

Barbarian- Of all the classes the barbarian is the most primitive. While often looked on as foolish and out of touch with the world their connections with their early nature are one of their greatest strengths. In combat they appear to be reckless and wild, not being above biting and clawing their enemies if necessary. Few are willing to fight an adversary who gives themselves so whole heartedly to the fray as barbarians do. Their brash and physically harsh nature has lead them to have a greater tolerance for pain and injury than others, at times able to shrug off the harm they receive. They also have been known to howl and roar much like a great beast, only adding to their fearsome appearance in combat.

Primal Nature (Strength)

L1- Rage- The barbarian can digress themselves, reaching back to their primal instincts as a savage warrior. When this is done the barbarian is truly fearsome to both friends and foes alike. Out of control, they attack anything nearby that moves with the ferocity of a madman. This brings about the full potential of their great strength, raising the dice types in which strength is rolled.

While the rage is in effect the barbarian is utterly mad, unable to use methods of defense (shield, dodge, or parry), ranged weapons, abilities that require concentration, as well as disciplines with the exception of weapon proficiency and weapon specialization. The player no longer has control of the barbarian, who will attack anyone nearby at random. Anyone who deals damage to the barbarian will become the focus of their aggression until they are killed.

The barbarian's rage ends after a number of rounds equal to double their level or if they haven't harmed anyone for three consecutive rounds. When the barbarian emerges from the rage they are exhausted, having half their stats (including base skills) for a number of rounds equal to the time spent in the rage. Since their strength is halved they may be unable to use heavy weapons for this time. They can't go back into their rage during this time. They can use this ability any number of times a day but this can be risky since the barbarian is so vulnerable afterward.

Level:	1	5	10	15	20	25
Dice Type:	d4+1	d6	d8	d10	d12	d20

Howl- The barbarian is very apt at yelling and making noise in combat. They have learned how to make their voice resonate and make themselves heard for miles. This is very helpful for calling allies, having a range of half the barbarian's level in miles (with the maximum of five miles). This is only useful when in the open, echoing caves, or other places which don't obstruct the barbarian's voice. If indoors they can be heard far further than most characters but the game master will need to adjust their maximum range to a more reasonable distance. When yelling others can't understand what the barbarian is saying, only that it is their voice and roughly where it's coming from.

L5- Hold Focus- While in a rage the barbarian is able to hold some semblance of control over their actions. As long as no one has harmed them (and is still living), the barbarian may chose who to attack (this way, avoiding attacking allies). Still, anyone who has harmed the barbarian (friend or foe) becomes the focus of their attacks. It is random who they attack from among those who have harmed them. The rage may also now be ended prematurely if they can make a willpower roll that's at least double that of the time they have spent in the rage. They still suffer the stat loss for the time that they spent raging.

Bruit- The barbarian is able to push, shove, and bash their way through crowds of enemies. This can be very helpful, allowing them to go where they're needed in a fray. During combat they simply specify where they want to go. They then proceed to that spot with speed dependent on how strong they are verses those blocking their way. Moving doesn't take any concentration and they may continue to attack (and be attacked) as they are moving.

L10- Mindlessness- While they are in a rage the barbarian's mind is blank, entirely drawn to the carnage around them. They are unable to feel pain, **fear**, or even be affected by **mind altering** effects. This makes them especially fearsome, for this allows them to continue to fight despite the loss of a limb or other grievous wounds.

Shout- The barbarian lets out a piercing shout, startling those it catches off guard (both friends and foes alike). This won't work against those who are expecting it or have heard it recently already. Thus, it is only useful once each fight and allies can be warned in advance to protect them from its effects. This has the range of three times the barbarian's level in yards.

All those who are caught unawares by a shout roll a d20. If the barbarian's level minus the level of the effected character or creature is greater than the d20 roll, then those affected are **stunned** for half the difference in rounds.

L15- Controlled Madness- The barbarian remains an adept fighter throughout their rage, able to use any defense methods, ranged weapons, as well as disciplines that don't require concentration. Also, if harmed by multiple individuals, the barbarian may choose among them who to attack.

Thrasher- When in close combat the barbarian isn't above biting, kneeling, head butting, or attacking in other such ways when their hands are busy with weapons. Each turn the barbarian may make one additional attack against an

enemy within arm's reach. This attack doesn't use any disciplines and has the accuracy of double the barbarian's level. This does 5d20 damage, has the critical range of the barbarian's level minus ten, and the critical effect of multiplying by one plus a third of the barbarian's strength base. This has no effect against heavy armor.

L20- Frenzy- When the barbarian is in their rage they grow more deadly, the longer they have spent in their rage and the more carnage they have made. Melee and brawling rolls receive a percentage bonus equal to five times the number of rounds that they have been in their rage, making them more accurate as well as strike more often. The damage of these attacks receive a percentage bonus equal to a third of the total damage that they've done in their rage (after defense has been applied).

Roar- The barbarian can bellow a mammoth cry, filling their enemies with terror. The more deadly the barbarian has been, the more dreadful this is to hear. This inflicts **fear (sum of the levels of the enemies the barbarian has killed that fight)** on all enemies within double their level in yards. This has no effect on those who have already heard it within an hour.

Vigor (Tolerance)

L3- Hardiness- The barbarian can deal with the hardships of the environment far better than most. The benefits for this ability are determined by the game master with their extent based off the barbarian's level. Some examples of what this would protect against (or at least lessen the effects of) are sunstroke, starvation, frostbite, oxygen deprivation, freezing to death, and loss of blood. This will improve the barbarian's tolerance rolls against natural hardships by double their level. This doesn't guard against disease or anything ingested (poisons, spoiled food, drunkenness, etc).

L7- Invigorate- When running, swimming, or doing other tiring activity there is often the sensation of having a burst of energy part way through the labor. This is called the second wind, and with all the heavy work that barbarians do, they have learned to make great use of it. Part way through a tiring exertion that is requiring mounting tolerance rolls to continue, the required tolerance can be started over, as if they were beginning the activity again fresh. They can only do this once an hour and have control over when this happens.

L12- Callous- Through the barbarian's life their skin has turned to a thick, leathery hide, more akin to that of an armadillo than a man. When only dealt a small amount of damage (usually by blow darts, caltrops, or the blows of a weak character) they can take the blow without suffering any harm. This even works against attacks that specify that defense isn't applied. The amount of damage the barbarian can negate is equal to double their level. This is not the same as defense, and if the damage is higher than this amount (after defense has been applied), then they take the full damage. If all the damage of a poisoned attack is negated, then the poison never breaks the skin and thus doesn't harm the barbarian.

L17- Last Action- The barbarian can continue to fight several rounds after being reduced below one hit point with the same intensity as they had before. It takes a tenth of their tolerance roll in rounds for their body to finally collapse from the harm, during which time they can continue to do what they wish. As the body is shutting down their mind is the first thing to go, growing immune to pain, **fear**, and **mind altering** effects. This ability has no effect if the barbarian's body is so broken that they are unable to move, or if they were killed by an **instant death** effect.

L22- Resurrection- The hardiness of the barbarian's body is a great wonder, even able to rekindle the spark of life when all signs of it is gone. Once a day, if killed, the barbarian **revives** 1d4 rounds later with a percentage of their full hit points equal to their toughness plus their level (can't be over a hundred percent).