

[This class is a conglomeration of material from TSR's Unearthed Arcana, the Barbarian Handbook, Arduin Grimoire, several issues of the Dragon magazine and too much time wasted reading Conan novels. Because of the vast quantity of often-conflicting material, I've elected to rewrite the class in its entirety and present it here.]

## BARBARIAN

Barbarians are human warriors from stone-age civilizations who are adept at surviving in hostile wilderness. Barbarians have a wide range of skills which allow them to function unhampered in their own environmental area. These skills include rapid movement, leaping, springing, climbing, stealth, tracking, familiarity with local flora and fauna, and certain especially heightened senses. In addition, barbarians of various tribes and regions may have a wide variety of secondary and tertiary abilities. Barbarians are a very tough and hardy lot; not everyone in this society survives.

A barbarian must have strength, dexterity and constitution scores of 9 or greater. In addition, at least one of these scores must be 13 or higher for the barbarian to advance to second level, two must be 13 or higher to reach fourth level, and all three must be 13 to achieve eighth level or higher. Barbarian characters also have a minimum perception score of 9. A barbarian's intelligence and wisdom may be any number from 3 to 18, although when making saves against these attributes with regard to outworld situations, the maximum score drops to 14. The barbarian is considered to have no principle attribute and as such does not gain any bonus to earned experience points. For all intents and purposes, the barbarian class is a sub-class of fighter. Technically, however, the barbarian is a human racial-class, similar to Ogre Magi or Dragon. As such, barbarians fall into that gray space between monsters with hit dice and humans with levels. It is for this reason that a barbarian may not duo-class or multi-class, nor may any non-humans be barbarians.

### BARBARIAN (FIGHTER) TABLE I

Experience Points	Level	d12 for Hit Points	Running Leap	Running Spring	Standing Leap	Standing Spring	Back Poison Detection
0 3,000	1	1	3d6+1	1d6	2d4	1d4	15% 10%
3,001 6,000	2	2	3d6+2	1d6+1	2d4+1	1d4+1	20% 15%
6,001 12,000	3	3	3d6+3	1d6+1	2d4+1	1d4+1	25% 20%
12,001 24,000	4	4	3d6+4	1d6+2	2d4+2	1d4+2	30% 25%
24,001 40,000	5	5	3d6+5	1d6+2	2d4+2	1d4+2	35% 30%
40,001 75,000	6	6	3d6+6	1d6+3	2d4+3	1d4+3*	40% 35%
75,001 137,500	7	7	3d6+7	1d6+3	2d4+3	1d4+3	45% 40%
137,501 250,000	8	8	3d6+8	1d6+4	2d4+4	1d4+3	50% 45%
250,001 500,000	9	9	3d6+9	1d6+4	2d4+4	1d4+3	55% 50%
500,001 750,000	10	9+4	3d6+10	1d6+5	2d4+5	1d4+3	60% 55%
750,001 1,000,000	11	9+8	3d6+11	1d6+5	2d4+5	1d4+3	65% 60%
1,000,001 1,250,000	12	9+12	3d6+12	1d6+6*	2d4+6*	1d4+3	70% 65%
1,250,001 1,500,000	13	9+16	3d6+13	1d6+6*	2d4+6*	1d4+3	75% 70%
1,500,001 1,750,000	14	9+20	3d6+14	1d6+6*	2d4+6*	1d4+3	80% 75%
1,750,001 2,000,000	15	9+24	3d6+15	1d6+6*	2d4+6*	1d4+3	85% 80%
2,000,001 2,250,000	16	9+28	3d6+16*	1d6+6*	2d4+6*	1d4+3	90% 85%
2,250,001 2,500,000	17	9+32	3d6+16*	1d6+6*	2d4+6*	1d4+3*	95%* 90%*

+250,000 experience points per level of experience beyond 17th. Barbarians gain 4 h.p. per level after 9th.

\* indicates maximum level of advancement with this ability

All barbarian groups come from a specific environmental area, a native terrain or homeland, which defines them as a people. The barbarians of the steppes will have very different talents and abilities than those dwelling along a tropical coast or in coniferous woodlands. When creating a barbarian character, the player must choose which environmental area his character is from. Some possibilities include: arctic, cold forest, temperate forest, tropical forest/jungle, swamp, coast, plains, desert, hills, mountains and even subterranean or aquatic (DM's discretion). Many of a barbarian's abilities will be dictated by where that barbarian comes from. Certain abilities, in fact, will only work in environmental areas similar to the barbarian's native terrain.

