

GURPS®

Fourth Edition

DUNGEON FANTASY DENIZENS™

BARBARIANS



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Enough talk!

– *Conan, in Conan the Destroyer*

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ABOUT GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

You are a member of a minority that the dominant culture around you regards as “barbarians” . . .

– *GURPS Basic Set*

A wealth of new material has been written to expand the options for barbarians in *GURPS Dungeon Fantasy*. Now running a barbarian is more fun than ever before – but at the cost of the necessary material being scattered across several supplements. *GURPS Dungeon Fantasy Denizens: Barbarians* aims to fix this issue. It pulls together all of the barbarian-specific material from the rest of the *Dungeon Fantasy* series and the pages of *Pyramid*.

But this isn't just a barbaric compendium! This work provides many brand-new options for creating these impressive brutes. New templates offer alternative takes on the barbarian; now you can be at one with nature, terrifying in battle, or literally empowered by rage. The lenses provide further

options: Are you short? Shirtless? Seafaring? And once you know who you're playing, the new power-ups and gear will give you every possible advantage. The choices for barbarians have never been more extensive than they are here and now.

RECOMMENDED BOOKS

This book and the *GURPS Basic Set* are all you need to make a barbarian character for *Dungeon Fantasy*. Add some gear from *GURPS Dungeon Fantasy 1: Adventurers*, *GURPS Dungeon Fantasy 8: Treasure Tables*, or *GURPS Dungeon Fantasy 13: Loadouts*, and you are ready to bash some monsters!

Access to *GURPS Dungeon Fantasy 11: Power-Ups* would be useful and further expand your options, but it's not *necessary*. A single new power-up (Skinchanger; p. 24) requires the animal templates from *GURPS Dungeon Fantasy 5: Allies*.

PUBLICATION HISTORY

Elements of this work have previously appeared in *GURPS Dungeon Fantasy 1: Adventurers*, *GURPS Dungeon Fantasy 3: The Next Level*, *GURPS Dungeon Fantasy 11: Power-Ups*, *GURPS Dungeon Fantasy 13: Loadouts*, and “More Power to Dungeon Warriors” (from *Pyramid* #3/61: *Way of the Warrior*). A few elements herein were adapted from material in *GURPS Low-Tech* and *GURPS Martial Arts*. You don't need any of those books to use this material!

ABOUT THE AUTHOR

Peter V. Dell'Orto was raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author of *GURPS Dungeon Fantasy 12: Ninja*; and coauthor of *GURPS Dungeon Fantasy 15: Henchmen*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Low-Tech*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Martial Arts*, and *GURPS Martial Arts: Gladiators*. He also writes the barbarian-friendly blog *Dungeon Fantastic* at dungeonfantastic.blogspot.com. Outside of gaming, his hobbies include martial arts (he has fought amateur MMA in the SHOOTO organization in Japan, submission grappling in the U.S., and holds a *shodan* rank in kendo), fitness, studying Japanese, and painting miniatures.



Special Thanks: Hordemaster Christopher R. Rice and his Headhunters (Christian Gelacio, Curtis Johnston, Troy Loy, Ian Nusbaum, Thomas Phelps, and Laurie Salyers), and Raggi's Roughnecks (Andy Dokachev, Mike Dokachev, Mike Hornbostel, andi jones, Vic LaPira, John Milkewicz, Sean Nealy, and Thomas Pluck)

CHAPTER ONE

ALTERNATE BARBARIANS

The barbarian template in *GURPS Dungeon Fantasy 1: Adventurers* covers the central tropes of these powerful delvers: big, strong, and outdoorsy. But that's not the only way to

be a barbarian. The following templates and lenses open up many new options. Read on . . .



Stacking Templates and Lenses

You can't make a barbarian with multiple *templates*, but generally you can stack as many *lenses* on a single template as you'd like. Go ahead and make a short shirtless savage berserker rage barbarian sea raider if you like! Simply add the costs together and then apply the lenses, one at a time. Some combinations make more sense than others, but none are *forbidden*.

TEMPLATES

The following are meant for use with 250-point starting characters.

BARBARIAN

250 points

Barbarism is the natural state of mankind . . . Civilization is unnatural. It is a whim of circumstance. And barbarism must ultimately triumph.

– Robert E. Howard, “Beyond the Black River”

You're a beefy warrior from somewhere distant and a little backward – probably the Frozen North. You combine physical grit with a connection to nature second only to that of the druid (*Adventurers*, p. 7). As the Big, Tough Guy, you can withstand almost any punishment, even dangers that armor *can't* stop, making you as essential in combat as the party's knight (*Adventurers*, p. 8). You're also a more-than-capable outdoorsman and as crucial as the scout (*Adventurers*, p. 10) on outdoor adventures.

This template has some expanded options compared to the version on pp. 4-5 of *Adventurers*.

Attributes: ST 17 (Size†, -10%) [63]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d+2/3d-1; BL 58 lbs.; HP 22 (Size†, -10%) [9]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 7† [0].

Advantages: High Pain Threshold [10] and Outdoorsman 4 [40]. • A further 30 points chosen from among ST +1 to +3 [9/level†], HT +1 to +3 [10/level], Per +1 to +6 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance [1], Allies (Animals or henchmen; see p. 19) [Varies], Animal Empathy [5], Animal Friend 1-4 [5/level], Combat Reflexes [15], Discriminatory Smell [15], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 9†], Temperature Tolerance 1 or 2 [1 or 2], or Weapon Bond [1].

Disadvantages: Gigantism [0] and Social Stigma (Minority Group) [-10]. • Another -10 points chosen from among Easy to Read [-10], Gullibility [-10*], Language: Spoken (Native)/Written (None) [-3], Low TL 1 or 2 [-5 or -10], Odious Personal Habit (Unrefined manners) [-5], Phobia (Machinery) [-5*], or Wealth (Struggling) [-10]. • A further -20 points chosen from among the previous traits or Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Compulsive Carousing [-5*] or Phobia (Crowds) [-15*], Gluttony [-5*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Impulsiveness [-10*], Overconfidence [-5*], or Sense of Duty (Adventuring companions or Wild nature) [-5 or -15].

Primary Skills: Camouflage (E) IQ+4 [1]-14‡; Navigation (Land) (A) IQ+4 [2]-14‡; Survival (any) (A) Per+3 [1]-15‡; and Tracking (A) Per+3 [1]-15‡. • One of Thrown Weapon (Axe/Mace, Harpoon, Spear, or Stick) (E) DX+2 [4]-15; Bolas, Bow, Spear Thrower, or Throwing, all (A) DX+1 [4]-14; or Sling (H) DX [4]-13. • One of these four melee skills packages:

1. One of Axe/Mace, Broadsword, or Spear, all (A) DX+2 [8]-15, and Shield (E) DX+3 [8]-16.
2. Flail (H) DX+1 [8]-14 and Shield (E) DX+3 [8]-16.
3. One of Polearm, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-17.
4. Two-Handed Flail (H) DX+3 [16]-16.

