can rage two times per day	May resist the first spell cast at them whilst in a rage
8	+ 72	None	
9	+ 83	May learn grandmaster level skills	
10	+ 95	Base hits increase to 3/2	
11	+ 107	+2 defensive points (DP)	
12	+ 120	None	
13	+ 133	+2 offensive points (OP)	
14	+ 146	None	
15	+ 159	Can rage three times per day	May resist the first two spells cast at them whilst in a rage
16	+ 172	Base hits increase to 3/3	
17	+ 186	+2 defensive points (DP)	
18	+ 200	None	
19	+ 214	+2 offensive points (OP)	

## CLASS SKILLS

The following table details the XP cost for each skill available to the barbarian. Only skills from this list and from the general skill list in the player’s manual can be taken by a barbarian; any other skills must be unlearnt and their XP cost be reimbursed. Skills highlighted in blue are from the rogue class manual and those highlighted in red are from the warrior class manual; if a skill has an asterisk (\*) next to it, the skill is slightly different to that from the original manual and so directly replaces the former skill.

Skill	Apprentice	Expert	Master	Grand Master
Ambidexterity	3	4	5	6
Armour Mastery *	3	5	7	-
Battle Cry	3	4	5	6
Body Development	4	5	6	7
Defensive Combat	3	5	7	9
Hide in Woodland	3	4	5	6
Intimidate	3	4	5	6
Long Weapon Mastery *	3	4	5	6
Offensive	3	4	5	6
Offensive Drills	4	5	6	7
Release Bonds	3	4	5	6
Short Weapon Mastery *	3	4	5	6
Strong Willed	3	4	5	6
Sure Footed	3	4	5	6
Tattoo	4	5	6	7
Thrown Weapon Mastery *	3	4	5	6
Two-Handed Weapon Mastery *	3	4	5	6
Unarmoured Prowess	3	4	5	-
War Paint	4	6	8	10

### Ambidexterity

This allows the barbarian to show their skill at fighting with two weapons.

*Prerequisite is Ambidexterity Use*

<i>Apprentice</i>	Can use long as well as short weapons in off hand
<i>Expert</i>	May use same style in off hand by paying style cost twice
<i>Master</i>	Cannot be hit by ranged weapons whilst wielding two weapons; can call “no effect” to any incoming ranged attack for the cost of 3 DP
<i>Grand Master</i>	Cannot be targeted by magic whilst wielding two weapons; can call “no effect” to any spells for the cost of 6 DP

### Armour Mastery

Through extensive training, the barbarian can make the most of the protection granted by their armour.

*In order to resist a blow, the barbarian must have seen the source of the blow.*

*Prerequisites are Cloth Armour Use and Leather Armour Use*

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	Can resist a common called blow that strikes an armoured location, taking 1 point of damage instead of the effect of the blow, once per day (call “resist” to signify this)
<i>Master</i>	Can resist a common called blow that strikes an armoured location, taking 1 point of damage instead of the effect of the blow, twice per day (call “resist” to signify this)

**Battle Cry**

The barbarian can create powerful effect through the raw power of their voice and ferocity.

*The effect is signified by calling out "Battle cry [effect]"; the effects of the cry last for a maximum of 30 seconds. Each cry can only be used once per event.*

<i>Apprentice</i>	Strength cry – gains double combat; +2 offensive points (OP)
<i>Expert</i>	Fear cry – causes a fear effect to one target; +2 offensive points (OP)
<i>Master</i>	Mass fear cry – causes a mass fear effect (indicated by arms); +2 offensive points (OP)
<i>Grand Master</i>	Rage cry – gains crush combat; +2 offensive points (OP)

**Body Development**

Through constant training and exertion, the barbarian increases their size and strength to staggering proportions.

<i>Apprentice</i>	+1 hit points to all locations; increases encumbrance limit by 2
<i>Expert</i>	+1 hit points to all locations; increases encumbrance limit by 2 (4 total)
<i>Master</i>	+1 hit points to all locations; increases encumbrance limit by 2 (6 total)
<i>Grand Master</i>	+1 hit points to all locations; increases encumbrance limit by 2 (8 total)

**Defensive Combat**

The ability to use particular styles to defend and deflect incoming damage.

