

Barbarian (Fighter Sub-Class)

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 2

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INTRODUCTION

This supplement provides information for playing Barbarians, a Fighter “Sub-Class”, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

BARBARIAN

The new sub-classes described in this supplement are sub-classes of the Fighter. As such, they have the same attack bonus and saving throws values as Fighters of the same level.

Level	Exp. Points	Hit Dice	Barbarian Physique
1	0	1d8	1
2	2,400	2d8	1
3	4,800	3d8	1
4	9,600	4d8	1
5	19,200	5d8	2
6	38,400	6d8	2
7	76,800	7d8	2
8	140,000	8d8	2
9	280,000	9d8	3
10	420,000	9d8+2	3
11	560,000	9d8+4	3
12	700,000	9d8+6	3
13	840,000	9d8+8	4
14	980,000	9d8+10	4
15	1,120,000	9d8+12	4
16	1,260,000	9d8+14	4
17	1,400,000	9d8+16	5
18	1,540,000	9d8+18	5
19	1,680,000	9d8+20	5
20	1,820,000	9d8+22	5

Barbarians are tribal fighters recognized by their ferocity and endurance. They are hardy combatant that enjoy the simplicity of life valuing their freedom and comrades above anything else.

Barbarians must have a Strength and Constitution scores of 9 or higher and are found most commonly among races with no HD decrease or limit.

Being fighters they can use basic or “rustic” weapon (mechanical and “delicate” ones are beyond a Barbarian interest), they are limited to Chain Mail armor but can use shields.

Barbarians know how to speak their **tribal tongue** alongside with any initial basic language. If a Barbarian is able to learn more languages due to Intelligence he can learn them at a rate of 1 per level if he spends some time with a good exposure to such language (judged by the GM).

The use (or lack) of armor impacts the Barbarian in several ways. While wearing no armor he gets a +1 bonus on saving throws against fear, a +1 initiative bonus, and he can perform a *force march* at 75% speed while receiving 1d4 damage. Wearing leather armor removes the fear and initiative bonuses, finally, using chain mail cancels all benefits.

Every Barbarian is a hardy and sturdy fellow having a **barbarian physique** value based on their level, to this value is added their STR and CON bonuses if any. The barbarian physique is used instead of the STR and CON modifiers when determining HP, encumbrance, opening doors, damage bonus, saving against poison, etc. and is also added to their AC.

Thanks to their **stamina** Barbarians are able to heal normally when the condition would not permit it (such as not being able to get fully rested) and, when healed by rest or other natural means they double the recovered HP.

A BASIC FANTASY SUPPLEMENT

BARBARIAN

Barbarians have **nerves of steel** gaining a +1 bonus on saving throws against fear.

When in combat Barbarians are known to use **savage attacks**, they can choose to use an improved *aggressive posture*.

Barbarians are **vindictive** against those who harm them. They:

- Can jog (1.5 x move) and still make a normal attack.
- Roll an extra d6 of damage and use the better value with each attack.
- Gain a +1 saving throw bonus against fear.

Once below half his HP they can apply the above benefits against any opponent. Against those that harmed them they:

- Can move as if running (2 x move) and still make a normal attack.
- Roll an extra 1d6 of damage, use the better roll and

increase the final damage by 2 points.

- Gain a +2 saving throw bonus against fear.

Barbarians are distrustful of those outside their tribe, specially of those that not share their fighting bravery or path. They tend to have a personal or tribal disdain from one kind of character class, be it those that strikes from afar or from the shadows, those that depends on their gods or that wield unnatural powers.

Appendix: Combat Postures

Characters can choose an aggressive posture before taking any action in combat, this gives them a -1 AC and attack penalties until their next round in order to gain +2 damage roll bonus.

Barbarians are able to employ an improved version being allowed to remove up to 4 points from either their AC or attack rolls (or a combination of both) and divide that value as bonus to their attack and damage roll.

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