

BARBARIAN

Alignment: Any

HD: d12

Weapons: Barbarians are proficient with Battle Axes, Clubs, Daggers, Flails, Hand Axes, Javelins, Long Swords, Short Swords, Slings, Spears, Staves, Two Handed Swords and War Hammers.

	Attack	Crit Die/Table	Action Die	Death Dealer	Savage Bonus	Ref	Fort	Will
1	+0	1d12/III	1d20	d3	+1	+0	+2	+0
2	+1	1d14/III	1d20	d4	+1	+1	+2	+0
3	+2	1d16/III	1d20	d5	+1	+1	+3	+1
4	+2	1d20/IV	1d20	d6	+2	+2	+3	+1
5	+3	1d24/V	1d20+1d14	d7	+2	+2	+4	+1
6	+4	1d30/V	1d20+1d16	d8	+2	+2	+5	+2
7	+5	2d20/V	1d20+1d20	d10	+3	+3	+5	+2
8	+5	2d20/V	1d20+1d20	d12	+3	+3	+6	+2
9	+6	2d20/V	1d20+1d20	d14	+3	+3	+6	+3
10	+7	2d20/V	1d20+1d20+1d14	d16	+4	+4	+7	+3

Armor is for Cowards: When a Barbarian wears armor then the character cannot spend or regain Luck. (See Fortune Favors the Bold) and loses their Hard Body ability.

Big F***g Ax:** Increase the damage die type for Battle Axes and Two-Handed Swords to 1d12. Barbarians do not suffer the initiative penalty when using these weapons.

Death Dealer: The Barbarian does extra damage in melee combat equal to their Death Dealer die.

Fortune Favors the Bold: Barbarians may regain expended Luck up to their normal maximum. They regain 1d3 Luck when they spend a night carousing on the town. If the Barbarian dedicates a battle to his heathen god (This must be done as the character's first action in the combat), The Barbarian regains a point of Luck if he kills at least one opponent and does not fall in battle himself. If the Barbarian falls then he loses a point of Luck.

Hard Body: Barbarians add the better of their Stamina or Personality Modifier (in addition to their Agility Modifier) and their Savage Bonus to their AC while not wearing Armor.

Into the Fray!: The Barbarian's Speed increases to 40 feet but only when running into combat.

It's Only A Flesh Wound: When an opponent scores a critical hit against a Barbarian, the Barbarian may spend a point of Luck and make the attacker re-roll on the Critical Chart. This may be done after the results of the first roll are known but the results of the second roll are used even if they are worse (for the Barbarian) than the first roll.

What Is Best In Life?: Barbarians love civilization. The seedy, decadent side of it. When a Barbarian enters a civilized area, they must succeed on a DC 12 Will Save or head straight to the nearest tavern/brothel/gambling den.

Wild Swings: Barbarians crit on a Natural roll of 19 or 20 but they fumble on a Natural 1 or 2.

ALIGNMENT BASED ABILITIES

<p>Lawful (Honorable)</p>	<p style="text-align: center;">MAGIC IS EVIL.</p> <ul style="list-style-type: none"> The Barbarian will not knowingly use magic weapons, armor, and items nor will they willingly allow even beneficial arcane spells be cast on them. Gain bonus to Save versus spells and spell like effects equal to the Barbarian's Savage Bonus. If the Barbarian spends Luck on a Saving Throw to resist a spell then they gain a +2 bonus for each point of Luck. The Barbarian gains a bonus to attack and damage rolls equal to their Savage Bonus against arcane spell casters, cultists and the like. The Barbarian may let loose with a Blood Curdling War Cry! All spell casters within 30 feet must make a Will Save DC: 10+Savage Bonus or be unable to cast any spells until the start of the Barbarian's next turn. The Barbarian may do this in reaction to an enemy spell caster attempting to cast a spell. However it does use the character's action.
<p>Neutral (Proud)</p>	<p style="text-align: center;">YOUR GODS ARE WEAK.</p> <ul style="list-style-type: none"> When a Cleric attempts to Lay on Hands or cast a beneficial spell on the Barbarian, the Cleric receives a penalty equal to the Barbarian's level on the check. The Barbarian may spend Luck to heal. Each point spent is equal to one die of healing from the Cleric's Lay on Hands ability. This can heal HP damage and overcome poison and disease but not reattach limbs ect. The Barbarian heals additional HP each day equal to his Savage Bonus. The Barbarian may opt to permanently spend a point of Luck, rather than make a Luck check when his friends kick over his body. If the Barbarian spends the Luck then they do not lose an Ability score point for being near death.
<p>Chaotic (Savage)</p>	<p style="text-align: center;">BLOOD FOR CROM!</p> <ul style="list-style-type: none"> The Barbarians is consumed by Primordial Rage in combat. The Judge secretly keeps track of the damage the character takes. The Barbarian may only spend Luck in Combat with a DC: 12 Will Save. The Barbarian increase the Barbarian's Death Dealer Die by one step. The Barbarian may eat* the heart and drink the blood** of a foe that they have personally killed. The Barbarian gains a bonus to attack and damage equal to their Savage Bonus against opponents of the same type for the next 24 hours. Instead of a normal attack, the Barbarian swings wildly around cleaving all possible targets (friend or foe) within melee reach. Each target must make a Reflex Save, DC: 10+Savage Bonus or be struck. The Barbarian rolls normal damage for each target. If a majority of the targets succeed on their Saving Throw then Barbarian rolls on the Fumble Table.
<p>*If foe is magical, cursed, or corrupted, then there may be other side effects on the Barbarian such as rolling on the Corruption charts. ** The foe must have blood and a heart.</p>	