*In order to resist or reflect a blow, the barbarian must have seen the source of the blow. When a blow is resisted, 1 point of damage is taken instead of the effect of the blow. Ranged attacks can be resisted but cannot be reflected.*

<i>Apprentice</i>	Resist common blow style; +2 defensive points (DP)
<i>Expert</i>	Resist rare blow style; +2 defensive points (DP)
<i>Master</i>	Reflect common blow style; +2 defensive points (DP)
<i>Grand Master</i>	Reflect rare blow style; +2 defensive points (DP)

**Hide in Woodlands**

Allows the user to hide (hand over head) in areas of natural cover, such as up trees or behind bushes.

*Reasonable role-playing of hiding is required. Each attempt at hiding costs 1 OP or 1 DP (player's choice).*

<i>Apprentice</i>	Can hide if unarmoured or wearing cloth armour; cannot move whilst hidden
<i>Expert</i>	Can hide whilst wearing leather armour
<i>Master</i>	Can remain hidden whilst moving slowly within areas of continuous cover
<i>Grand Master</i>	Cannot be detected whilst hidden in woodlands, even by spells or high level skills

**Intimidate**

The presence of a heavily armed or armoured person often has an effect on the moods of others. The barbarian can primarily utilise this to their advantage in social situations; it can only be used in combat to command individuals to fight the barbarian. The target must obey the next 2 word command issued by the warrior as closely as possible; the command cannot directly damage the target (e.g. "kill yourself" will not work on a target, but "attack me" will work).

<i>Apprentice</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 4 OP; the command effect lasts for 30 seconds
<i>Expert</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 3 OP; the command effect lasts for 30 seconds
<i>Master</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 2 OP; the command effect lasts for 30 seconds
<i>Grand Master</i>	Can make a 2 word "command" (call "spellcasting command 2" and the command words) for the cost of 1 OP; the command effect lasts for 30 seconds

**Long Weapon Mastery**

This allows for the advanced use of the long weapons wielded by the barbarian.

<i>Apprentice</i>	Double blow style; +1 offensive point (OP)
<i>Expert</i>	Double combat style; +1 offensive point (OP)
<i>Master</i>	Disarming blow style; +1 offensive point (OP)
<i>Grand Master</i>	Critical blow style; +1 offensive point (OP)

**Offensive**

The ability of the barbarian to hone their offensive combat styles.

<i>Apprentice</i>	+5 offensive points (OP)
<i>Expert</i>	+5 offensive points (OP)
<i>Master</i>	+5 offensive points (OP)
<i>Grand Master</i>	+5 offensive points (OP)

**Offensive Drills**

Through practiced drilling and exercise, the barbarian can regain spent offensive points.

*During the drill process, no other in-character activity can be undertaken (e.g. training for skills). You can never regain more than your starting total of offensive points.*

<i>Apprentice</i>	May restore 3 OP per day – 20 minutes of drills per point restored
<i>Expert</i>	May restore 6 OP per day – 10 minutes of drills per point restored
<i>Master</i>	May restore 12 OP per day – 5 minutes of drills per point restored
<i>Grand Master</i>	May restore 20 OP per day – 5 minutes of drills per point restored

**Release Bonds**

Allows the barbarian to escape from any restraints, without the need of tools or magical intervention.

<i>Apprentice</i>	Can escape from rope bonds after 1 minute of roleplay
<i>Expert</i>	Can escape from chains or other metal bonds after 1 minute of roleplay
<i>Master</i>	The duration of hold, paralysis and entanglement effects are halved
<i>Grand Master</i>	Can escape from magical bonds after 1 minute of roleplay

**Short Weapon Mastery**

This grants the barbarian access to advanced techniques in the use of short weapons.

<i>Apprentice</i>	Double blow style; +1 offensive points (OP)
<i>Expert</i>	Staggering blow style (blunt) and through blow style (sharp); +1 offensive points (OP)
<i>Master</i>	Disarming blow style; +1 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +1 offensive points (OP)

**Strong Willed**

The barbarian can use their single-minded focus and training to overcome the effects of mind-affecting magic.