Secondary Skills: Brawling (E) DX [1]-13; Stealth (A) DX [2]-13; Mimicry (Animal Sounds or Bird Calls) and Naturalist, both (H) IQ+2 [1]-12‡; Swimming (E) HT [1]-13; Hiking and Running, both (A) HT-1 [1]-12; and Fishing (E) Per+4 [1]-16‡. • Either Sumo Wrestling or Wrestling, both (A) DX [2]-13.

Background Skills: Animal Handling (any), Disguise (Animals), and Weather Sense§, all (A) IQ [2]-10; and Intimidation (A) Will [2]-10. • Four of Forced Entry (E) DX [1]-13; Climbing (A) DX-1 [1]-12; First Aid, Gesture, or Seamanship, all (E) IQ [1]-10; Carousing (E) HT [1]-13; Lifting (A) HT-1 [1]-12; Skiing (H) HT-2 [1]-11; or Observation (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† Includes effects of Gigantism (p. B20). Rolls to hit you are at +1. You may use oversized weapons (p. 26) and shields (p. 28) and must buy extra-large armor (p. 28).

‡ Includes +4 for Outdoorsman.

§ Add +4 for Outdoorsman if using *Outdoorsman Is Too Expensive!* (p. 21).

Customization Notes

Many barbarian archetypes exist. In addition to the lenses on pp. 9-12, there are many ways to customize this template.

Bruiser: Raise ST and tack on Lifting ST (if you prefer to bend metal bars and carry heavy loot) or Striking ST (to hit harder). Combat Reflexes, Hard to Kill, and Hard to Subdue all fit nicely for advantages, and take below-average Appearance, Bad Temper, Bloodlust, and Ham-Fisted to round out the “big hulking menace” look.

Meat Shield: Your job is to absorb damage and shrug off nasty effects from traps and evil magic. Raise ST (so you can raise HP) and HT. Take advantages like Fit, Luck, Magic Resistance, Rapid Healing, and Resistant to Poison. Disadvantages like Gullibility,

Impulsiveness, Overconfidence, and especially Sense of Duty can explain *why* you do this.

Stalker: Take Observation to case targets and Climbing to get to high places. Easy to Read, Phobia (Crowds), and Phobia (Machinery) might explain your reticent ways, while Acute Senses and improved Per help you creep up on things. Fit or Very Fit can help you recover from long, tiring chases, stalks, or climbs!

Survivalist: Go for more Per, Absolute Direction, Discriminatory Smell, Temperature Tolerance, and disadvantages like illiteracy, Low TL, and reduced Wealth.

Wilderness Guardian: Take Animal Empathy, Animal Friend, Fearlessness, and disadvantages like Low TL, Odious Personal Habit (Unrefined manners), Phobia (Crowds and/or Machinery), Sense of Duty (Wild nature), and reduced Wealth.

Choose weapon skills that underline the desired “feel.” The stereotypical Dark Ages warrior might have Axe/Mace, Shield, and Thrown Weapon (Axe/Mace). A caveman would probably prefer Spear and Thrown Weapon (Spear). A sea raider would do well with Thrown Weapon (Harpoon). Archetypal dungeon delvers might go for Broadsword, Shield, and Bow. Stalker and survivalist types prize long-range and quiet-to-aim missile weapons like Bow or Spear Thrower – or Bolas to capture things alive-ish.

BUILDING A BETTER BARBARIAN

The key features of the barbarian are high ST, high HP, and Outdoorsman (or Seafarer, p. 22, for seagoing types). Making an effective delver means leveraging these strengths.

For further character-building advice, see *Combat Customizations* (p. 8).

ST Is Your Strength

No barbarian can go wrong raising ST. It provides lifting ability (handy for toting loot home) and better rolls to force doors, bend bars, and lift portcullises. Your primary combat utility comes from ST, as it raises damage and provides HP. The maximum ST of a human barbarian is 25; try to reach that ceiling. Striking ST is a good way to hit a breakpoint for an extra die of swing or thrust, but you'll want as much regular ST as you can possibly get.

The lack of Weapon Master on the basic barbarian template – and the relatively low combat skill you get compared to knights, martial artists, and swashbucklers – means that you really need to leverage ST and what skill you have. Swung weapons are your best option, especially if they are cheap, big, and damaging. Throwing axes and slings are especially good choices for ranged attacks! Make sure you invest in Reach Mastery (p. 18) if you choose a long weapon. Many of these weapons are unbalanced; for those, get dwarven (*Adventurers*, p. 26) versions if possible. For more options, see Chapter 3.

Home on the Range

All barbarian templates have at least two levels of Outdoorsman; some have four. This gives a fantastic boost to wilderness skills. If you're playing in a game that is exclusively focused on dungeons, this can be a drawback. But in any game that features wilderness treks – or wilderness levels within “mega-dungeons” – this talent comes into its own. In a seagoing or island-hopping game, Seafarer is invaluable for keeping the party alive and safe.

Outdoorsman and Seafarer are expensive, though. See *Outdoorsman Is Too Expensive!* (p. 21) for an optional rule changing that.

Match Survival specialty and background skills to origin, too. An ocean raider from the Frozen North will want Survival (Arctic), Seamanship, and Skiing. A jungle guerrilla in leopard skin will find Survival (Jungle), Gesture, and Observation more useful.

Since *any* weapon is deadly at ST 17, you don't need a pricey sword; axes, sticks, and clubs will do. Unlike other warriors, then, consider using the 5 points that quirks give you to strengthen your archetype instead of sacrificing them for money. For example, a stalker (see above) might buy two more levels of Camouflage and another level of Stealth – strong *and* sneaky is a deadly mix!

RAGE BARBARIAN

250 points

Hard bony limbs covered in leathery skin

Behind his eyes with the rage of ten warped men.

– Slough Feg, “Highlander”

You are full of anger, much like a berserker (pp. 9-10) – but you can leverage this wrath into special powers! You draw on the power of nature, the power of your own rage, and/or the power of the brooding, moody gods of your tribe to do supernatural things. These powers require you to give in to your emotions regularly, however, which can make it tough for you to deal with civilization or other people.

Attributes: ST 17 (Size†, -10%) [63]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d+2/3d-1; BL 58 lbs.; HP 22 (Size†, -10%) [9]; Will 11 [5]; Per 11 [5]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 7† [0].