Barbarian cultures are quite diverse, but certain commonalities do exist among them. Communal effort is needed to survive. Supernatural or inexplicable forces are viewed with suspicion and distrust. That which is corrupting or goes against the natural order is revolting. Those that exist in harmony with nature live longer. As a whole, these values encourage most barbarians to be non-evil in alignment (and those that have an evil bent usually find their tribes dissolving into in-fighting or war-mongering). Generally, barbarians are viewed as non-lawful in alignment, although most barbarian cultures have strong moral traditions of cohesion and communal effort. While the ethics of the good alignments are encouraged, most barbarians do not have the time or subtleties for such philosophies. The end result is that although barbarians may be of any alignment, most are neutral, some are good and very few are evil. Likewise, barbarians tend toward chaos rather than law, but neutrality is more common than both.

Barbarians are completely illiterate. If a barbarian wishes to become literate, she must spend one extra non-weapon proficiency for each language she wishes to read and write. In contrast, however, many barbarian cultures have developed complex sign languages to communicate, available to the PCs. Barbarian characters may begin with no more than two languages in addition to their native tongue. Additional languages may be learned normally.

Barbarians gain a +1 bonus to their armor class when wearing leather armor or less, just like mariners. This bonus is due to the barbarian's superior skill at dodging and evading foes. Otherwise, barbarians have the same adjustments for dexterity that other classes do.

Barbarians are extremely tough and resilient, hardened by day-to-day survival in their homelands. Because of this, barbarians roll d12 for hit dice. The constitution adjustment to hit points for barbarians is the same as other fighter sub-classes.

The hardiness of barbarians grants them a +2 to all saving throws versus poison. Likewise, although a barbarian begins with no bonus on her saving throw versus magic, she gets a +1 to her save every three levels (4th, 7th, 10th, 13th, 16th, etc).

Since unhealthy, tainted or poisonous food and water are a very real part of barbarians' environment, they have learned to detect poisonous and diseased materials by inspection. This investigation takes one full minute during which time the barbarian studies, smells and possibly tastes and/or touches the suspected substance. The DM then secretly rolls percentile dice with the barbarian having a 5% + 5% per level chance of success.

Another very real danger for barbarians is being attacked from behind by hunting carnivores or even fellow barbarians. So barbarians have developed an ability to sense the presence of other creatures close behind them. This talent is called **back protection** and has a 10% + 5% per level chance of success. If the roll is made, then the barbarian is aware of the attacker and any attack and therefore is able to offer his full defenses. The barbarian may NOT make an extra attack at the revealed foe, however, unless the foe is surprised by the barbarian (roll versus surprise to determine). Back protection does function while the barbarian is asleep, but at half the normal chance of success.

In environments similar to their native terrain, barbarians are very difficult to surprise. In an environment similar to her native terrain, a barbarian gets a +3 to surprise checks, just as a ranger. In other areas, however, the barbarian is just as easy to surprise as any other character.

In environments similar to his native terrain, a barbarian can:

- **Track** as a ranger of the same level
- **Climb Terrain** (trees, cliffs, etc) as a thief of the same level
- **Hide in Terrain** (behind shrubs, sand dunes, in trees, etc) as a thief of the same level
- **Move Silently** as a thief of the same level

In environments only superficially similar to his native terrain (a forest barbarian in the jungle or a hill barbarian in the mountains), a barbarian's effective level for these talents is halved. If the environment is completely different from the barbarian's native terrain (a desert barbarian in the swamps or any barbarian in a city), his effective level for these talents is quartered. Fractional levels should round down. Talents which function below first level do not function at all.

In his environment, a barbarian also possesses the skills of survival, hunting, animal and plant lore. These skills do not function in other terrains.

By expending a weapon proficiency a barbarian may define additional "native areas". This requires spending large amounts of time in the new terrain/region. In addition, a barbarian may only have one "native area" per three levels of experience, rounded up (1st - 3rd is 1, 4th to 6th is 2, etc).

