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Barbarian Class

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BARBARIAN CLASS

A barbarian is a warrior who grew up amongst the so-called “uncivilized” tribes and kingdoms, from realms where men are free from the debilitating debaucheries of urban civilization. Life is harsh among the barbarian tribes, even when they are at peace, and all men (and often, women) are required to be warriors first and foremost. Barbarians are masters of making the most of the least, having to survive whatever nature throws at them.

Most barbarians are happy just to make do and live their lives quietly in their distant meadowlands, fjords, or desert oases, but some few get the itch to see the wider world and experience the legendary depravities of the “civilized” world first-hand... that, or to trod the jeweled thrones of the world under their sandaled feet and build their own savage kingdom!

Prime Requisite: Barbarians do not have a Prime Requisite and do not gain experience points from high ability scores.

Minimum Ability Scores: [3d6, in order] Strength 12, Dexterity 12, Constitution 13, Intelligence 6, and Charisma 6; [3d6, roll 1s over, or 4d6, pick best three, assign] Strength 15, Dexterity 15, Constitution 16, Intelligence 6, and Charisma 6.

Racial Level Limits: Only humans may take the barbarian class, and are unlimited in advancement. [A generous Labyrinth Lord might consider allowing dwarves, gnomes, goblin-men, half-elves, half-ogres, and half-orcs to advance as barbarians up to 7th level; always ask your Labyrinth Lord first!]

Hit Dice: Barbarians use twelve-sided dice (d12) to determine hit points. Barbarians gain one hit die per level up to and including 9th level. Four hit points are gained per level after 9th, with Constitution modifiers no longer applicable.

Armor: Barbarians can wear any type of armor, but can only use certain barbarian abilities when unarmored or wearing the following Tribal Armors usually include leather armor, studded leather armor, scale mail, and chain mail, plus helmet and shield.

Fight As: Fighters of hit dice equal to their level.

Proficient Weapons: Barbarians can use any weapon; however, as the typical range of weapons available to a barbarian in his tribal setting is limited, he has a penalty to hit with those weapons with which he is not proficient. All barbarians are proficient with clubs, daggers, javelins, slings, spears, and staffs. Each barbarian tribal type also has its own set of tribal weapons with which the barbarian stripling will have proficiency.

Each level after the 1st, a barbarian may become proficient in one new weapon; he must either choose one weapon that he successfully used during a previous level or take one week’s time to train in the new weapon of choice. The barbarian suffers a penalty of -2 to hit when he wields a weapon in which he has not gained proficiency.

Battle Rage: A barbarian may go into a Battle Rage once per day at 1st level, twice per day at 3rd level, three times per day at 6th level, four times per day at 9th level, five times per day at 12th level, and six times per day at 15th level. Each Battle Rage lasts for five rounds plus one round per level. A barbarian can only go into a Battle Rage when wearing tribal armor or no armor.

While in a Battle Rage the barbarian gains a +2 bonus to hit with a single attack or may strike twice per round with no penalty. The barbarian may choose each round at his turn whether to take two attacks or take the bonus to hit. The barbarian also gains a -2 bonus to AC and a +2 bonus to save against mind-affecting spells (+4 against fear effects). If the barbarian has more than one use of Battle Rage left for the day, he may choose to extend his current Battle Rage by using another use of Battle Rage.

During his Battle Rage the barbarian can only use melee weapons or throwing weapons, and cannot use missile weapons nor take any action that requires patience or concentration. He may use a shield. If dual-wielding, he applies the +2 bonus to hit only to one attack of his choice; if he chooses two attacks, the second attack is with the weapon of his choice (i.e., either two primary or two secondary attacks).

The barbarian may leave his Battle Rage at will. When the barbarian exits his Battle Rage he is immediately fatigued and suffers a -2 penalty to hit and damage, a +2 penalty to AC, and moves at only half normal speed (no charging or running). This weakness lasts for one turn (10 minutes) per round he was in his Battle Rage. Application of a *cure light wounds* spell alleviates this weakness, but heals no hit points.

