Barbarian

written by CresthavenRPG Guru | December 18, 2014



Barbarian fighters are fierce warriors who come from the untamed wilderness of the fantasy world. They have learned to live off the land, hunting and foraging to survive in the harsh environment. From a young age, they are taught to fight with whatever weapons they can find, and their physical strength and agility are honed through constant exercise and training.

As they grow older, barbarians become more skilled in combat, using their brute force and savage instincts to overpower their enemies. They are fearless in battle and can endure pain and hardship that would cripple other fighters. With their wild and free spirits, barbarians are a force to be reckoned with on the battlefield, and their ferocity and determination make

them valuable allies to any party.

Ability Focus: Strength

Hit Points: d12

Ancestries Allowed: Draco, Faun, Halfling, Human, Ratling or Wolfin

Starting Reputation: +1

Bonuses and Abilities

Rage Attack

At level 4 the barbarian gains a rage attack. Any attack that hits an enemy, can be followed up by an attack at DISADVANTAGE and continues until an attack misses. Barbarians can only *Rage* a maximum of 1/2 their level rounded up times before requiring a long rest to use the ability again.

Epic Strike

At level 4 the barbarian gains an epic strike. Summoning all of his power to add another d8 damage to one attack per combat encounter.

NOTE: Barbarians are a superstitious bunch and won’t touch a magic item

Wilderness Survival

When a barbarian reaches level 4, they gain the Wilderness Survival skill, which allows them to survive and thrive in the wild. This skill includes hunting, foraging, shelter building, and finding clean water sources. The barbarian gains an advantage when searching for any of these items.

Starting Equipment

a backpack, a bedroll, a flint and steel, rope, torches (10), trail rations (5 days), and a water skin.

Starting Money

All characters start with 2d4 x 10 gold pieces

At Level 2 (2,000+ Experience Points)

Gain hit points by rolling 1d12 + Constitution and adding it to your total hit points

At Level 3 (4,000+ Experience Points)

Gain hit points by rolling 1d12 + Constitution and adding it to your total hit points

Increase **Ability Focus** to 2

At Level 4 (8,000+ Experience Points)

Gain hit points by rolling 1d12 + Constitution and adding it to your total hit points

Gain **Rage Attack** ability

Gain **Epic Strike** ability