

# Barbarian

You are a barbarian, a savage warrior from the tundra, mountains, deep forests or sandy wastes. You might be a Viking raider, a Conan like behemoth or an Amazonian warrior woman.

Unlike soft city dwellers, your long exposure to harsh elements has equipped you with primal ferocity, acute instincts and formidable endurance. You are well versed in the use of weapons, but prefer armours that do not hinder your natural athleticism. Most barbarians are superstitious, illiterate, and have an abiding distrust of magic.

- Key Attribute:** Constitution.
- Hit Points:** 1d6+6 (plus Con bonus if any) per level up to 9<sup>th</sup> level, then 4 hp/level.
- Armour and Shields:** Light, Medium armour and shields.
- Weapons:** Any except crossbows.
- Skills:** Animal Lore, Wilderness Lore, plus 4 of the following:  
Acrobatics, Athletics, Apothecary, Deception, Detection, Divine Lore, Gather Information, Insight, Leadership, Persuasion, Sailing, Stealth.

BARBARIAN ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	1	2	3	4	5	6
Level	7	8	9	10	11	12
Bonus	7	8	9	10	11	12



## Ferocious Rage (1st & 7th level)

As a barbarian you may harness a primal and ferocious rage. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81).

To enter or end a rage, you must declare such during your turn, or you may trigger it in response to suffering damage or being subjected to a charm, fear or madness effect during someone else's turn.

Your rage lasts a number of rounds equal to your Con modifier (if triggered after your turn, that round doesn't count). Your rage is loud and guttural, ruining any chance of stealth. You may speak, but most words are incomprehensible, and you cannot cast spells.

Whilst raging, you gain a +2 bonus on Str and Con checks, as well as attack rolls, damage rolls and *Luck* saves. In addition you become immune to, or suspend, charm, fear and madness effects, and



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all damage you suffer is halved (including damage that triggers a rage).

At 7<sup>th</sup> level, while raging, if you are reduced to zero hit points, you may choose to make a *Luck* (Con) save to be reduced to 1 hit point instead.

### **Born to the Wilds (1st level)**

The constant trials of the wilderness have sharpened your survival skills. You have advantage whenever you make a check related to Wilderness Lore (see *Skills*).

### **Sixth Sense (2nd Level)**

At 2<sup>nd</sup> level, you have survived long enough to cultivate a sixth sense for hidden danger. You have advantage when making checks to resist ambush or surprise.

### **Unique Feature (3rd, 6th, 9th & 12th level)**

See pages 15, 43.

### **New Skill (4th & 8th level)**

At 4<sup>th</sup> and 8<sup>th</sup> level, you gain one new skill (the skill need not be on your class list).

### **Killer Instinct (5th level)**

At 5<sup>th</sup> level, you perfect your primal fighting instincts, causing critical hits with weapons on a natural 1d20 roll of 19-20. Additionally, any weapon attack that reduces a target to single digit hit points (9 or less) reduces the target to zero hit points instead.

### **Second Attack (7th level)**

At 7<sup>th</sup> level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

### **Chieftain (10th level)**

At 10<sup>th</sup> level, you attract or take control of a tribe of barbarians who swear fealty to you. As tribal head, you may direct the tribe's activities. Some tribes mark out territories while others follow shifting migration patterns. In either case, your tribe develops an unmatched knowledge of the relevant area.