Berserk Rage: All barbarians have the option to turn their Battle Rage into a full Berserker Rage. When Berserk the barbarian gets has a bonus of +2 to hit and attacks twice per round at no penalty. He also has a -4 bonus to AC, a +4 bonus to save against mind-affecting spells, and is immune to all forms of fear.

A Berserk barbarian can ignore death itself, remaining standing and fighting even when reduced to a number of negative hit points no greater than his level; when further reduced, the barbarian still falls dead as normal. Note that from the moment the barbarian enters a Berserk Rage the Labyrinth Lord keeps track of the character's hit points secretly; at no time is the barbarian player or any other player allowed to know the current hit point total of the Berserk barbarian!

Unfortunately, the downside of going Berserk is that unlike Battle Rage, one cannot simply end the Berserk Rage at will, nor does it have a time limit. The barbarian can try to shake off the Berserker Rage once per round by make a saving throw versus Spells. Failure indicates he remains Berserk and, if no enemies are within range of a charge, must attack the nearest target, which might include non-combatants or even allies!

When the Berserk Rage ends, if the barbarian is at negative hit points he must make a saving throw versus Death or die immediately. If he survives, he has a number of rounds equal to his level to get healed. If he is still at negative hit points at the end of that time, he dies. If the barbarian survives, he is weakened, as per a normal Battle Rage above, but for one hour per round of Berserk Rage, rather than one turn per round.

Fast Movement: A barbarian's life often hinges on the fact that he can outrun his enemies. A barbarian's movement is 150' (50'), provided he is

wearing no armor or tribal armor and not otherwise moderately or heavily encumbered. If he is otherwise armored or moderately or heavily encumbered, he moves at normal human speeds with no bonuses.

Illiterate: Few barbarian tribes have their own runic alphabet or similar forms of writing, and among such tribes it is the barbarian shamans (clerics or druids) who command the ability to read and write. A barbarian begins play illiterate, even if his Intelligence score otherwise indicates that he can read and write. A barbarian can learn to read later in life, through his journeys and adventures, as the judge adjudicates.

Impressive Physique: A barbarian not wearing armor gets a -1 bonus to his Armor Class, with an added bonus depending on his Charisma. With Charisma 13-15 the bonus would be a total of -2 AC, at 16+17 a total bonus of -3 AC, and at 18 a total bonus of -4 AC. The base bonus increases to -2 at 3rd, -3 at 6th, and -4 at 9th, -5 at 12th, and -6 at 15th. The barbarian can wear a helmet and carry a shield (each of which provides a -1 bonus to AC) and still gain this bonus.

The barbarian need not be naked to gain this bonus; he can still wear clothing, including a codpiece, loincloth, or thong; halter-top or bikini-top; leather weapon harness; furs; or a combination thereof. Studded leather or plate codpieces or girdled leather kilts, chain or scale mail loincloths, and chain or scale halter-tops or bikini-tops can also each provide a -1 bonus to AC if worn; these each cost as much as a full suit due to the smaller size of the links or scales and the extra-fine work assembly.

Outlander: Barbarians are considered by most civilized peoples to be stupid and brutish at best, sub-human at worst. Thus, when dealing with any "civilized" peoples, the barbarian suffers a -4 penalty on all negotiations and social interactions. A smart barbarian can mitigate this as he learns civilized ways, decreasing this penalty by his level or his Intelligence bonus, whichever is less.

