

Barbares

Un Supplément Basic Fantasy RPG

Version 3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

Ce supplément fournit des règles pour jouer des Barbares selon les règles du jeu de rôle Basic Fantasy. Si vous n'avez pas déjà une copie des règles du jeu de rôle Basic Fantasy RPG, veuillez visiter le site Web et en télécharger une copie.

NOUVELLE CLASSE DE PERSONNAGE

La nouvelle classe décrite dans ce supplément est considérée comme une sous-classe du Guerrier. En tant que tel, le Barbare a le même bonus d'attaque et les mêmes jets de sauvegarde qu'un Guerrier de même niveau. Les barbares devraient être traités comme des Guerriers à toutes fins utiles, sauf indication contraire.

Exigences : Pour être barbare, un personnage doit avoir une Force de 9 ou plus, une Dextérité de 9 ou plus, et une Constitution de 9 ou plus. La classe est ouverte aux Nains, aux Humains, ainsi qu'aux Demi-Ors et Demi-Ogres si ces options sont disponibles.

Les barbares peuvent utiliser n'importe quelle armure ou bouclier, et peuvent manier n'importe quelle arme de leur choix.

Barbare

Niveau	Exp. Points	Dés de vie
1	0	1d10
2	2,500	2d10
3	5,000	3d10
4	10,000	4d10
5	20,000	5d10
6	40,000	6d10
7	80,000	7d10
8	150,000	8d10
9	300,000	9d10
10	450,000	9d10+2
11	600,000	9d10+4
12	750,000	9d10+6
13	900,000	9d10+8
14	1,050,000	9d10+10
15	1,200,000	9d10+12
16	1,350,000	9d10+14
17	1,500,000	9d10+16
18	1,650,000	9d10+18
19	1,800,000	9d10+20
20	1,950,000	9d10+22

Les barbares sont des guerriers nés dans des terres sauvages, loin du confort apaisant de la civilisation. Les barbares comptent sur la rusticité, la discrétion et la bravoure pour battre leurs ennemis.



Les barbares ne portant pas d'armure ou tout au plus une armure de cuir peuvent employer les capacités suivantes :

Vivacité d'esprit : Seul un Voleur d'un ou plusieurs niveaux plus haut que le Barbare peut utiliser sa technique Attaque Furtive sur le Barbare.

Réflexes d'animal : Le Barbare ne peut être surpris que sur un jet de 1 sur 1d6.

Chasseur : Dans les terres sauvages, les barbares peuvent surprendre leurs ennemis sur un jet de 1-3 sur 1d6.

Coureur : Le barbare ajoute 1,5 m à son mouvement tactique.

Les barbares ont une capacité spéciale supplémentaire qu'ils peuvent toujours utiliser, peu importe l'armure qu'ils portent :

Rage : Une fois par jour, un barbare peut partir dans un état de **Rage**, qui durera dix rounds. Pendant qu'il est en Rage, un barbare ne peut utiliser aucune aptitude qui demande de la patience ou de la concentration, ni activer des objets magiques d'aucune sorte (y compris des potions). Bien sûr, les objets magiques à effet continu (comme un **Anneau de Protection**) continuent à fonctionner.

Pendant qu'il est en Rage, le barbare doit charger directement dans le combat sur l'ennemi reconnaissable le plus proche. S'il n'y a pas d'ennemi à proximité, le barbare doit mettre fin à sa rage (voir ci-dessous) ou bien attaquer le personnage le plus proche.

Pendant qu'il est en Rage, le personnage gagne temporairement un bonus de +2 sur les jets d'attaque, les jets de dégâts et les jets de sauvegarde contre les sorts qui altèrent l'esprit, mais il subit une pénalité de -2 à la classe d'armure.

Le barbare peut mettre fin prématurément à sa rage en réussissant un jet de sauvegarde contre les sorts.

À la fin de la rage, le barbare perd les modificateurs de rage et devient fatigué, subissant une pénalité de -2 pour les jets d'attaque, les dégâts, la classe d'armure, et les jets de sauvegarde. Quand il est fatigué, le Barbare ne peut ni charger ni bouger à sa vitesse de course. Cet état de fatigue dure une heure.

Un barbare peut utiliser cette capacité jusqu'à deux fois par jour au niveau 6 et trois fois par jour au niveau 12.

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