

BARBARIAN SPECIAL ABILITIES SHEET

BARBARIANS AND ARMOUR

Barbarians receive -2 to **ATTACK** and **DEFENSE** for wearing Plate Armour. Any other armours incur no **ATTACK** or **DEFENSE** penalties.

TRACK

The Barbarian may attempt to track their opponents or prey animals across country (pg. 63). The Barbarian can follow trails up to three days old. Roll $1d20 \leq \text{PERCEPTION}$ to track quarry for one day before making another roll. An additional roll is required every time the trail crosses from one type of terrain to another (e.g. from woodlands to hills), and also if the quarry fords a river. After three days the trail grows obscure and $1d4$ is added to the $1d20$ die roll for each day thereafter, plus an extra $1d6$ for each snowfall or heavy storm that occurs.

BERSERK

Barbarians are able to make more powerful attacks at the cost of neglecting **DEFENSE**. The Barbarian may temporarily add 1 point to **ATTACK** for each 3 points subtracted from **DEFENSE** for that **COMBAT ROUND**.

RIDE WARHORSE

All characters may ride a horse, but only Knights, Barbarians and some Warlocks have had the long years of special training required to ride a warhorse (pg. 245).

BLOODRAGE (8TH RANK)

A Barbarian may enter **BLOODRAGE** during any combat the Barbarian has taken a wound. The Barbarian begins to bellow and roar terrible war-oaths, foam drools from his mouth, and the Barbarian's eyes glaze with insensate fury.

The following effects take place:

- Any unranked character attacked by the Barbarian is 80% likely to flee in terror. Even those of 1st or 2nd ranks have a 25% chance of immediate retreat.
- Under **BLOODRAGE**, the Barbarian may not use missile weapons. The Barbarian will always seek close combat with foes, attacking with an enhanced **ATTACK** score equal to the Barbarian's normal **ATTACK** plus the Barbarian's **DEFENSE** score. The Barbarian loses all interest in parrying, however, and the Barbarian's **DEFENSE** goes temporarily to zero. **ARMOUR BYPASS ROLLS** are not affected, but any blow that gets past an enemy's armour scores an extra 1 HP of damage.
- The Barbarian feels no pain. The Barbarian will fight until either victorious or dead (i.e. -3 HP).
- The Barbarian's battle-craziness cannot be abated by mind-controlling spells. A spell such as *Enslave* has no effect on the Barbarian while under the effects of **BLOODRAGE**.
- When all enemies have either fallen or fled battle, the Barbarian will turn to any other available target of his fury, companions included. To shrug off the **BLOODRAGE** and return to normal, the character must roll under his **INTELLIGENCE** score on $1d20$. The Barbarian attempts this roll at the start of every **COMBAT ROUND**. If failed, the Barbarian must spend the round pursuing or fighting the nearest available opponent. Once the **INTELLIGENCE** roll is made, the Barbarian calms down and returns to normal.