Advantages: High Pain Threshold [10] *and* Outdoorsman 2 [20]. • 25 points in Rage power abilities (pp. 22-24). • A further 25 points chosen from additional Rage abilities or ST +1 or +2 [9/level†], HT +1 or +2 [10/level], HP +1 to +3 [2/level], Will +1 to +5 [5/level], Per +1 to +5 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance [1], Allies (Animals or henchmen; see p. 19) [Varies], Animal Empathy [5], Animal Friend 1-4 [5/level], Combat Reflexes [15], Discriminatory Smell [15], Fearlessness [2/level], Fit [5] *or* Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Lifting ST 1-3 [3/level], Luck [15], Magic Resistance [2/level], Night Vision [1/level], Penetrating Voice [1], Rapid Healing [5] *or* Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) *or* (+8) [3 *or* 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 *or* 2 [5 *or* 9†], Temperature Tolerance 1 *or* 2 [1 *or* 2], Voice§ [10], *or* Weapon Bond [1].

Disadvantages: Gigantism [0] *and* Social Stigma (Minority Group) [-10]. • Another -10 points chosen from among Bad Temper [-10*], Berserk [-10*], *or* Bloodlust [-10*]. • Another -20 points chosen from among the previous traits *or* Appearance (Unattractive *or* Ugly) [-4 *or* -8], Callous [-5], Compulsive Carousing [-5*] *or* Phobia (Crowds) [-15*], Disturbing Voice§ [-10], Easy to Read [-10], Gluttony [-5*], Gullibility [-10*], Ham-Fisted 1 *or* 2 [-5 *or* -10], Horrible Hangovers [-1], Impulsiveness [-10*], Language: Spoken (Native)/Written (None) [-3], Low TL 1 *or* 2 [-5 *or* -10], Odious Personal Habit (Unrefined manners) [-5],

Overconfidence [-5*], Phobia (Machinery) [-5*], Sense of Duty (Adventuring companions *or* Wild nature) [-5 *or* -15], *or* Wealth (Struggling) [-10].

Primary Skills: Camouflage (E) IQ+2 [1]-12‡; Intimidation (A) Will+1 [4]-12; Navigation (Land) (A) IQ+2 [2]-12‡; Survival (any) (A) Per+1 [1]-12‡; *and* Tracking (A) Per+1 [1]-12‡. • *One* of Thrown Weapon (Axe/Mace, Harpoon, Spear, *or* Stick) (E) DX+1 [2]-14; Bolas, Bow, Spear Thrower, *or* Throwing, all (A) DX [2]-13; *or* Sling (H) DX-1 [2]-12. • *One* of these four melee skills packages:

1. *One* of Axe/Mace, Broadsword, *or* Spear, all (A) DX+2 [8]-15, *and* Shield (E) DX+3 [8]-16.
2. Flail (H) DX+1 [8]-14 *and* Shield (E) DX+3 [8]-16.
3. *One* of Polearm, Spear, Two-Handed Axe/Mace, *or* Two-Handed Sword, all (A) DX+4 [16]-17.
4. Two-Handed Flail (H) DX+3 [16]-16.

Secondary Skills: Brawling (E) DX [1]-13; Stealth (A) DX [2]-13; Mimicry (Animal Sounds *or* Bird Calls) *and* Naturalist, both (H) IQ [1]-10‡; Swimming (E) HT [1]-13; Hiking *and* Running, both (A) HT-1 [1]-12; *and* Fishing (E) Per+2 [1]-13‡. • *Either* Sumo Wrestling *or* Wrestling, both (A) DX [2]-13.

Background Skills: Animal Handling (any), Disguise (Animals), *and* Weather Sense¶, all (A) IQ [2]-10. • *Four* of Forced Entry (E) DX [1]-13; Climbing (A) DX-1 [1]-12; First Aid, Gesture, *or* Seamanship, all (E) IQ [1]-10; Carousing *or* Singing, both (E) HT [1]-13; Lifting (A) HT-1 [1]-12; Skiing (H) HT-2 [1]-11; *or* Observation (A) Per-1 [1]-10.

* Multiplied for self-control number; see p. B120.

† Includes effects of Gigantism (p. B20). Rolls to hit you are at +1. You *may* use oversized weapons (p. 26) *and* shields (p. 28) *and must* buy extra-large armor (p. 28).

‡ Includes +2 for Outdoorsman.

§ Voice *and* Disturbing Voice are incompatible; don't take both!

¶ Add +2 for Outdoorsman if using *Outdoorsman Is Too Expensive!* (p. 21).

Customization Notes

There are a number of ways to focus your rage.

Rage Caster: Focus on Rage Casting (p. 23), possibly enhanced with Emergency Casting (pp. 19-20). Take a lot of HP – you will need it to fuel your spells – and raise your HT. Don't overlook mundane outdoors and combat skills; your magic aids but doesn't replace these!

Skinchanger: Load up on animal-inspired gifts for your human form, like Animal Empathy, Discriminatory Smell, *and* Night Vision. Especially appropriate disadvantages include Disturbing Voice (a growl!), Phobia (Crowds), *and* Callous. You can't afford full shapeshifting abilities (see *Skinchanger*, p. 24) right from the start, but you eventually want to add an alternate form. (However, you *may* be able to take one right away if your GM allows the optional rule under *Mastering the Beast*, p. 24.)

Shouter: Cry havoc *and* kill your enemies with one *or* more shouts of rage (pp. 23-24). You'll need either Voice *or* Disturbing Voice. Concentrate your points on Rage abilities, including Rage-limited versions of normal barbarian power-ups. Raise your Intimidation, HT, *and* Will!

SAVAGE WARRIOR

250 points

Mongol General: This is good, but what is best in life?

Mongol: The open steppe, fleet horse, falcons at your wrist, and the wind in your hair.

Mongol General: Wrong! Conan! What is best in life?

Conan: To crush your enemies, see them driven before you, and to hear the lamentations of their women.

— **Conan the Barbarian**

You blend the battle-hardened leadership of the knight with the outdoor savvy and rough ways of the barbarian. Perhaps you served as a mercenary in more civilized lands, or are from a tribe more concerned with war and raiding than involvement with nature. In any case, rather than focusing on wilderness survival with a side of combat, you've made weapon prowess at *least* as important as outdoor knowledge.

Attributes: ST 17 (Size†, -10%) [63]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d+2/3d-1; BL 58 lbs.; HP 22 (Size†, -10%) [9]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 7† [0].

Advantages: Born War Leader 2 [10]; High Pain Threshold [10]; and Outdoorsman 2 [20]. • Another 40 points chosen from among ST +1 to +4 [9/level†], DX +1 or +2 [20/level], HT +1 to +4 [10/level], HP +1 to +3 [2/level], Per +1 to +6 [5/level], Basic Speed +1 or +2 [20 or 40], Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance [1], Allies (Henchmen; see p. 19) [Varies], Animal Empathy [5], Born War Leader 3 or 4 [5 or 10], Combat Reflexes [15], Discriminatory Smell [15], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Outdoorsman 3 or 4 [10 or 20], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 9†], Temperature Tolerance 1 or 2 [1 or 2], Weapon Bond [1], or Weapon Master [20 to 40].