Tribal Skills: Each different barbarian tribe has a particular set of tribal skills based on their native terrain. Unless noted, tribal skills have a chance of success equal to 70% plus 3% per level above the 1st, as usual modified by circumstances. A barbarian

must choose his native terrain and the skills he gains thereby at 1st level. Here are some generic examples; individual tribes may vary, and most tribes use the listed Tribal Weapons plus two or three others:

Desert Tribe – Desert barbarians are skilled at riding and training camels and horses. They herd sheep and goats. They are familiar with the venomous scorpions of their lands, and know how to extract the venom to make poison and anti-venom therefrom (requires 1d3 days per dose). A successful ministration of aid within three rounds can give a victim of scorpion poisoning a second saving throw. Desert barbarians can find water where others would despair, and have methods of keeping cool in all but the most unnatural of temperatures. Desert barbarians are considered native to both plains and deserts. Tribal Weapons: Lance, scimitar, and shortbow.

Hill Tribe – Hill barbarians are past masters of climbing cliffs and scaling mountains (this translates well in urban settings, being able to climb walls at the same level of proficiency). They are skilled at training guard dogs, sometimes bears, and very rarely, giant eagles. They herd sheep, goats, pigs, and cattle. They use signal fires and mirrors to communicate with other clans. They leap and jump like goats, jumping up to three feet up, three feet back, or 10 feet forward from a standing position; with a running start the barbarian can jump up 1d4+4 feet or 10+2d6 feet forward, modified by his Strength or Dexterity bonus, whichever is better. Hill barbarians are considered native to hills and mountains. Tribal Weapons: Battle axe, shortbow, and bastard sword.

Forest Tribe – Forest barbarians usually get around their forests through use of canoes, the rivers of their homes being natural highways. They are skilled at training guard dogs, sometimes wolves, and rarely lynxes. They herd sheep, goats, pigs, and often cattle. They use drums and hollow logs to communicate with other clans and imitate the calls and cries of creatures native to the forest to signal their companions. They know how to construct deadfalls, pits, and snares to capture game (or

defend their villages). They can climb trees easily (and climb walls at half their normal chance, rounded up). Forest barbarians are considered native to forests and meadows. Tribal Weapons: Hand/throwing axe, shortbow, and short sword.

Jungle Tribe – Jungle barbarians usually get around their jungles through use of canoes, the rivers of their homes being natural highways. They use drums and hollow logs to communicate with other clans and imitate the calls and cries of creatures native to the forest to signal their companions. They are familiar with the venomous snakes of their lands, and know how to extract the venom to make poison and anti-venom therefrom (requires 1d3 days per dose). A successful ministration of aid within three rounds can give a victim of snake poisoning a second saving throw. They are similarly familiar with the strange diseases and fevers that riddle the jungle, and have a chance equal to 10% plus their level of curing such diseases. They can climb trees easily (and climb walls at half their normal chance, rounded up). Jungle barbarians are considered native to jungles and swamps. Tribal Weapons: Blowgun, javelin, and short sword.

Plains Tribe – Plains barbarians hail from lands where horses and other steeds are rare or unknown. Plains barbarians run... and run and run and run. They can jog (double normal movement) for three days straight without rest, alternating every three days of jogging with one day of walking at normal pace. They use the stars to navigate at night. They train dogs, not only as guard dogs but also to wear a travois to carry equipment and goods. They often herd sheep, goats, and cattle. They use fire and smoke to signal other clans. Plains barbarians are considered native to plains and scrublands. Tribal Weapons: Mace, shortbow, and short sword.

Seafaring Tribe – Seafaring barbarians are past masters of smash and grab raids; whenever their number of warriors grows too great for their own lands to feed, they go raiding in the more fertile lands or to other islands. They know how to sail and navigate in seas that would make experienced civilized sailors quake in fear and

weep like landlubbers. Swimming is second-nature to them, and they can swim even in inclement seas, even sometimes with weapon in hand while wearing tribal armor. They can hold their breath twice as long as normal, or even longer. They often herd sheep, goats, pigs, or cattle. They use flags and mirrors to signal other ships. Seafaring barbarians are considered native to coastal lands and forest, jungle, or hills/mountains, depending on their origins. Tribal Weapons: Battle axe, shortbow, and long sword.