Barbarians respect power and prowess, just as any predatory creature respects the abilities of other, like creatures. When dealing with fellow barbarians, a barbarian adds half his level of experience (rounded down) to his charisma score to determine an effective charisma toward other barbarians for purposes of number of henchmen, loyalty, morale, and reaction adjustments. This bonus is not automatic; the barbarian must somehow demonstrate his prowess (level) to those unfamiliar with him. Usually, any violent conflict will ensue; a bar brawl, beating the crud out of someone, a good hand-to-hand combat, chopping chunks out of an opponent in melee, slaying some random monster (or fellow barbarian), or other senseless displays of aggression. A few more pacifistic tribes might even accept some form of physical contest.

Upon reaching 8th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian, from among the barbarian's tribe. A barbarian horde can number as many members as its leader's experience point total divided by 2000. Thus a barbarian who has just reached 9th level can gather a 125-member horde, and one who has just reached 10th level can have a 250-member horde. Additional, higher level horde members may also join the barbarian's cause (see the UA or DM).

A horde takes a week to gather in the barbarian's homeland and must have a clearly stated purpose, such as "Tear apart the Mage's Guild of Greyhawk brick by brick" or "Rescue Princess Damelia from the evil squid people" or "Serve under Pope Hazem in her battle against the unbelievers". Deviating from the stated purpose by either the horde or its leader will cause the horde to disband. Disbanded hordes will return by the quickest and safest route to their homeland.

A barbarian horde can only be kept together for as many weeks as the barbarian leader's effective charisma toward other barbarians. After this time, the horde will disband. Exceptions may be made if large amounts of treasure is distributed to the horde or if the goal of the horde is within reach or if defeating a common threat is the horde's goal. Each of these conditions would extend the duration of the horde by one or two weeks at most. A leader whose horde has disbanded beneath him will not receive a warm welcome the next time he returns to his homeland.

The base movement rate for a barbarian is 15". In addition, a barbarian can leap and spring far better than his move civilized counterparts, as seen in Table I. All of these movement abilities, however, require that the barbarian wear leather armor or less. If the barbarian uses heavier armor, his movement drops to normal. Likewise, a barbarian's leaping and spring distances are halved if he is wearing fairly bulky armor and wholly negated in bulky armor (the barbarian can still jump, but only as well as a normal person).

Barbarians begin with three weapon proficiencies and three non-weapon proficiencies, gaining additional skills just as a fighter does. When choosing non-weapon skills, a barbarian is restricted to

those skills which could be learned in his homeland, although future skills have no such limitations. Likewise, when selecting weapons of proficiency, a barbarian is limited to only those arms used by his people or found in his culture. Since barbarians by definition come from non-smelting societies, weapons which are made of steel (including swords, scimitars and the like) are completely inappropriate for weapon proficiencies. While a barbarian is free to learn any weapon he wishes as he advances in level, he will be very distrustful of any item made of foreign, strange or mythical materials, including steel, bronze, mithral, etc. Because of this, a barbarian will not use such items even if someone explains the weapon's superiority to the barbarian's own arms. A barbarian can learn to overcome his distrust of foreign items at 2nd level or higher if he expends a weapon slot to do so. Barbarians suffer a -2 non-proficiency penalty and can theoretically learn any weapon.

A barbarian's distrust of foreign items also applies to his choice armor. In addition, most barbarian movement abilities require that the barbarian be lightly armored. Therefore, it is extremely rare to see a barbarian wearing any armor other than padded, leather or hide armor (or whatever is available in the barbarian's homeland). Those barbarians who have overcome their distrust of encasing themselves in outlandish metal skins and charging into battle without their special movement abilities are of 5th level or higher and have expended an additional weapon slot to do so.

Because of their innate power and ferocity, barbarians can attack creatures that would normally be immune to non-magical weapons. This power is a function of the barbarian's level and works just as the ability of high hit die monsters. At 4th level the barbarian can affect creatures which require +1 or better weapons to hit, while at 6th level the barbarians can strike creatures requiring +2 or better weapons to hit. This power expands to allow the barbarian to strike creatures needing a +3 or better weapons at 8th level and +4 or better weapons at 10th level. At 12th level, the barbarian can harm creatures requiring +5 or better weapons to hit. Under no circumstances does this ability grant the barbarian any bonus on her to hit rolls or damage rolls above what she normally possesses. Only barbarians have this ability as they are the only racial-character class available to humans. Note that while the barbarian may be able to harm the target, the barbarian's weapon may not survive the attack. Each time a barbarian uses a normal weapon to strike a creature requiring magical weapons, the weapon must make an appropriate saving throw (usually against crushing blow, but possibly against magical fire [for fire elementals] or disintegration [xagy], etc). Failure means the barbarian's weapon breaks (look how often Conan simply strangled his foes!).

