

First Edition Barbarian



The Barbarian Character Class for OSR Campaigns

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What is a Barbarian?

Barbarians are tribal warriors that grew up in places far off from civilisation. Not spoiled by the comfort of city life, barbarians are survivalists and fierce warriors. However, not every member of a barbarian tribe is considered to be member of the barbarian class. For the purpose of this class description 'barbarian' refers to a tribal warrior from such a tribe.

Class Basics

Attribute Requirements	STR 15, WIS 16 (max), DEX 14, CON 15
Prime Requisite	None
Races	Human
Hit Die	d12 (max 8)
Alignment	Any Non-Lawful
Weapons	Any
Armour	Any
Attack Progression	As Fighter
Saving Throws	As Fighter
Weapons Proficiencies	6+1 every 2 levels
Non-Proficiency Penalty	-1
Weapon Specialisation	N/A

Attribute Requirements

Barbarians require a Strength and Constitution score of no less than 15 and a Dexterity of at least 14. A barbarian's Wisdom score cannot exceed 16.

Prime Requisite

A barbarian does not have a prime requisite and does not gain an experience bonus from any ability score.

Races

Of all races, only humans can be barbarians.

Hit Die

The barbarian uses the d12 to determine his hit points and can gain a maximum of eight hit dice at level 8. After that point, the barbarian gain an additional four hit points per level.

Alignment

Barbarians can be of any non-lawful alignment.

Weapons and Armour

Barbarians can become proficient with any weapon, but have to become proficient with hand axe, knife and spear as well as any weapon the game master considers fitting initially. Barbarians can wear any armour. However, heavy armour and large shield reduce a barbarian's Dexterity-based armour class bonus (see below under *Armour Class Bonus*).

Attack Progression

The barbarian uses the fighter's attack matrix.

Saving Throws

A barbarian uses the fighter's saving throw matrix. In addition to that he receives a +4 bonus vs. poison as well as a +3 bonus vs. death, paralysis and polymorph and a +2 bonus vs. rods, staves and wands. Barbarians gain A bonus to saves vs. spells for every four levels starting with level 4.

Weapon Proficiencies

A barbarian starts with six weapon proficiency slots and gains an additional one every two levels. Barbarians are not eligible for weapon specialisation.

Dual-Classing

Barbarians cannot dual-class or be a member of two or more classes due to any other means.

Table 1: Barbarian Experience Progression

Level	XP	College
1	0	1
2	6,000	2
3	12,000	3
4	24,000	4
5	48,000	5
6	96,000	6
7	190,000	7
8	380,000	8
9	500,000	8+4
10	1,000,000	8+8
11	1,500,000	8+12

Special Abilities

Armour Class Bonus

For every point of Dexterity above 14 a barbarian's armour class is reduced by two points. This adjustment replaces the armour class adjustment other classes receive. Other bonuses from high Dexterity remain unchanged. When a barbarian armour as heavy or heavier than banded or splint mail or carries a large shield, the armour class bonus is reduced to one point per point of Dexterity above 14.

Hit Point Bonus

Instead of the usual hit points bonus from high Constitution, barbarian gain a +2 hit points bonus per hit die for every point of Constitution above 14.

Barbaric Speed

Barbarians have a base movement rate of 150' instead of the usual 120'.

Barbaric Vigour

At level, a barbarian can damage creatures that require a +1 weapon to be hit even if he is just using a mundane weapon. For every two level beyond level 4, this enchantment level is raised by one level up to a maximum of +5 at level 12. A barbarian does not gain any attack roll or damage bonuses from this

ability. It merely allows him to hit creatures he could not hit otherwise due his weapon's enchantment level being too low.

Climbing

A barbarian can *Climb Walls* like a thief of equal level. Initially, this ability can only be used to climb trees and cliffs, but with some training, it can be applied to buildings as well.

Hiding

A barbarian can *Hide* in his surroundings like a thief can *Hide in Shadows*. If he is familiar with his current location, his chance to hide is equal to that of a barbarian three levels higher than he currently is.

Charisma Bonus

When dealing with other barbarians, a barbarian receives a Charisma bonus equal to his level.

Athletics

When standing, a barbarian can jump 10' forwards or 3' up or back. With a running start, a barbarian can leap 1d6+15' forward or 1d4:2+4' up. Springing allows for an upward distance of 1d4+3'.

Detect Illusion

Barbarians have a 5% per level of detecting illusions. This ability caps at 75%.

Detect Magic

A barbarian has a 25% chance of detecting magic. This chance increases by 5% per level up to a maximum of 90%.

Avoid Backstabbing

When an enemy attempts to attack a barbarian from behind, the barbarian has a 5% chance per level of sensing the attack and turning it into a normal attack. This includes backstab attacks from thieves and assassins. Furthermore, the barbarian is permitted a counterattack, even he has already used up all his attacks for that round.

Keen Senses

Barbarians surprise their opponents on a roll of 1 to 3 on a d6 (1 to 4 if their are familiar with the terrain). Barbarians themselves have only a 10% chance of being surprised (5% if they are familiar with the environment).

Secondary Skills

Every barbarian has a number of secondary skills. Unlike the aforementioned primary skills, these skills can only be used in an environment the barbarian is familiar with.