<i>Apprentice</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 4 DP
<i>Expert</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 3 DP
<i>Master</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 2 DP
<i>Grand Master</i>	Can resist one mind-affecting spell effect (command, fear etc.) for the cost of 1 DP

**Sure Footed**

The barbarian remains balanced and steady on their feet, even under the heaviest of blows.

<i>Apprentice</i>	Can resist stagger and stun effects at a cost of 3 DP
<i>Expert</i>	Can resist stagger and stun effects at a cost of 2 DP
<i>Master</i>	Can resist stagger and stun effects at a cost of 1 DP
<i>Grand Master</i>	Becomes immune to all staggering effects, including those caused by earthquakes etc.

**Tattoo**

By permanently marking their skin, the barbarian gains benefits associated with the chosen pattern.

*Only one tattoo can be applied to any location (head, body, arms or legs); tattoos must be chosen from the following list and each can only be applied once. The tattoo must be clearly visible to be effective.*

*Fire – The barbarian becomes resistant to damage from natural sources of fire (e.g. lava or forest fires but not fire-based magic)*

*Mountain – The defensive points cost of combat skills are permanently reduced by 1, to a minimum of 1*

*River – The offensive points cost of combat calls are permanently reduced by 1, to a minimum of 1*

*Spirits – The spirit guide ability of the barbarian can be used twice per event instead of just once*

<i>Apprentice</i>	Can tattoo one location
<i>Expert</i>	Can tattoo two locations
<i>Master</i>	Can tattoo three locations
<i>Grand Master</i>	Can tattoo four locations

**Thrown Weapon Mastery**

This grants the barbarian access to advanced techniques in the use of thrown weapons (knives, axes or other).

<i>Apprentice</i>	Double blow style; +1 offensive points (OP)
<i>Expert</i>	Through blow style; +1 offensive points (OP)
<i>Master</i>	Staggering blow style; +1 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +1 offensive points (OP)

**Two-Handed Weapon Mastery**

This grants the warrior access to advanced techniques in the use of two-handed weapons.

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style; +2 offensive points (OP)
<i>Master</i>	Crush blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

**Unarmoured Prowess**

By shunning the protection of armour completely, the barbarian’s skin hardens, becoming a living defence. This also allows the barbarian to proudly show off any tattoos or tribal markings they may have.

*The additional hit points granted by this skill recover over time (when not in combat), similar to the way that armour points are restored, but this will ONLY occur when the body is fully healed, be that by magical or mundane means. This is NOT a regeneration effect.*

*Prerequisite is Body Development to the same level*

<i>Apprentice</i>	+1 hits to all locations when wearing no armour (1 total)
<i>Expert</i>	+1 hits to all locations when wearing no armour (2 total)
<i>Master</i>	+1 hits to all locations when wearing no armour (3 total)

**War Paint**

The barbarian can create temporary yet powerful effects through the application of lurid war paint on themselves or their allies.

*Only one effect from war paint can be applied to an individual at a time; the war paint will last up to 6 hours or until the effect is used. The war paint must be clearly visible to be effective.*

<i>Apprentice</i>	Can apply paint to 2 individuals per day; gains access to the Protection pattern (1 additional point of armour to the painted location)
<i>Expert</i>	Can apply paint to 3 individuals per day; gains access to the Bravery pattern (may resist one fear effect)
<i>Master</i>	Can apply paint to 4 individuals per day; gains access to the Resistance pattern (may resist one magic effect)
<i>Grand Master</i>	Can apply paint to 5 individuals per day; gains access to the Regeneration pattern (regenerates 1 HP every 30 seconds; a maximum of 6 HP in total can be restored this way)

**COMBAT SUMMARY**

The following table summarises the full range of offensive and defensive calls that can be made by a barbarian, along with the relevant points cost.

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Critical (blow or thrown)	6	Ignore magic	6
Crush (blow)	6	Ignore missiles	3
Disarm (blow)	3	Reflect common blow	3
Double (blow or thrown)	1	Reflect rare blow	6
Stagger (blow or thrown)	3	Resist common blow	1
Through (blow or thrown)	1	Resist rare blow	3