

Barbarian

Where civilised lands end, the barbarian wilds begin. Beyond the borderlands, in the shadows of dense wold and craggy rocks, dwell fierce faced men grown as hard as the lives they live. Neither are they tame nor content with their lot, reaving forth across the borders to pillage and loot, sheathing bloody blades in the bodies of those too slow to flee. The deities they worship are brutal and strange, caring little for meekness or artistry, only strength and prowess are of value. A barbarian is a red handed slayer, whatever veneer covers his true nature, and whether tribesman, mercenary, adventurer or king.

The Barbarian Character

Minimum Scores: Strength 15, Dexterity 13, Constitution 14, Intelligence 6, Wisdom 6, Charisma 6

Races Permitted: Humans, Half-Orcs (up to 9th level)

Hit Die Type: 1d12 (max 9 at 9th level)

Initial Hit Die: 1

Alignment: Any non-lawful

Experience bonus: Strength 16+ and Constitution 16+

Armour/Shield Permitted: Any

Weapons Permitted: Any

Weapon Proficiencies: 4 + 1 every 3 levels

Penalty to hit for non-proficiency: -2

Weapon Specialisation: Optional rule — as fighter

Level	Experience Points	Hit Dice	Fighting Ability	THAC0	Attack Rate	Special Abilities	Title
1	0	1d12	1	20	1		
2	2,250	2d12	2	19	1		
3	4,500	3d12	3	18	1		
4	9,000	4d12	4	17	1		
5	18,000	5d12	5	16	1		
6	36,000	6d12	6	15	1		
7	72,000	7d12	7	14	1½	Attack Rate Increase	
8	144,000	8d12	8	13	1½		
9	275,000	9d12	9	12	1½		Chieftain
10	550,000	9d12+3	10	11	1½		
11	825,000	9d12+6	11	10	1½		
12	1,100,000	9d12+9	12	9	1½		
13	1,375,000	9d12+12	13	8	2	Attack Rate Increase	
14	1,650,000	9d12+15	14	7	2		
15	1,925,000	9d12+18	15	6	2		
16	2,200,000	9d12+21	16	5	2		
17	2,475,000	9d12+24	17	4	2		
18	2,750,000	9d12+27	18	3	2		
19	3,025,000	9d12+30	19	2	2½	Attack Rate Increase	
20	3,300,000	9d12+33	20	1	2½		

Abilities

Exceptional Strength: A barbarian character with a starting strength score of eighteen may roll percentage dice to determine an even greater degree of physical power, just as the fighter class.

Superior Constitution: Being already naturally hardier than normal fighting-men, a barbarian character with a truly exceptional constitution score (17+) enjoys the commensurate benefits of the fighter.

Skilful Climber: Raised in the wilderness, the barbarian character thinks little of obstacles that would daunt most civilised men, meaning he climbs as a thief of the same level.

Accomplished Tracker: For those who live beyond the soft comforts and pleasures of civilisation, tracking and hunting are essential skills, whether in pursuit of man, beast or monster. The barbarian character tracks as a ranger of the same level.

Insidious Ambusher: Warfare in the wild places of the world rarely takes the form of open battle, the terrain and mentality of the men who dwell there is better suited to sudden attacks from hidden vantages. As a result, the barbarian character is well versed in both the laying and detection of ambushes, increasing the chance of the party surprising by 1-in-6 and reducing the chance of it being surprised by the same.

Advanced Abilities

Attack Rate Increase: Upon reaching level seven, a barbarian character increases in rate of attack with melee weapons by half, from 1/1 to 3/2; every six levels thereafter his attack rate increases by a further half, which is to say to 2/1 at level thirteen and 5/2 at level nineteen.

Red Handed Slayer: Normal men and similar monsters cannot stand against the wrath of the barbarian, and so he may make as many attacks as he has levels against enemies of less than one level.

Stronghold

Once the barbarian character reaches level nine and is recognised as a chieftain, he may (if he has not done so already) establish a stronghold and clear the area around it of threats and hazards. He may then levy tribute on any inhabitants in the vicinity, collecting up to 10 SP per month for every adult individual within his sphere of influence.

Followers

An additional benefit of establishing a stronghold as a chieftain is that the fame of the barbarian attracts to him a body of followers. These may be randomly diced for as below or selected by the game master as seems most appropriate in the context of the campaign.

01-40: 80 Heavy Foot (Mail Armour, Short Spear, Large Shield, Sword or Axe)

41-70: +20 Heavy Foot (Mail Armour, Short Bow, Large Shield, Sword or Axe).

71-90: +20 Heavy Foot (Banded Armour, Two-Handed Axe, Large Shield, Sword or Axe).

91-00: +20 Heavy Foot Berserkers (Large Shield, Sword or Axe)

The leader(s) depends on the result rolled above:

01-40: Level 4 Captain (Banded Armour, Short Spear +1, Large Shield +1, Sword or Axe +1)

41-70: Level 5 Captain (Banded Armour +1, Short Bow +1, Large Shield, Sword or Axe +1)

71-90: Level 6 Captain (Banded Armour +1, Two-Handed Axe +2, Sword or Axe +1)

91-00: Level 7 Captain (Large Shield +2, Sword or Axe +2)

01-40: Level 1 Sergeant (Mail Armour, Short Spear, Large Shield, Sword or Axe)

41-70: Level 2 Lieutenant (Mail Armour, Short Spear, Large Shield, Sword or Axe)

71-90: Level 3 Lieutenant (Mail Armour, Short Spear, Large Shield, Sword or Axe)

91-00: Level 4 Lieutenant (Mail Armour, Short Spear, Large Shield, Sword or Axe)