Survival

Barbarians know the basics of survival. This includes (but is not limited to) gathering food, making fire or building a shelter. A barbarian can also *Predict Weather* and *Detect Animals and Plants* like a druid of the third level, though this abilities are nonmagical.

Antidotes

A barbarian has a 10% chance of being able to find an antidote for someone who got poisoned or is ill. If the poison or disease is known, the chance increases to 50% plus the victim's Constitution score.

Table 2: Barbarian Special Abilities

Level	Climb Walls*	Hide	Detect Illusion	Detect Magic	Avoid Backstabbing
1	85%	20%	5%	25%	5%
2	87%	25%	10%	30%	10%
3	89%	30%	15%	35%	15%
4	91%	35%	20%	40%	20%
5	93%	40%	25%	45%	25%
6	95%	45%	30%	50%	30%
7	96%	50%	35%	55%	35%
8	97%	55%	40%	60%	40%
9	98%	60%	45%	65%	45%
10	99%	65%	50%	70%	50%
11	99%	70%	55%	75%	55%
12	99%	75%	60%	80%	60%
13	99%	80%	65%	85%	65%
14	99%	85%	70%	90%	70%
15	99%	90%	75%	90%	75%
16	99%	91%	75%	90%	80%
17	99%	92%	75%	90%	85%

*Includes the 5% bonus for humans to *Open Locks* and *Climb Walls*

First Aid

A barbarian can give first aid by binding wounds or set broken bones. This immediately heals one hit point and doubles the healing rate. To double the healing rate of other characters, the barbarian has to continue to administer aid.

Outdoor Tracking

A barbarian can track creatures like a ranger, though he can only use this ability outdoors. The base chance for tracking is 10% plus 10% per level of the barbarian. The base chance cannot exceed 110%. In addition to that, the tracking chance is modified under certain conditions (see Table 3).

Table 3: Outdoor Tracking

Condition	Modifier
Soft ground	+20%
Moderately hard ground	+10%
Hard ground	-
Very hard ground	-50%
Per additional creature after the first	+2%
For every 12 hours passed	-5%
For every hour of precipitation	-25%
Creature attempted to hide its trail	One ground category lower, impossible if already very hard ground

Tertiary Skills

A barbarian will have a number of tertiary skills like *Animal Handling*, *Fishing*, *Horsemanship*, *Rafting* or *Snare Building*. Which skill these are is determined by the game master and depends on nature of the barbarian's homeland.

Barbarian Horde

A barbarian of level 8 or higher can summon a barbarian horde while in his home territory. For the purpose of this horde, dervishes and berserkers are considered to be barbarians. The horde will have a members equal to the XP the barbarian has divided by 1,000 and has to be summoned for a specific purpose, like the destruction of an enemy stronghold. The horde can only be kept together for a number of weeks equal to the barbarian's level. Barbarians with an effective Charisma score of 23 or more with respect to other barbarians or barbarians who distribute a lot of treasure among the other barbarians can keep the horde together for another 1d2 weeks. If a horde is summoned, its leader should lead it into battle as soon as possible and disband it afterward. A horde that dissolves for other reasons with result in a heavy loss of reputation for the barbarian who summoned it. When the horde is summoned, the leader will also call two lieutenants of half his level. These two lieutenants will in turn have two aides each of half their level.

Restrictions

Rhabdophobia

Barbarians are suspicious of magic and those who employ it. Low-level barbarians will not use magic items willingly and only reluctantly cooperate with mages. A barbarians who destroys a magic item gains experience equal to that item's value. Barbarians accept clerics, shamans and other users of divine magic, but will remain sceptical of high-level clerics. Over time, some of these restrictions are lifted (see Table 4).

Table 4: Barbarian Rhabdophobia

Level	Lifted Restriction
2	Cooperation with clerics
3	Use magic potions
4	Use magic weapons
5	Use Magic armour
6	Cooperation with mages
7	Use offensive magic items
9	Use protection scrolls
10	Use magic items in general

Barbaric Illiteracy

A barbarian starts his career speaking only his tribal language and the common tongue. Barbarians do not use alignment languages and are illiterate. They can learn to read and write later, though.

Magic Items

A barbarian can use magic items usable by fighters but is restricted in their use as described above.

Henchmen and Followers

Barbarian can hire henchmen, but do not attract followers outside the barbarian hoard.

A Barbarian's Stronghold

Barbarians do not settle down and construct strongholds.

Name:	Alignment:	Level:
Class:	Sex:	XP:

Abilities

Str:	To Hit:	Damage:	Encumbrance :	Major Test :	Minor Test:
Dex:	Missile To Hit:	Surprise:			
Con:	Hit Points:	Minor Test:	Major Test:		
Int:	# Languages:				
Wis:	Mental Save:				
Cha:	# Henchmen:	Loyalty:	Reaction:		

Saving Throws

Paralysis, Poison, Death	Rod, Staff, Wand	Petrification, Polymorph	Breath Weapon	Spell

Equipment

Armour	Gloves	Boots
Helmet	Bracers	Cloak
Shield	Ring #1	Ring #2
Other	Other	Other

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
# To Hit																						

Weapon	Type	Rate of Fire	Damage	Range	Special

Barbarian Skills

Climb	Hide	Detect Illusion	Detect Magic	Avoid Backstabbing	Tracking
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Treasure, Gear & Special Abilities

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