Disadvantages: Gigantism [0] and Social Stigma (Minority Group) [-10]. • Another -10 points chosen from among Easy to Read [-10], Gullibility [-10*], Language: Spoken (Native)/Written (None) [-3], Low TL 1 or 2 [-5 or -10], Odious Personal Habit (Unrefined manners) [-5], or Wealth (Struggling) [-10]. • A further -20 points chosen from among the previous traits or Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Code of Honor (Pirate's or Soldier's) [-5 or -10], Compulsive Carousing [-5*], Greed [-15*], Gluttony [-5*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Impulsiveness [-10*], Obsession (Slay some specific type of monster or Become a master of my weapon) [-5*], One Eye [-15], Overconfidence [-5*], Sense of Duty (Adventuring companions or Wild nature) [-5 or -15], or Wounded [-5].

Primary Skills: Camouflage (E) IQ+2 [1]-12‡; Navigation (Land) (A) IQ+2 [2]-12‡; Survival (any) (A) Per+1 [1]-13‡; and Tracking (A) Per+1 [1]-13‡. • One of Thrown Weapon (Axe/Mace, Harpoon, Spear, or Stick) (E) DX+2 [4]-15; Bolas, Bow, Spear Thrower, or Throwing, all (A) DX+1

[4]-14; or Sling (H) DX [4]-13. • One of these five melee skills packages:

1. One of Axe/Mace, Broadsword, or Spear, all (A) DX+3 [12]-16, and Shield (E) DX+3 [8]-16.
2. Flail (H) DX+2 [12]-15 and Shield (E) DX+3 [8]-16.
3. One of Axe/Mace, Broadsword, or Spear, all (A) DX+2 [8]-15, or Flail (H) DX+1 [8]-14; a second one at (A) DX+1 [4]-14 or (H) DX [4]-13; and Shield (E) DX+3 [8]-16.
4. One of Polearm, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+5 [20]-18.
5. Two-Handed Flail (H) DX+4 [20]-17.

Secondary Skills: Brawling (E) DX [1]-13; Stealth (A) DX [2]-13; Leadership (A) IQ+2 [2]-12§; Mimicry (Animal Sounds or Bird Calls) and Naturalist, both (H) IQ [1]-10‡; Tactics (H) IQ+1 [2]-11§; Swimming (E) HT [1]-13; and Hiking and Running, both (A) HT-1 [1]-12. • Either Sumo Wrestling or Wrestling, both (A) DX [2]-13.

Background Skills: Intimidation (A) Will [2]-10. • 3 points chosen from among Forced Entry (E) DX [1]-13; Climbing (A) DX-1 [1]-12; First Aid, Gesture, or Seamanship, all (E) IQ [1]-10; Animal Handling (any), Disguise (Animals), or Weather Sense¶, all (A) IQ [2]-10; Strategy (Land) (H) IQ [1]-10§; Carousing (E) HT [1]-13; Lifting (A) HT-1 [1]-12; Skiing (H) HT-2 [1]-11; Fishing (E) Per+2 [1]-11‡; or Observation (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† Includes effects of Gigantism (p. B20). Rolls to hit you are at +1. You *may* use oversized weapons (p. 26) and shields (p. 28) and *must* buy extra-large armor (p. 28).

‡ Includes +2 for Outdoorsman.

§ Includes +2 for Born War Leader (*Adventurers*, p. 14).

¶ Add +2 for Outdoorsman if using *Outdoorsman Is Too Expensive!* (p. 21).



Customization Notes

The savage warrior is especially appropriate in purely dungeon-focused games, where outdoor skills are more colorful background than truly useful on a regular basis. The occasional fungal cave, lost plateau of dinosaurs, or giant ape island will suffice to make his outdoor skills worth the points.

COMBAT CUSTOMIZATIONS

Each template and lens offers suggestions for combat-related skills which fit its specific niche, but some approaches are sensible options for *any* barbarian.

Armored Barbarian: Solid armor is extremely heavy for most barbarians (*Oversized Armor and Shields*, p. 28). To handle the load, raise ST as much as possible and max out Lifting ST as soon as you can. Strongly consider the short barbarian lens (pp. 11-12)!

Flailsman: Choose a melee skill option featuring Flail or Two-Handed Flail, for use with a morningstar or flail. Flails *excel* at leveraging high ST with moderate skill; they inflict -2 to Block and -4 to Parry, which can reduce the defenses of worthy-level monster to mere fodder levels. They also do plenty of damage! If you can handle the minimum ST for an oversized version, get that instead. And if you've taken a two-handed flail, don't forget Reach Mastery (p. 18).

Grappler: It's generally a bad idea to fight without weapons, but it is a good way to leverage your ST. Raise ST, Lifting ST (which aids all grappling), and Wrestling. Be sure to take Power Grappling (p. 18). High Basic Move will let you close with your foes quickly, and the Bear Hug (p. 19) and Bone Breaker (p. 19) power-ups will let you crush them like so many nuts. Don't forget that your SM +1 gives you +1 to grapple smaller victims!

Shieldrusher: Take advantage of your high HP, a large shield (*Oversized Armor and Shields*, p. 28), and your Gigantism-aided Basic Move, and focus on slamming foes. This is *especially* useful against fodder, as you can plow through crowds of them without any issues. Focus on raising HP, ST (to raise your maximum HP), and Basic Move. Take Sumo Wrestling instead of Wrestling. Raise Shield, and take a look at Mountain of Meat (p. 18). Ramming Speed (p. 18) is a *must*! If you have **GURPS Dungeon Fantasy 11: Power-Ups**, Run and Hit makes a great addition so you can back your slams with a running strike, too.

Even Scarier Barbarians

The savage warrior (pp. 7-8) exists for players who want a combat-focused barbarian – and lenses like berserker (pp. 9-10) and shirtless savage (p. 11) further fit that mold. But the others can be upgunned as well. Specifically, if the GM wishes to make barbarians more dangerous in combat, he can (as an *optional* rule) grant them *all* access to Weapon Master. This starts at Weapon Master (One weapon) [20] but can be bought as high as Weapon Master (Barbaric Weapons; p. 22) [40].

It also fits border-dweller types, half-savage frontiersmen, and others who have a barbaric background but are otherwise primarily warriors.

There are many ways to customize this template. The focus is on combat, so don't lose sight of that.

Feral Warrior: Raise Per, Outdoorsman, and your wilderness skills. Select advantages like Animal Empathy and Discriminatory Smell. Take background skills like Animal Handling and Disguise (Animals), and raise Tracking and Survival. Low TL and Odious Personal Habit (Unrefined manners) are especially appropriate disadvantages.

