

# Barbarian



**A Player Character Class  
for Labyrinth Lord  
and other old-school role-playing games**

Written By: James M. Spahn



**Labyrinth Lord**  
**Compatible Product**

# Barbarian

## A PC Class for Labyrinth Lord

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**Requirements:** Str 12, Con 12  
**Prime Requisite:** STR and CON  
**Hit Dice:** 1d10  
**Maximum Level:** 10<sup>th</sup>

Born in the wild and raised among savage nomads, Barbarians are warriors hardened by nature and able to survive in the wild with little more than a weapon and their own willpower. Their skill in battle comes not from training or discipline, but from sheer brutality and tenacity. The sheer unwillingness to fall in combat and drive a foe into the ground makes them fearsome

opponents to even the hardest of foes.

Though they do not often make their way into civilized lands or the dark dungeons of the world, but some find their way onto the path of adventure. Whether they are the last remnant of a dying tribe, cast out for an act of dishonor, or secretly scouting the civilized worlds for invasion, barbarians can find their way to the adventurer's path.

Barbarians are proficient in all melee weapons and may wear padded armor, leather armor, studded leather as well as use shields. They may not use ranged weapons. Because of their savage nature Barbarians may only be Neutral or Chaotic alignment. Barbarians use the Attack Value and Saving Throws of a fighter.

**Reaching 9<sup>th</sup> Level:** Upon reaching 9<sup>th</sup> level a Barbarian may call upon a horde of his fellow warriors to his service and will act as their Chief. Within one month of sending out this call 3d6 1<sup>st</sup> level Barbarians will come to his service and remain loyal to him unto death as long as they are given the chance to engage in the glory of war.

**Surprise:** Because of a heightened awareness that comes from years of living in the wild places of the world, it becomes increasingly difficult to surprise in combat. The chance to surprise a Barbarian is determined by the chart below.

**Magical Enmity:** Because of their fierce distrust of all things magical, a Barbarian may never benefit from the use of any magical item, be it weapons, armor, or any other magical item. In addition, a Barbarian will never willingly submit to being the target of beneficial magic, with the exception of spells that heal damage or cure status conditions such as poison, diseases and curses.

However, they are forbidden from carrying magical items that grant effects mimicking these spells, such as a *Potion of Cure Light Wounds*.

**Savage Strikes:** Because they do not rely on magical arms or armor, a Barbarian must rely on their innate strength and battle prowess to survive. Beginning at 2<sup>nd</sup> level a Barbarian receives a bonus to all melee attack and damage rolls as defined by the Savage Strikes ability.

**Increased Movement:** Barbarians move with frightening speed. Because of their long lives spent traversing the wild, they have learned to move with great alacrity and beginning at 3<sup>rd</sup> level

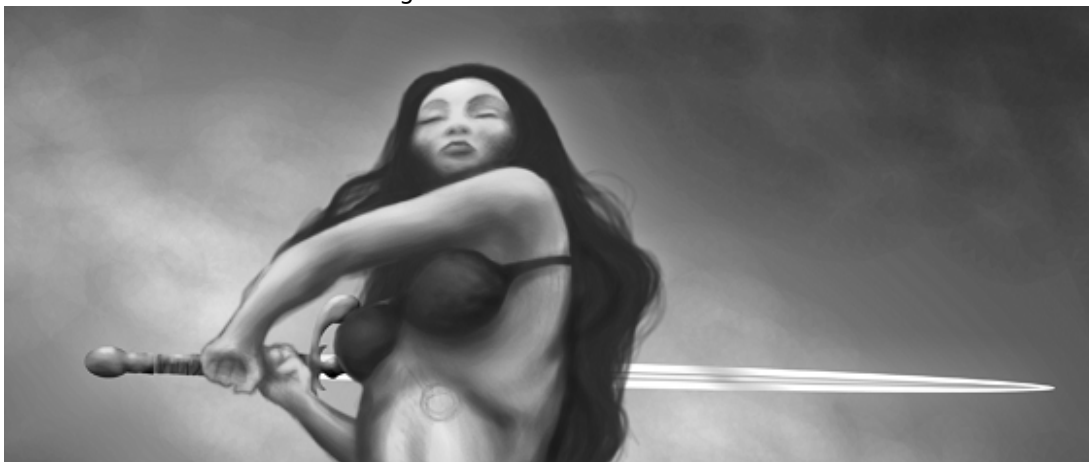
they may increase their movement as defined below.

**Initiative Bonus:** To compliment their mobility, Barbarians are able to strike with terrifying speed. At 4<sup>th</sup> level they receive a +1 bonus to their initiative rolls. This bonus increases to +2 at 7<sup>th</sup> level and +3 at 10<sup>th</sup> level.

**Wilderness Survival:** Even the youngest Barbarian has learned to survive in harsh terrains of the wilderness. They may use this ability to spend four hours a day foraging in untamed lands in order to supply food and water for themselves and up to five other companions.

| Experience | Level | Hit Dice (1d10) | Avoid Surprise | Increased Movement | Initiative Bonus | Wilderness Survival | Savage Strikes |
|------------|-------|-----------------|----------------|--------------------|------------------|---------------------|----------------|
| 0          | 1     | 1d10            | 1-3            | 120'               | --               | 55%                 | --             |
| 4065       | 2     | 2d10            | 1-3            | 120'               | --               | 60%                 | +1             |
| 8125       | 3     | 3d10            | 1-3            | 150'               | --               | 65%                 | +1             |
| 16,251     | 4     | 4d10            | 1-3            | 150'               | +1               | 70%                 | +2             |
| 32,501     | 5     | 5d10            | 1-4            | 150'               | +1               | 75%                 | +2             |
| 65,001     | 6     | 6d10            | 1-4            | 150'               | +1               | 80%                 | +3             |
| 130,001    | 7     | 7d10            | 1-4            | 150'               | +2               | 85%                 | +3             |
| 200,001    | 8     | 8d10            | 1-4            | 180'               | +2               | 90%                 | +4             |
| 400,001    | 9     | 9d10            | 1-5            | 180'               | +2               | 95%                 | +4             |
| 600,001    | 10    | +3 hp only*     | 1-5            | 180'               | +3               | 99%                 | +5             |

\*Hit point modifiers from constitution are ignored



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