

Barbarian (Fighter Sub-Class)

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 1.2

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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

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,400	2d8
3	4,800	3d8
4	9,000	4d8
5	18,000	5d8
6	36,000	6d8
7	72,000	7d8
8	140,000	8d8
9	280,000	9d8
10	420,000	9d8+2
11	520,000	9d8+4
12	700,000	9d8+6
13	840,000	9d8+8
14	980,000	9d8+10
15	1,100,000	9d8+12
16	1,230,000	9d8+14
17	1,360,000	9d8+16
18	1,490,000	9d8+18
19	1,620,000	9d8+20
20	1,750,000	9d8+22

The Barbarians are tribal fighters, and as such they share they HD, BAB and Saving Throw values. They are recognized by their combat ferocity and endurance and for being excellent survivors.

Only races with no HD decrease can be Barbarians and they must have both a Strength and Constitution of no

less than 9.

Being excellent fighters they can use any weapon and shield but they are limited to Chain Mail armor but they suffer some minor penalties if they choose to wear any of it.

Their robustness allows them to add their Constitution to their AC, the damage roll when attacking in melee, the attack roll when melee attacking opponents of equal or smaller size and finally to the Strength Bonus when calculating Carry Capacity.

They have an outstanding combat stamina which in game terms are reflected by each Level having the Barbarian gaining 4* plus Con mod Stamina Points up to level 9 afterward they receive half that amount.

*Each HD modification is worth +/-2pts.

The Barbarians base SP per level are reduced by Armor AC -9 reflecting the ferocity of those that by personal chose or cultural limitation won't or can't wear some permitted armors.

This Stamina Point are lost first whenever the Barbarian suffers physical damage but is utterly useless against magical damage.

This points are recovered at a rate of 1 point per 10 minutes of resting.

A Barbarian can “sacrifice” temporally his SP to offset stress/fatigued-related penalties at a rate of 1pt per -1 canceled. The value will remain canceled for one minute per level.

The Barbarian can temporally sacrifice 1d4SP per day in order to cancel the lack of food or cancel 1d6SP for lack of water. This SP are recovered only after the Barbarian have eaten/drank.

Living on lands surrounded by constant perils a Barbarian develops a **Danger Sense** giving them the chance to negate any sudden situation (like backstab, surprise, etc.).

Every time a Barbarian gets hit for the first time his following attack against this attacker will be considered a **Savage Attack** which will have an attack and damage bonus, this bonus will depend on the Barbarian level and on which type of points are lost (SP or HP).

The Savage Attack can be applied against several opponents, but as stated before only once per opponent and only after the Barbarian got hit for the first time.

Barbarian Abilities

Level	Standard Base Stamina Points	Danger Sense	Savage Attack			
			Stamina Damaged		Hit Points Damaged	
			Attack Bonus	Damage Bonus	Attack Bonus	Damage Bonus
1	4	1 in 6	+0	+0	+1	+1
2	8	1 in 6	+0	+0	+1	+1
3	12	1 in 6	+0	+0	+2	+1
4	16	1 in 6	+0	+0	+2	+1
5	20	2 in 6	+0	+0	+2	+2
6	24	2 in 6	+0	+0	+2	+2
7	28	2 in 6	+0	+0	+3	+2
8	32	2 in 6	+0	+0	+3	+2
9	36	3 in 6	+0	+1	+3	+3
10	38	3 in 6	+0	+1	+3	+3
11	40	3 in 6	+1	+1	+4	+3
12	42	3 in 6	+1	+1	+4	+3
13	44	4 in 6	+1	+2	+4	+4
14	46	4 in 6	+1	+2	+4	+4
15	48	4 in 6	+2	+2	+5	+4
16	50	4 in 6	+2	+2	+5	+4
17	52	5 in 6	+2	+3	+5	+5
18	54	5 in 6	+2	+3	+5	+5
19	56	5 in 6	+3	+3	+6	+5
20	58	5 in 6	+3	+3	+6	+5

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