Weapon Master: Focus on weapon skill. Take Weapon Master and any melee combat option that includes your chosen weapon; Weapon Master (Barbaric Weapons) (p. 22) pairs well with the third melee skill option. Consider using the points from quirks to further raise weapons skills, or convert them to cash for armor. Because your armor weighs and costs a lot, you might find a niche between the heavily armored knights and the light-and-fast swashbucklers and martial artists. Oversized weapons add some punch, but also add cost, so a cheaper basic weapon is a good option. Weapon Master (Light Club) only *sounds* odd until you see the damage it helps you do! Bloodlust, Code of Honor, and Wounded all fit the bill.

Wilderness General: You were built to lead troops into battle. Code of Honor is optional but recommended. Raise Born War Leader, take Strategy, and look at raising Tactics and Leadership with spare points. This sort of barbarian does very well with Allies or henchmen; for ready-made options, see **GURPS Dungeon Fantasy 15: Henchmen**.

SURVIVOR

250 points

Cormac sped lightly and easily, guided partly by his eyes, mainly by his unerring instinct. A lifetime in the forest and on the seas of the wild northern and eastern countries had given him the thews, wits and endurance of the fierce beasts that roam there.

– Robert E. Howard, “Tigers of the Sea”

You've taken the outdoor focus of the barbarian and made it your entire reason to be. You're not the mountain of muscle that other barbarians are. Instead, your senses are honed to an incredible degree, and you are a natural tracker, scout, and stalker. You trade off some strength and combat power for more overall skill in the outdoors.

Attributes: ST 15 (Size†, -10%) [45]; DX 13 [60]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Damage 1d+1/2d+1; BL 45 lbs.; HP 20 (Size†, -10%) [9]; Will 11 [0]; Per 15 [20]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 7† [0].

Advantages: Discriminatory Smell [15] and Outdoorsman 4 [40]. • A further 20 points chosen from among ST +1 or +2 [9/level†], HT +1 or +2 [10/level], Per +1 to +4 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance

[1], Allies (Animals; see p. 19) [Varies], Animal Empathy [5], Animal Friend 1-4 [5/level], Combat Reflexes [15], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Lifting ST 1-3 [3/level], Luck [15], Magic Resistance [2/level], Outdoorsman 5 or 6 [10 or 20], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Serendipity 1 [15], Signature Gear [Varies], Striking ST 1 or 2 [5 or 9†], Temperature Tolerance 1 or 2 [1 or 2], or Weapon Bond [1].

Disadvantages: Gigantism [0] and Social Stigma (Minority Group) [-10]. • Another -10 points chosen from among Easy to Read [-10], Gullibility [-10*], Language: Spoken (Native)/Written (None) [-3], Low TL 1 or 2 [-5 or -10], Odious Personal Habit (Unrefined manners) [-5], Phobia (Machinery) [-5*], Vow (Never give up the trail) [-10], or Wealth (Struggling) [-10]. • A further -20 points chosen from among the previous traits or Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Compulsive Carousing [-5*] or Phobia (Crowds) [-15*], Gluttony [-5*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Impulsiveness [-10*], Overconfidence [-5*], or Sense of Duty (Adventuring companions or Wild nature) [-5 or -15].

Primary Skills: Camouflage (E) IQ+4 [1]-15‡; Navigation (Land) (A) IQ+3 [1]-14‡; Survival (any) (A) Per+3 [1]-18‡; and Tracking (A) Per+7 [1]-22‡§. • One of Thrown Weapon (Axe/Mace, Harpoon, Spear, or Stick) (E) DX+2 [4]-15; Bolas, Bow, Spear Thrower, or Throwing, all (A) DX+1 [4]-14; or Sling (H) DX [4]-13. • One of these four melee skills packages:

1. One of Axe/Mace, Broadsword, or Spear, all (A) DX+2 [8]-15, and Shield (E) DX+3 [8]-16.
2. Flail (H) DX+1 [8]-14 and Shield (E) DX+3 [8]-16.
3. One of Polearm, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-17.
4. Two-Handed Flail (H) DX+3 [16]-16.

Secondary Skills: Brawling (E) DX [1]-13; Stealth (A) DX [2]-13; Mimicry (Animal Sounds or Bird Calls) and Naturalist, both (H) IQ+2 [1]-13‡; Swimming (E) HT [1]-13; Hiking and Running, both (A) HT-1 [1]-12; Fishing (E) Per+4 [1]-19‡ and Observation (A) Per-1 [1]-14. • Either Sumo Wrestling or Wrestling, both (A) DX-1 [1]-12.

Background Skills: Animal Handling (any), Disguise (Animals), and Weather Sense¶, all (A) IQ-1 [1]-10. • Three of Forced Entry (E) DX [1]-13; Climbing (A) DX-1 [1]-12; First Aid, Gesture, or Seamanship, all (E) IQ [1]-11; Carousing (E) HT [1]-13; Lifting (A) HT-1 [1]-12; Skiing (H) HT-2 [1]-11; Intimidation (A) Will-1 [1]-10; or spend 1 point for +1 to any background skill.

* Multiplied for self-control number; see p. B120.

† Includes effects of Gigantism (p. B20). Rolls to hit you are at +1. You *may* use oversized weapons (p. 26) and shields (p. 28) and *must* buy extra-large armor (p. 28).

‡ Includes +4 for Outdoorsman.

§ Includes +4 for Discriminatory Smell.

¶ Add +4 for Outdoorsman if using *Outdoorsman Is Too Expensive!* (p. 21).

The woman was well over six feet in height – almost as tall as Conan – and of robust build.

– L. Sprague de Camp and Lin Carter,
Conan the Buccaneer

Customization Notes

This template shifts the barbarian into more of a support role, but in a wilderness-only campaign, it can be the single most vital role in the party! It's primarily meant for players who want an extraordinarily effective outdoorsman at the cost of combat efficiency. You are well-positioned to expand on and learn more IQ-based skills, such as Animal Handling, Disguise (Animals), or First Aid. You're also a natural for the barbarian-druid lens (p. 13).

There are ways to focus even further:

Savage Survivalist: Take Low TL and Wealth (Struggling). Go for cheap, low-tech weapons like clubs, spears, slings, and bows. Armor should be light, if you even wear any. Consider spending points from quirks to improve your Stealth, for better hunting.

Tracker: Take Bow as your ranged weapon skill, and err on the side of cheaper and smaller tool-like weapons such as axes instead of two-handed swords. Raise Per as much as possible, and raise Tracking as well. Vow (Never give up the trail) is especially appropriate. Serendipity is a great way to ensure you somehow come across some sign of your quarry even when it shakes you!

Wilderness Guide: Absolute Direction is a must. Acute Senses, high Per, and even more levels of Outdoorsman will make you even more of an asset. Weapons that are useful for hunting and as tools – such as axes and bows – suit this type, too.

LENSES

Not all barbarian variations require a completely new template. These lenses can be used to modify *any* of the barbarian templates above. The lens' cost (if any) can be paid for out of the barbarian's advantage points, using points earned from quirks, or both. (If the cost is *negative*, use the points gained to improve advantages or skills from the template or lens.)

