

THE BARBARIAN

ADAPTED FROM JAMES SPAHN'S LABYRINTH LORD CLASS BY JOHN A. LARGE

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Born in the wild and raised among savage nomads, Barbarians are warriors hardened by nature and able to survive in the wild with little more than a weapon and their own willpower. Their skill in battle comes not from training or discipline, but from sheer brutality and tenacity. The sheer unwillingness to fall in combat and drive a foe into the ground makes them fearsome opponents to even the hardest of foes.

Though they do not often make their way into civilized lands or the dark dungeons of the world, but some find their way onto the path of adventure. Whether they are the last remnant of a dying tribe, cast out for an act of dishonor, or secretly scouting the civilized worlds for invasion, barbarians can find their way to the adventurer's path.



BARBARIAN ABILITIES

WEAPON AND ARMOR RESTRICTIONS

Barbarians are proficient in all melee weapons and may wear padded armor, leather armor, studded leather as well as use shields. Barbarians may not use ranged weapons.

SAVAGE STRIKES

Barbarians rely on their innate prowess to survive. Beginning at 2nd level a Barbarian receives a bonus to all melee attack and damage rolls as defined by the Savage Strike ability.

SAVING THROW

Barbarians receive a +2 bonus on saving throws vs. death and poison.

INITIATIVE BONUS

Barbarians strike with ferocious speed. At 4th level they receive a +1 bonus to their initiative rolls. This bonus increases to +2 at 7th level and +3 at 10th level.

WILDERNESS SURVIVAL

Even the youngest barbarian has learned to survive in harsh terrains and environments. Successfully using this ability takes four hours a day and supplies enough food and water for the Barbarian and up to five other companions for the day.

CALL THE HORDE

On reaching 9th level a Barbarian may call upon a horde of his fellow warriors and become their Chief. Within one month of sending out his call, 3d6 1st level Barbarians will enter his service and remain loyal until death, as long as they are given the chance to engage in the glory of war.

EXPERIENCE BONUS FOR BARBARIANS

Strength is the Prime Attribute for Barbarians, which means that a Strength score of 15+ grants an additional 5% experience.

BARBARIAN ADVANCEMENT

Level	XP	HD	BHB	ST	Savage Strike	Initiative Bonus	Wilderness Survival
1	0	1+2	+0	14	--	--	3
2	2500	2	+1	13	+1	--	3
3	4500	3	+2	12	+1	--	4
4	9000	4	+2	11	+2	+1	4
5	17000	5	+3	10	+2	+1	5
6	33000	6	+4	9	+3	+1	5
7	65000	7	+4	8	+3	+2	5
8	129000	8	+5	7	+4	+2	5
9	257000	9	+6	6	+4	+2	6
10	513000	10	+6	5	+5	+3	6