### **Barbarians and Magic**

Barbarians in general detest magic and those who use it. They will, at low levels of experience, refuse to employ any sort of outworld magic. Even magical items from a barbarian's homeland are suspect and used with hesitation and reluctance (who knows what evil spirit might notice the action?). In addition, barbarians receive experience point bonuses (see DMG) for destroying magical items and for role-playing their aversion to spell casters.

The barbarian divides magic into two categories. The first, homeland magic, includes spells common to the barbarian's native territory. This would include low-level cleric spells available to barbarian priests, shaman and animists plus certain items which mimic these magics. The second (much larger) category, outworld magic, comprises spells and magical items used everywhere else in the world. This category includes high-level cleric spells and all mage spells plus any items that duplicate any of these effects.

Barbarians view homeland magic as a powerful, mysterious and inexplicable force, much like fire, lightning or earthquakes. A flame somehow improves meat while storms cleans the land. Wizardly magic is viewed as a horrific omen and even clerical magic is suspect. Shamans are respected for their powers but are mostly feared. Even the most revered cleric stands apart from the rest of the tribe, held in awe and fear by his fellows.

Though barbarians may be uncomfortable with homeland magic, they accept it as part of the natural world. Outworld magic, however, is considered a corrupting and unnatural influence. A

barbarian might never use a steel sword himself, but he does understand such an item's purpose in combat as he also uses tools. But nothing in a barbarian's background prepares him for a man who can transform water into dust or launch fireballs from his finger tips! A barbarian sees outworld spellcasters not as men, but as supernatural entities to be scrutinized and avoided and perhaps destroyed.

A barbarian reacts to all spell-casters with caution and suspicion. He keeps his distance from an unfamiliar wizard, watching how the mage interacts with others. An open, friendly spell caster who reassures the party of his benevolent intentions makes the barbarian less anxious. The barbarian then turns his attention to other matters -- foraging for food, studying the trees, sniffing the air for interesting odors -- while he continues to keep an eye on the mage.

A wizard who insists on showy displays of magic -- using *dancing lights* to frighten away a pesky crow or *levitating* to pluck an orange from a high limb -- is likely to earn a barbarian's animosity. Nor can the barbarian warm up to a wizard who dresses oddly (flowing golden robes, a black cowl that conceals his face, gory accoutrements), associates with unusual familiars (giant raven, albino rat, anything extra-planar), or casts spells with a melodramatic flair (shrieks, hisses like a snake, creates an eerie glow, behaves like a Ghul Lord). Faced with such a spell caster, the barbarian keeps his weapon in hand and his eyes narrowed, ready to strike. At the first questionable reaction (a PC companion recoils reflexively when the mage conjures a *phantom steed*) the barbarian may pounce. The barbarian's companions may have to intervene to prevent him from crushing the mage's skull.

Though a barbarian resists their gestures of friendship, in time he may learn to tolerate his wizardly companion. No longer does he insist on sleeping on the opposite side of the river, just in case the mage spontaneously turns into a wolf during the night. Nor does he bury the remains of the mage's meal, no longer fearful that the rabbit bones and banana peel will animate and attack him. He may never solicit the wizard's assistance, but he will appreciate magic saving his life.

The result of all this is that barbarians tend to have severe and irrational reactions to the use of magic. When a barbarian sees anyone employ magic, he must make a saving throw versus superstition (the character must roll under his wisdom [maximum of 14] plus his level on a d20). For example, a 4th level barbarian with 16 wisdom would need to roll under an 18 (16 wisdom becomes 14 plus 4 for level equals 18). With respect to homeland magic, the barbarian reacts one category better (see below).