BERSERKER

-1 or +1 point

*Today the blood of battle
Upon my weapons will never dry,*

*Many I'll send into the ground
Laughing as they die.*

– Manowar, "Swords in the Wind"

You get extremely angry in combat. Any barbarian can be berserk, but you've made it the center of your being. How berserk you are varies – from merely enraged when injured all the way to going completely berserk in every combat. You can combine this lens with any barbarian template, but it's most useful for the more combat-focused versions – particularly the rage barbarian (p. 6)!

This lens costs 1 point for most templates, but actually *saves* 1 point for the survivor (pp. 8-9).

Secondary Characteristics: For most templates, +3 HP (Size†, -10%) [6]. For the survivor, +2 HP (Size†, -10%) [4]. • -1 Per [-5].

Disadvantages: You must take Berserk [-10*] as one of your choices.

Customization Notes

This lens raises HP as high as your ST score will allow. If you've improved your ST using advantage points, you *can* spend extra points on this lens to raise HP until you hit the (ST × 1.5) cap. Mountain of Meat (p. 18) is almost custom-made for you! High HT is useful, too, for staying conscious and making death checks. Strongly consider getting *at least* one of innate DR (see *Basic Power-Ups*, p. 16), Great Rage (p. 20), Hard to Kill, Hard to Subdue, Naked Rage (p. 21), and Recovery. Note that all of your Per-based skills drop one level.

There are two common variants of the berserker:

Enraged Berserker: Take Berserk with both Battle Rage (+50%) (p. B124) and Enraged (-50%, see p. 14). You go berserk as soon as combat starts, but you have significantly more options in combat *and* better defenses. A shield and a solid one-handed weapon is the way to go, so you will still have a good Block once you've attacked with your weapon using Committed Attack. Keep your self-control roll for Berserk high so you can easily snap out of it after your last foe is downed.

True Berserker: Take Berserk without Enraged; consider Battle Rage so you won't waste time trying to make yourself berserk or risk stunning or knockout from taking an early blow. Since you'll rarely be able to defend, don't waste time learning Shield. Go with a two-handed weapon for maximum mayhem. If you take a weapon with a * on its Reach statistics, make sure you add Reach Mastery (p. 18) so you don't have to waste time switching grips. Flail is especially useful as it reduces some of your opponent's defenses without any tricky Deceptive Attacks needed. If you can afford one, a greatsword gives you both flexible reach *and* two attack modes.

BARBARIANS EVERYWHERE!

Sometimes you want a barbaric fighter, but not an *actual* barbarian. If you want a warrior with the dress code of a barbarian, but have other goals as well, you have a few options:

Barbaric Knight: Take a stock knight, and replace -10 points in disadvantages with Social Stigma (Minority Group) [-10]. Consider adding Outdoorsman and some outdoorsy skills if the game is heading outside, or add the Wilderness-Trained lens (**GURPS Dungeon Fantasy 16: Wilderness Adventures**, p. 5).

Barbaric Swordsman: As above, but based on the swashbuckler. Go for more ST and favor Broadsword over fencing weapons.

Barbarian Lens: Add the appropriate barbarian lens (**GURPS Dungeon Fantasy 3: The Next Level**, pp. 20-36) to any template. The knight and swashbuckler have enough advantage points free to do on a 250-point budget; others may need to juggle.

In the first two cases, you'll appear barbaric and will be treated like a barbarian, but you'll lack the expected wilderness skills. With the lens, you'll be capable (though not an expert) outdoors. For *true* barbarians, stick with the templates in this supplement.

A maximally crazed berserker might go for Berserk (Battle Rage, +50%) (6) [-30] and need almost no other disadvantages. However, his friends had better have a foolproof plan for stopping him once all of their foes have dropped!

REFINED SAVAGE

0 points

*"How civilized of you!" Fafhrd commented in pleased tones.
– Fritz Leiber, "Ill Met in Lankhmar"*

By barbarian standards, you're a bit bookish, soft, and too keen on civilization. By most other standards, you're still an uncouth, rampaging mountain of muscle. However, you have enough experience with civilization to avoid being treated as an outsider. You're drawn to the cities, works, and manners of civilized society – and *might* even go as far as to hold them above all else and espouse their virtues constantly (an Odious Personal Habit).

Advantages: Add IQ +1 [20] to the list of options.

Disadvantages: Replace these completely with the following:

Gigantism [0]. • Another -20 points chosen from among Easy to Read [-10], Gullibility [-10*], Odious Personal Habit (Overly praises civilization) [-5], Wealth (Struggling) [-10], or Xenophilia [-10*]. • A further -20 points chosen from among the previous traits or Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Chummy or Gregarious [-5 or -10], Compulsive Carousing [-5*], Gluttony [-5*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Impulsiveness [-10*], Overconfidence [-5*], or Sense of Duty (Adventuring companions) [-5].

Skills: Add Savoir-Faire (E) IQ [1]-10 and Urban Survival (A) Per-1 [1] to the list of background skill choices.

SEA RAIDER

+4 points

The hammer of the gods will drive our ships to new lands,

To fight the horde, singing and crying: Valhalla, I am coming!

– Led Zeppelin, "Immigrant Song"

You're a rampaging seafarer. You're familiar with ships, the sea, and navigating over the trackless waves. This makes you a natural for nautically centered games or for barbarian-ing it up on dread isles, dungeons hollowed out of icebergs, and drifting ghost ships. You've traded in most of your general outdoor skills for seamanship; however, you can make up for that by adding Wilderness-Trained (**Wilderness Adventures**, p. 5).

In addition to changing the skills below, remember to remove the Outdoorsman bonus from Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking (and Weather Sense if using *Outdoorsman Is Too Expensive*, p. 21), and add the Seafarer bonus to Boating, Fishing, Knot-Tying, Navigation (Sea), Seamanship, Survival (Island/Beach), Swimming, Thrown Weapon (Harpoon), and Weather Sense.

Advantages: Naval Training (p. 18) [1]. • Change all levels of Outdoorsman to Seafarer (p. 22).

Skills: Boating (Sailboat or Unpowered)* (A) DX-1 [1]; Navigation (Land) (A) IQ-1 [1], and Seamanship* (E) IQ [1]. • Replace template's existing Navigation (Land) with Navigation (Sea)*. Replace Survival (any) with Survival (Island/Beach)*. • Background skill points may be spent to add Jumping (E) DX [1] (for leaping to and from ships!) or to improve any skills from this lens.

* Seafarer adds to these skills. The relative level shown does *not* include this bonus.

Customization Notes

Three major customizations are common with sea raiders:

Islander: You originate from an island or archipelago. Use background skills (or points from quirks) to improve Boating and Survival (Island/Beach). Appearance (Ugly) (for ritual scarring and fearsome tattoos), Low TL, and Wealth (Struggling) fit your type. Weapons that double as fishing tools, and those that float and work when wet, are especially good choices; clubs, harpoons, spears, throwing sticks, and spear throwers are your best options.

