

BARBARIAN

Alignment: Any (but gain special bonuses based on Alignment.)

HD: d12

Weapons: Barbarians are proficient with Battle Axes, Clubs, Daggers, Flails, Hand Axes, Javelins, Long Swords, Short Swords, Slings, Spears, Staves, Two Handed Swords and War Hammers.

	Attack	Crit Die/Table	Action Die	Ref	Fort	Will
1	+0	1d12/III	1d20	+0	+2	+0
2	+1	1d14/III	1d20	+1	+2	+0
3	+2	1d16/III	1d20	+1	+3	+1
4	+2	1d20/IV	1d20	+2	+3	+1
5	+3	1d24/V	1d20+1d14	+2	+4	+1
6	+4	1d30/V	1d20+1d16	+2	+5	+2
7	+5	2d20/V	1d20+1d20	+3	+5	+2
8	+5	2d20/V	1d20+1d20	+3	+6	+2
9	+6	2d20/V	1d20+1d20	+3	+6	+3
10	+7	2d20/V	1d20+1d20+1d14	+4	+7	+3

What Is Best In Life?: Some say Barbarians hate civilization. That's totally untrue. They love civilization. Just the seedy, decadent side of it. When a Barbarian enters a civilized area, they must succeed on a DC 12 Will Save or head straight to the nearest tavern/brothel/gambling den. Feel free to use your favorite carousing tables.

Barbarians may wear armor but gain special abilities when they are not wearing (but may use a Shield):

- **Big F*****g Ax:** Increase the damage die type for Battle Axes and Two-Handed Swords to 1d12.. Barbarians do not suffer the initiative penalty when using these weapons.
- **Blood Bath:** A Barbarian may fly into a berserker rage. Roll 1d20+Stamina Modifier+Luck Modifier+Barbarian Level and consult the table to see what happens.
- **Wild Attack:** A Barbarian may do more damage with melee attacks at the cost of accuracy. A Barbarian may reduce their Action Die. For each die step, the Barbarian gains +2 Damage. If the Barbarian has more than one Action die, then all the dice are reduced by the same number of steps.
- **Hard Body:** Barbarians add the better of their Stamina or Personality Modifier to their AC.
- **Fortune Favors the Bold:** The Barbarian's Luck Modifier is applied to Initiative and Saves vs Fear effects and spells.
- **Into the Fray!:** The Barbarian's Speed increases to 40 feet but only when running into combat.
- **It's Only A Flesh Wound:** When an opponent scores a critical hit against a Barbarian, the Barbarian may spend a point of Luck and make the attacker re-roll on the Critical Chart. This may be done after the results of the first roll are known but the results of the second roll are used even if they are worse (for the Barbarian) than the first roll.

ALIGNMENT BASED ABILITIES

Lawful (Honorable)	<p style="text-align: center;">Magic Is Evil.</p> <ul style="list-style-type: none"> • The Barbarian will not use Magic Weapons or Armor. (See Ancestral Blade below for an optional rule.) • Gain +1 bonus to attack rolls, damage rolls and Saving Throws against Magic-Users. • Select a Patron. Gain +1 bonus to attack rolls, damage rolls and Saving Throws against followers of that Patron. If the follower is also a Magic-User then this stacks with the above bonuses. • If the Barbarian spends a Luck point then all his attacks are considered “magical” for that encounter. • If the Barbarian lands the killing blow on a Magic-User then they gain 1 point of Luck.+
Neutral (Proud)	<p style="text-align: center;">Your Gods Are Weak.</p> <ul style="list-style-type: none"> • The Barbarian is always considered the opposite alignment in regards to a Cleric’s Lay on Hands ability. • The Barbarian heals bonus HP each day equal to his Stamina Modifier (minimum of +1). • The Barbarian may spend Luck Points to heal. Each Luck Point spent is equal to one die of healing from the Cleric’s Lay on Hands ability. • The Barbarian dedicates a battle to his heathen god. The Barbarian selects an opponent in the current encounter. If the Barbarian makes the killing blow on that target then Barbarian gains a point of Luck.+
Chaotic (Savage)	<p style="text-align: center;">My Fallen Foes.</p> <ul style="list-style-type: none"> • The Barbarian collects trophies (fingers, ears, bones, skulls, scalps etc) from “worthy” opponents. The Barbarian chooses one “special” trophy and gains a +1 Bonus to attack and damage rolls against opponents of the same type. If this trophy is ever lost or destroyed, the Barbarian takes a -1 penalty to all attack rolls and Saving Throws until a new “worthy” opponent is defeated. ++ • The Barbarian can drink** the blood of a fallen foe and heal 1d6 HP*. • The Barbarian may eat** the heart of a vanquished foe or a fallen ally and gain a point of Luck.+
<p>*This effect may only be used once per encounter. **If foe is magical, cursed, or corrupted, then there may be other side effects on the Barbarian such as rolling on the Corruption charts. +This may only be attempted once per day and may not increase the Barbarian’s Luck score to more than 10+Barbarian Level. ++Worthy opponents and same type are up to GM’s discretion.</p>	

Ancestral Blade: The Barbarian selects a specific weapon. As the character advances and does great deeds this weapon gains magical bonuses. (See Legendary Items, Crawl Zine No. 2.)