Steppe Tribe – Steppe barbarians are masters of riding horses; many learn to ride before they can walk. They suffer no penalties for combat while riding a horse, but move no faster than 90' (30') when afoot due to their bow-legged physique. They are superb trainers of horses, and can teach them all manner of tricks, as well as raise steppe war horses (effectively war-trained light horses). They can loose two arrows per round when using their composite short bow. They herd sheep, goats, and cattle. Steppe barbarians are considered native to both plains and deserts. Tribal Weapons: Lance, composite shortbow, and saber (scimitar).

Uncanny Senses: Barbarians are attuned to the natural world, and thus are able to sense when something is out of order, unnatural, or eldritch in their surroundings. A barbarian has a 10% chance per level of sensing when something is just *not right* – he senses the presence of illusions, enchantments, and other arcane magical effects. He may not know *what* it is or even quite *where*, but he will know something is wrong. This is not an effect like the *detect magic* or *detect illusion* spells; this is a sense, a hunch, a ticking at the back of the nape hairs that something unnatural is occurring. This ability is also used in any case where the barbarian is surprised to negate surprise. This ability reaches 90% at 9th level, and then increases 1% per level until it reaches its maximum at 99% at 18th level. Normally the judge rolls to determine when the barbarian's Uncanny Senses warn him something is amiss.

Wilderness Survival Skills: All barbarians have the ability to *move silently in the wilderness* and *hide in the wilderness*. These function as tribal abilities, above, but only fully in native wilderness locales

with appropriate cover. Indoors, in a dungeon, or in an unfamiliar environment (such as a forest barbarian in a desert) the barbarian halves any use of these abilities (rounded down).

A barbarian who is alone or only with a group consisting of barbarians, elves, halflings, and rangers is surprised only on a 1 in 6 chance, surprising foes on a 3 in 6 chance. Even if the barbarian is surprised he can make an Uncanny Senses check to avoid surprise and act normally on the opponent's surprise round.

Barbarians hunt to survive, and thus have extensive skills at tracking. This ability functions just like that of the ranger, though the base chance is only 60% (35% indoors or underground), +2% per level above 1st. The barbarian does not gain a level bonus for this skill outside his native terrain.

A barbarian can always scrounge up food in the wilderness for himself. By using a tracking roll he can spend 1d6 hours in the wilds hunting and gathering food for others. On a successful roll he finds enough food to feed a number of companions equal to his level plus 1d6. On a roll of 00 he has a random encounter.

A barbarian can tend to his own wounds as well as those of others. An immediate application of first aid within one turn of a battle heals 1d3 hit points; this requires 1d10+10 rounds. Continued ministrations of the wounded increases the victim's daily healing by 1 point or by his Constitution bonus, whichever is greater, and even if the victim is active. A barbarian can tend to the ongoing daily care of only one victim per level per day, but can perform first aid for any number of people, even multiple times on the same person each day (though only once per set of wounds from a single battle). Each use of first aid and each person under his daily care requires the use of wild herbs for the creation of ointments, salves and poultices. A successful tracking check and 1d6 hours of gathering will allow the barbarian to gather 1d6+level applications of herbs.

Battle Cry: At 4th level a barbarian is able to let out a battle cry once per battle. The battle cry requires a full round during which the barbarian can only cry out and look menacing. All enemies within 10' per level of the barbarian must make a morale save or

saving throw versus Spells. Those of lower level than the barbarian who fail must flee for 1d6 rounds plus a number of rounds equal to the barbarian's level (50% chance of dropping anything held). If they return to the battle they suffer a -1 penalty to morale and a -1 penalty to hit and to damage rolls until the end of the battle. Those of equal or higher level than the barbarian who fail suffer a -1 penalty to morale and a -1 penalty to hit and to damage rolls for 1d6 rounds plus a number of levels equal to the barbarian's level.