Pirate: The weird savage-turned-pirate is more of a pirate trope than a dungeoneering one, but it's present in fantasy gaming nonetheless. Choose more nautical-themed weapons: harpoon, spear (for a boarding pike), axe, or broadsword (for an oversized cutlass). In a pirate-themed game, the GM may let you take Odious Personal Habit (Talks Like a Pirate) and a perk-level Ally (Parrot).

Viking: Consider combining this with savage warrior (pp. 7-8) and/or berserker (pp. 9-10) to make a historically inspired Viking raider. For weapons, go for swords, axes, and shields – and definitely harpoons and throwing spears for ranged weapons. Mail and pot helms are *de rigueur* for an elite raider, so consider short barbarian (below); being SM 0 instead of SM +1 will save a *lot* of armor weight and cost.

SHIRTLESS SAVAGE

+5 points

He stood like a bronze image in the sand, apparently impervious to the murderous sun, though his only garment was a silk loin-cloth, girdled by a wide gold-buckled belt from which hung a saber and a broad-bladed poniard. On his clean-cut limbs were evidences of scarcely healed wounds.

– Robert E. Howard, “The Slithering Shadow.”

Many barbarian warriors in movies and pulp stories fit a common type: muscled, tanned, and scantily clad. They lack armor – for cinematic, eye-candy reasons. This lens trades off armor for natural toughness. You're more “beefcake in a loincloth” than “sensibly armored warrior,” but you gain the benefits of being lightly encumbered without totally giving up the ability to shrug off injuries. Because your DR has Tough Skin, attacks that it stops completely might still leave superficial cuts (and perhaps a trickle of blood), but you're not really

hurt. This lens fits the rage barbarian (p. 6) and savage warrior (pp. 7-8) best – and goes *very* well with the berserker lens (pp. 9-10) – but can be matched with any template or lens.

For an explanation of the Doesn't Stack With Armor limitation, see *Barbaric Options* (p. 14).

Advantages: DR 2 (Doesn't Stack With Armor, -20%; Tough Skin, -40%) [4] and Temperature Tolerance 1 [1]. • To the list of options, add: Appearance (Attractive or Handsome) [4 or 8], DR 3-5 (Doesn't Stack With Armor, p. 14, -20%; Tough Skin, -40%) [2/level], and Temperature Tolerance 2-3 [1/level].

Disadvantages: Add Odious Personal Habit (Underdressed savage) [-5] to the list of options.

Customization Notes

Since barbarians are SM +1 due to Gigantism, armor is double cost *and* double weight. This makes the ability to resist damage without armor *very* valuable, effectively negating one of the major downsides of Gigantism. The natural DR of this template allows the barbarian to shrug off damage and stay mobile, but isn't so much that it outshines an armored barbarian or knight. Combining this lens with the natural DR a barbarian can buy (see *Basic Power-Ups*, p. 16) allows up to DR 7 (DR 9 vs. crushing). The Tough Skin limitation includes vulnerability to touch attacks and poisons, so take a long, hard look at Resistant to Poison!

WILDCARDS!

If your campaign is using wildcard skills (*Adventurers*, p. 18), the Barbarian! wildcard doesn't quite match some of the templates in this supplement. At the GM's option, the player may choose whether to use Barbarian! or one of these skills:

Savage Warrior! (DX). Replaces “barbaric” Melee Weapon skills (Axe/Mace, Broadsword, Flail, Polearm, Spear, Two-Handed Axe/Mace, Two-Handed Flail, and Two-Handed Sword) as well as Brawling, Sumo Wrestling, and Wrestling. Make a DX-based roll for Climbing or Jumping. Make an IQ-based roll for Camouflage or Tactics. Make a HT-based roll for Hiking, Running, or Swimming. Make a Per-based roll for Survival (any). Make a Will-based roll for Intimidation.

Sea Raider! (IQ). Replaces Mimicry (Bird Calls), Navigation (Land and Sea), Seamanship, and Weather Sense. Make a DX-based roll for Boating, Climbing, Jumping, Knot-Tying, or Thrown Weapon (Harpoon). Make a HT-based roll for Swimming, or a Per-based roll for Fishing, Observation (while at sea), or Survival (any).

SHORT BARBARIAN

+6 or +8 points

They were dark skinned men of short stature, with thickly-muscled chests and arms.

– Robert E. Howard, “The Black Stranger”

Not *all* barbarians tower over other men. Many are merely normal sized. This lens removes Gigantism from your basic template. It is an excellent choice for barbarians who need to be armored, as the dramatically reduced cost of armor is a major advantage of being normal sized.

This lens costs 8 points for most templates, but just 6 points for the survivor (pp. 8-9).

Attributes: Remove the Size limitation from ST. For most templates, this changes ST 17 (Size†, -10%) [63] to ST 17 [70] for 7 points. For the survivor, it instead changes ST 15 (Size†, -10%) [45] to ST 15 [50] for 5 points.

Secondary Characteristics: Remove the Size limitation from HP. For most templates, this changes HP 22 (Size†, -10%)

[9] to HP 22 [10], for 1 point. For the survivor, it instead changes HP 20 (Size†, -10%) [9] to HP 20 [10], for 1 point.

• Reduce Basic Move by 1.

Advantages: Remove the Size limitation from all additional ST, HP, Lifting ST, and Striking ST; you pay standard cost for all of these. (This *also* affects any power-ups from Chapter 2 based on these traits.)

Disadvantages: Remove Gigantism [0].

CROSS-TRAINING

You can always broaden your barbarian skills, or just make yourself a nastier and stronger barbarian, by cross-training with another template. Most of the following lenses originally appeared in other *Dungeon Fantasy* supplements, but some have been modified slightly to better fit barbarians.

While lenses for all of the basic delvers from *Adventurers* appear below, lenses for some of the templates from later works have been *intentionally* omitted, simply because not every profession meshes well with barbarianism! A barbarian is unlikely to become a learned scholar or a civilized innkeeper, after all. The following lenses work with any of the templates in this chapter. Not all are optimal, or even sensible, but some combinations have particular synergy.

Choice Lenses: Assassin, Holy Warrior, Knight, Scout, Swashbuckler.

Marginal Lenses: Artificer, Bard, Cleric, Druid, Martial Artist, Ninja, Shaman, Wizard.

Starting With Lenses

If the GM wishes to encourage cross-training lenses, he may start players off with additional points (usually 300). If not, a 250-point barbarian has no easy way to add one of these lenses; the four templates on pp. 4-9 only have between 20 and 40 discretionary advantage points, plus up to 5 points from quirks.

To put some lenses into the reach of a beginning character, the GM may wish to allow the player to modify the lenses by removing the attribute and secondary characteristic modifiers.

