

BARBARIAN

They come from the lands of the ice, wind and snow, dense jungles and other wilderness areas untouched by civilization. Barbarians typically live in small clans and occasionally a strong leader will unite them into tribes with attendant towns and cities. Such unions are short lived and marked by quarrels. Barbarians are a superstitious lot, hardened by a savage life and always ready to pick up the sword to settle any argument.

Barbarians are fierce warriors that excel at overpowering their enemies by unleashing the force of their savage natures in a single all out strike at the start of a fight. They are at home in the wilderness, where they are free to climb cliffs, stalk prey and track game. They are naturally rugged and tough, and their mistrust of magic gives them a resistance to spells and items that cause fear

Barbarian Essentials

- *Prime attribute:* Constitution, add 3 points during character creation.
- *Starting hit points (HP):* Ten.
- *Hit die (HD):* 1d8.
- *Starting sanity points (SP):* Six points plus WIS.
- *When facing threats to sanity:* Roll with advantage when the threat is being faced *physically*.
- *Usable weapons and armour:* All armour except plate mail and all weapons, except crossbows and gunpowder weapons.
- *Attack damage:* 1d8 or 1d6 if unarmed.



Barbarian Styles [and Starting Equipment]

Roll 1d6	Style [Starting Equipment]
1	A musclebound young adult in furs and leathers armed with a double headed two handed axe. [Furs (AV1), a double headed two handed axe, tinder box and flint, wire and sticks for making traps.]
2	A gnarled old figure covered in scars and tattoos, worn openly celebrating many years of survival. [Studded leather armour (AV2), longsword, shield (+1 AV) and a purse containing 2d8 coins.]
3	Mismatch of pieces of leather and iron armour, with other trophies from a career in various foreign mercenary companies. [Mix of plate and chain mail (AV 3), long spear, dagger, shield (+1 AV), water skin, belt pouch.]
4	Armoured in chains and chain mail, wielding a viscous looking two handed mace, from their days as a slave pit fighter. [Chain mail (AV 3), two handed mace, chains, large rough sack with personal possessions.]
5	Wears green leathers and linen tunics as a woodsman from some far away arboreal forest. [Linen armour (AV 1), longbow, dagger, wineskin, rope.]
6	A grizzled veteran in black leather, with belt buckles and steel helm adorned with skulls. [Leather armour with steel helm (AV2), battle axe, shield (+1 AV), dagger.]

Class Abilities

High Resistance to Harm

Roll with advantage when making CON attribute tests to resist poisons, resist disease or being paralysed.

Fearlessness

If a barbarian is subjected to magic or circumstances that cause them to feel fear, after they fail any save that is appropriate (such as a WIS attribute test) they will go into a berserk state instead of fleeing or succumbing to the fear. While berserk they will focus on attacking the source of the fear, attacking at advantage and defending with disadvantage.

First-Attack Ferocity

For the first attack of a combat the character does double damage. Subsequent attacks are resolved normally. At fifth level the damage done goes up to triple damage and at ninth level the barbarian does quadruple damage.

Sense Danger

Roll Wisdom with advantage when near of sources of natural danger (ambushes, enraged animals etc). This sense also extends to sources of hostile magic when in close range, due to a barbarian's natural distrust of sorcerers.

Sign Language

All barbarians learn a sign language that they use while out hunting.

Outdoors Survival Skills

Members of this class roll with advantage when performing tasks to survive in the great outdoors, such as the following tasks:

- Climbing natural surfaces such as rock cliffs.
- Finding hidden items or creatures.
- Tracking prey or people through rural and wilderness areas.
- Creeping through and hiding in dense undergrowth.
- Finding food either through hunting or scavenging.

Gaining A New Level

Acquire and share a number of experiences equal to your current HD to advance a level. When you gain a level:

- *Roll a d20 once for each attribute.* If you roll over, it goes up one point. Make an extra roll for either Constitution or Wisdom.
- *Gain 1HD.* Roll 1d8 with advantage and gain that many additional maximum HP.
- *Make a corruption check.* Roll a d20 and compare against the corruption point total of the character. If the result is equal or lower the character gains a corruption feature (see Corruption, page 37). Set the corruption point total to zero. If the result is higher than the corruption point value, the character does not gain a feature, but carries their total forward unchanged.
- *Check for a gain in sanity points.* Upon leveling up if the character has had an experience that has resulted in them overcoming a fiend or any other experience that required a sanity test (see page 35) they gain 1d6 to their maximum sanity total.