BLOOD BATH

Roll 1d20+Stamina Modifier+Luck Modifier+Barbarian Level. On a Natural 20, double the bonuses.

Each time the Barbarian uses this ability, he gains a point of Rage. This increases the chance for Things to Get Out of Hand (similar to a Cleric's Disapproval Rating). Rage resets after the current combat encounter has ended.

On a roll of a Natural 1 or less than the Barbarian's Rage Rating, Things Get Out Of Hand. Roll 1d6.

- 1) Attack the closest creature (friend or foe).
- 2) Attack a random creature or object exclusively. Continue attacking it (even if it is dead/destroyed) until the Barbarian succeeds on a DC: 12 Will Save.
- 3) Drop your weapon and attack with your bare hands for the next 2d6 rounds.
- 4) Attack and chase (move in random direction) "invisible" foes for the next 2d8 rounds.
- 5) Feel no pain. Fear no enemy. For the duration of the current encounter, the GM secretly keeps track of all the HP damage the character takes. The player has no idea how close to death the character is. Additionally, the Barbarian is filled with overconfidence and cannot spend Luck for remainder of this encounter.
- 6) Roll on the Crazy Savage Chart.

1 to 11	A lot grunting and growling and that's it. The Barbarian does not attack this round.
12 to 13	Instead of attacking, The Barbarian unleashes a blood curdling war cry. All foes within 30 feet must make a Will Save DC: 10+Barbarian's Personality Modifier+1/2 Barbarian level or be at -2 to attack rolls and Saving Throws for the next round.
14 to 15	Attack! The Barbarian's Attack Bonus becomes also becomes a Damage Bonus.
16 to 19	Attack! The Barbarian gains 1d6 Deed Die (like the Warrior). This replaces the character's normal attack bonus.
20 to 21	Cleave! Instead of a normal attack, the Barbarian swings wildly around. All possible targets (friend or foe) within melee reach must make a Reflex Save, DC: 10+Barbarian's Attack Bonus or be struck. The Barbarian rolls normal damage for each target. The Barbarian must use this action even if there friendlies in reach.
22 to 25	Blood for Odin! Barbarian attacks as normal but heals a number of HP equal to one quarter of the damage he inflicts on others.
26 to 29	Odin Wants Blood! The Barbarian attacks as normal. Until the beginning of the Barbarian's next turn, The Barbarian may opt to take damage rather than spending Luck. 1D6 Damage=1 Point of Luck.
30 to 31	Hackathon: The Barbarian gains an extra attack (Action Die equal to the Barbarian's best Action Die).
32+	Death Dealer! The Barbarian attacks as normal. If an attack hits, the Barbarian may spend a point of Luck and to turn a normal hit into a critical hit.

CRAZY SAVAGE

Roll 1d10 + the Barbarian's Luck Modifier+Number of Rage Points.	
1 or less	Brawn over Brains. The character's Intelligence score is permanently reduced by one. Increase the character's Strength or Stamina (determined randomly) by one.
2	Armor is for cowards. The first time this result is rolled, the Barbarian will no longer use shields. Second time, chain or heavier armor. Third, never wear armor again. If the Barbarian will no longer use armor, go to the next lower result.
3	Ranged weapons are for weaklings. The character will no longer use ranged weapons. If Barbarian has rolled this result before then go to the next lower.
4	In the mood. The Barbarian's blood lust turns to to the other kind. Until the Barbarian finds a willing partner or has 8 hours of rest (along with some pleasant dreams), the character is distracted and suffers a -2 penalty to attack rolls, skill and ability checks, and Saving Throws. With an additional -2 penalty to Save versus Charm effects created by something that the Barbarian might find attractive.
5	Only the strongest should lead. The Barbarian insists on being the party leader. This effect lasts until the Barbarian is defeated in combat.
6	Filth is power. The Barbarian will not bathe for the next 1d4 weeks.
7	Get blind stinking drunk after this encounter. If there's no booze then go to the next lower result.
8	Ravenous. The Barbarian eats a full day's worth of rations. If none are available then the Barbarian gets really grumpy. Go to the next lower result.
9	Exhausted. The Barbarian takes a -1 Penalty to attack rolls, damage rolls and Saving Throws until he gets 8 hours of rest.*
10+	Fatigued: The Barbarian takes -1 Penalty to attack rolls and damage rolls until he gets 8 hours of rest.*
*If rolled multiple times, these penalties stack.	