If a barbarian's roll against superstition is failed, the barbarian will react in a wild, impulsive manner, regardless of the consequences. The barbarian might immediately leave his companions to die, drop to the ground and roll in the dirt during mortal combat (to "rub off" the magic), stop everything to scream to the spirits not to take his soul, turn on the (friendly) spell caster, etc. Basically, the barbarian's superstition has overpowered his reason and he will react like an animal confronted with mortal danger.

If a barbarian's roll against superstition is made, but not by a factor of two (rolled a 9 when he needed a 14), the barbarian will react to the magic, but in a more rational manner. The barbarian might flee combat, dive for cover, quietly pray to the spirits to protect him, take a round to rub "clean dirt" on the spell caster, stand dumb-founded, yell for the gods to protect him while he continues fighting, etc. Basically, the barbarian's reason and superstition are on an even keel so the barbarian will react to the magic in a way which does not threaten the barbarian further.

If a barbarian's roll against superstition is made by a factor of two (rolled a 6 when he needed a 13), the barbarian may react to the magic as the situation warrants. The barbarian might mumble an apology to the spirits for witnessing the magic, deride the spell caster for employing magic, fight with renewed vigor to bolster his courage or even grunt thanks to the spell caster who saved his life. Basically, the barbarian's reason has overpowered his superstition and he will react only according to his own personality.

These reactions do mellow as the barbarian increases in level, as shown below:

- 1st Use homeland magical items given to them by a trusted individual
- 2nd Use and interact with all homeland magic spells and items (no roll vs superstition needed)
- 3rd Freely interact with low-level (1st-4th) clerical magic
- 5th Use outworld magical items which function like homeland magic (healing potions, protective items, and other magics of an intangible nature)
- 7th Use outworld magical items which don't have a clear, visible magical effect (magic weapons and armor, most potions, rings of regeneration and jumping, etc)
- 8th Freely interact with mid-level (5th-6th) clerical magic
- 9th Use outworld magical items which are inheritantly magical but non-invasive (wand of enemy detection, ring of magic detection, etc)
- 12th Use outworld magical items which would otherwise be shunned but reproduce natural phenomena (continual light stones, sun sword, robe of stars, ring of call lightning, etc)

Remember, however, that a barbarian will never be comfortable with magics of an evocative, transmutive or necromantic nature. This means no wands of lightning bolts, potions of fire breathing or (until 12th level) even continual darkness stones. Nor will this allow potions of gaseous form, polymorph effects, animated dead, death magic, curses, etc.

Barbarians are a very superstitious lot, often confusing coincidence and supernatural intervention. To reflect this, all barbarian characters are required to select at least three superstitious behaviors or taboos to follow. Different members of the same tribe may have completely different superstitions/taboo, but all should be relevant to the barbarians' homeland. The character believes that dire consequence will result if these spiritual rules are not followed (the DM should dock the character full experience if the character willing disregards a superstition/taboo). At 7th level, a barbarian character is allowed to abandon one superstition or taboo. She may abandon a second superstition or taboo at 13th level.

Some suggested superstitions include: must make daily sacrifices to the spirits, must only wear animal skins, must not touch a certain type of animal (tiger, frog, cow), rabbits are powerful spirits to be appeased, anything that dwells in water is poisonous (fish, crabs, mermen), anyone who consorts with birds is divine, if a weapon breaks in combat the wielder will soon die, fevers and illness are all caused by evil spirits, anyone wearing enough feathers can fly, a child conceived under the aurora borealis will be a great hero, horses poop turquoise if they can be tickled, gold rots your mind, etc

Some suggested taboos include: cannot touch the dead, cannot fight undead, cannot sleep indoors, cannot face a certain direction, must not hunt at night, must not eat totem animal (deer, rabbit, fish), must not wear color (black, red, white), must not touch an outworlder, must not cut hair, etc

Barbarians begin play with 5d4 gp. Excess gold should be converted into a form of valuables appropriate to the culture the barbarian is from.

It should be noted that studded leather armor may be worn in place of leather armor by those barbarians who have either overcome their reluctance to use steel armors or by those who have found a native substitute for the metal studs in the armor. Studded leather armor, unlike other armors, has little impact on a barbarian's abilities other than those thief-like abilities involving stealth (see UA for penalties in studded leather armor for climb walls, move silently and hide in shadows).

Various barbarian kits may be allowed at the discretion of the DM (ask me!)