Slayer: At 5th level or any point thereafter the barbarian can choose a single supernatural enemy as his special enemy. These enemies can include demons, devil, dragons, drow, elementals, fairies, genies, giants, golems, lycanthropes, magic-users (including illusionists), sphinxes, trolls, and undead. The barbarian must have fought and defeated at least one creature of the class of creatures to choose that class as his special supernatural enemy, i.e., "dragon-slayer." Thereafter he gains a +2 bonus to hit and damage against such creatures and a +2 bonus to his saving throws against any spells or spell-like effects from such creatures. At 10th level the bonuses increase to +3, at 15th level to +4, and at 20th to +5. These bonuses count as magical bonuses if the creature requires a weapon with a magical bonus to be hit.

Barbarian Horde: After attaining 8th level a barbarian can call up a barbarian horde to do battle against a specific foe. He can summon a horde no more than once per year. Note that the barbarians in the horde need not be of the barbarian's own tribe; if he can get in good with barbarians from other tribes, they are just as likely to join him.

Add the barbarian's level to his maximum number of henchmen based on his Charisma score; this is the number of clans the barbarian can sway to his cause at any one time. The barbarian must

personally meet with the clan thanes and leading warriors of each clan for 1d6 days and get a positive reaction roll to recruit them to his cause. Providing gifts and feasts, performing favors, and proving one's prowess to the elders are all likely to provide bonuses to the reaction roll.

A barbarian clan usually includes 30 to 300 striplings (1st level barbarians). For every 30 striplings or portion thereof there will be one tribesman (2nd level barbarian); for every 60 or portion thereof there will be one thane (4th level barbarian), and for every clan one experienced barbarian (5th to 7th level) as clan chief. The barbarian also attracts a personal guard consisting of a number of 4th to 6th level barbarians equal to the number of clans he has bound to his cause. Finally, he has a percentage chance equal to his Wisdom plus his level of attracting a following from the tribal shamans (clerics or druids). The level of the leader of the shamans will be equal to half the barbarian's level (rounded down), plus 1d3 3rd level shamans and 1d3 1st level shamans per 3rd level shaman. The number of shamans cannot exceed half the total number of shamans of each level among the whole tribe, most of who will remain in their homeland tending to the needs of the elderly, womenfolk, and children.

Usually the barbarian can keep the horde together for a number of weeks equal to his Charisma score plus his level, provided the barbarians experience success in battle and gather lots of loot! Every failure on the part of the barbarian to secure his goal (tear down the wizard's tower, loot the king's castle, raze the empire's colony) he loses 1d3 clans from his potential future hordes permanently. However, if he has great success, he adds an additional 1d3 clans to his horde ever time he summons a new one.

Barbarian Experience Table			
Level	Title	Exp. Points	Hit Dice
1	Stripling	0	1d12
2	Tribesman	3,000	2d12
3	Warrior	6,000	3d12
4	Thane	12,000	4d12
5	Raider	24,000	5d12
6	Savage	48,000	6d12
7	Clan Chief	96,000	7d12
8	Tribal Chieftain	192,000	8d12
9	Barbarian King	384,000	9d12
10	Barbarian King	576,000	+4 hp only*
11	Barbarian King	768,000	+8 hp only*
12	Barbarian King	960,000	+12 hp only*
13	Barbarian King	1,152,000	+16 hp only*
14	Barbarian King	1,344,000	+20 hp only*
15	Barbarian King	1,536,000	+24 hp only*
16	Barbarian King	1,728,000	+28 hp only*
17	Barbarian King	1,920,000	+32 hp only*
18	Barbarian King	2,112,000	+36 hp only*
19	Barbarian King	2,304,000	+40 hp only*
20	Barbarian King	2,496,000	+44 hp only*

* Hit point modifiers from Constitution are ignored

Barbarian Saving Throws Table					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-2	13	10	12	12	14
3-4	12	9	11	10	12
5-6	10	8	10	9	11
7-8	9	7	8	8	10
9-10	8	6	7	6	8
11-12	6	5	6	5	7
13-14	5	4	5	4	5
15-16	4	3	3	3	4
17+	2	2	2	2	2

OGL

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