Example: Barbarian-scout costs +50 points, but includes +1 DX [20] and Basic Speed -0.25 [-5]. Forgoing those brings the lens cost to 35 points, putting it just *barely* within reach of a standard barbarian (pp. 4-6) if he spends all 30 advantage points and 5 points from quirks on it.

Lenses that work especially well this way are barbarian-assassin, barbarian-knight, barbarian-scout, and barbarian-swashbuckler. Lenses with increased IQ fare poorly this way, because the starting IQ of most barbarian templates makes the IQ-based lens skills too low for an adventurer to rely on.

BARBARIAN-ARTIFICER

+65 points

You've added knowledge of alchemy and technology to your outdoor skills and brawn. The barbarian's relatively low

IQ means that it's better to specialize in either Alchemy *or* Engineer (Gadgets) and raise the one skill as high as you can. Disadvantages such as illiteracy, Phobia (Machinery), Low TL, and Wealth are inappropriate here. Magic Resistance isn't appropriate, either, because you'll want to be able to use your own elixirs on yourself.

Generally, if making gadgets is your priority, it's easier to start with an artificer and add the artificer-barbarian lens (*GURPS Dungeon Fantasy 4: Sages*, p. 5). Take the following if you just want some gadgeteering to go with your outdoor skills.

Advantages: Dungeon Artificer 2* [10]; Gizmos 1 [5]; Quick Gadgeteer [50].

Disadvantages: Compulsive Inventing (12) [-5].

Skills: Alchemy (VH) IQ-2 [2]; Engineer (Gadgets) (H) IQ-1 [2]; Fast-Draw (Gadget) (E) DX [1].

* Gives +2 to Alchemy, Armoury, Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps.

BARBARIAN-ASSASSIN

+50 points

Some track and hunt for food; you track and kill for a living. Like any assassin, you use garrotes and knives – but be sure to take oversized (p. 26) knives to keep from bumping into the maximum damage limit! This lens is customized for an outdoorsy, barbaric assassin. To lens into a more standard urban killer, use the regular assassin lens (*GURPS Dungeon Fantasy 12: Ninja*, p. 9).

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes [15]; Striking ST 1 [5].

Disadvantages: Callous [-5].

Skills: Knife and Garrote, both (A) DX+1 [2], *and* Poisons (H) IQ [4]. • 12 points spent to improve those skills, or to add or improve any of Thrown Weapon (Axe/Mace, Harpoon, Knife, Spear, *or* Stick), all (DX/E); Bow, Stealth, or Throwing, all (DX/A); Blowpipe (DX/H); or Shadowing (IQ/A).

BARBARIAN-BARD

+50 points

One word: bagpipes (\$270, 3 lbs). Otherwise, barbarians are somewhat lacking in the brains department for this role. Still, combined with the refined savage (p. 10) and a harp or lute, you can make a passable Fafhrd.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (*Adventurers*, p. 21); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

BARBARIAN-CLERIC

+50 points

"Self-healing barbarian" sounds great, but with spells at 10-11 and injury penalties, stick to healing potions. They'll actually *work*.

Some of the variant clerics from *GURPS Dungeon Fantasy 7: Clerics* are more appropriate for barbarians. Use this lens, but replace the disadvantages (and the list of spells!) with those appropriate to the specific variant cleric chosen. Especially useful ones are barbarian-war priest, barbarian-sea priest (for sea raiders), and barbarian-earth priest (for wilderness navigation). In any case, focusing on spells useful out of combat (where spell failures are less embarrassing) is a good idea.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

BARBARIAN-DRUID

+50 points

Druidic spells could really help a barbarian. This is the best of the not-so-hot caster options. This works especially well with the survivor (pp. 8-9) and decently with the basic barbarian (pp. 4-6), but fares poorly with the more combat-oriented templates. It's a good match with the sea raider lens (pp. 10-11), thanks to magic like Breathe Water, Resist Pressure, Seek Coastline, Swim, and the myriad of Air and Water spells that druids have access to.

It takes a while to get skilled enough with spells, however, so it's best to concentrate on just a few to start with.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 12 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

The men facing [them] turned and ran. Perhaps they thought [they] were berserkers – those warrior-madmen were the most fearful human enemy a man could face, and it was no shame to flee from them.

– Eric Nielson, *Haakon: The Golden Axe*

BARBARIAN-HOLY WARRIOR

+50 points

Holy Might means Blessed (Heroic Feats) (p. B41) and +1d more ST in times of need. You want this. You also get access to True Faith for turning evil – it's pricey, but for barbarian-holy warriors with high Will it can be very effective.

Attributes: +1 IQ [20].

Secondary Characteristics: +1 Will [5]; -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or the skills above.

BARBARIAN-KNIGHT

+50 points

More DX and better defenses (Combat Reflexes) shore up the barbarian's only real combat flaws. The savage warrior (pp. 7-8) already has several of these skills; this lens raises them to impressive levels!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Born War Leader 2* [10]; Combat Reflexes† [15].
Skills: Armoury (Body Armor or Melee Weapons) and Connoisseur (Weapons), both (A) IQ [2]. • Leadership (A) IQ [2], or 2 points in existing skill to get Leadership (A) IQ+1 [4]. • Strategy (Land) (H) IQ-1 [2], or spend 1 point to raise existing skill to Strategy (Land) (H) IQ-1 [2] and add Armoury (whichever specialty was not chosen) (A) IQ-1 [1]. • Tactics (H) IQ-1 [2], or 2 points in existing skill to get Tactics (H) IQ [4].

* Gives +2 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

BARBARIAN-MARTIAL ARTIST

+50 points

The barbarian-martial artist can, with enough points, be *scary*. This lens isn't great for barbarians seeking an *instant* boost, though.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Replace Brawling (E) DX [1] with Karate (H) DX [4]. • Replace Sumo Wrestling or Wrestling, both (A) DX [2], with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (*Adventurers*, p. 22). Chi skills get +1 for Chi Talent.

BARBARIAN-NINJA

+50 points

You were adopted into a ninja clan as a wild youth or somehow convinced a ninja clan to induct you as an adult. Combined with oversized versions of the traditional ninja weapons, or a big weapon with the ninja weapon modifier (see *Ninja*, p. 13), your great strength makes you terrifying. Select large shadows when hiding. Unlike the generic ninja lens, this one is focused on leveraging your great strength. You still get to learn to throw shuriken, however.

BARBARIC OPTIONS

These new modifiers and combat maneuver are particularly appropriate for barbarians.

Berserk

Not all berserkers are *completely* out of control. The following special limitation can be combined with Battle Rage.

Enraged: You're not totally crazed, but close. In addition to the maneuvers listed for Berserk (p. B124), you may choose Committed Attack (below). You cannot Retreat or step back, even if your maneuver would allow it. You make rolls to remain conscious or alive at only +1 (instead of +4). -50%.

Damage Resistance

The DR of the shirtless savage (p. 11) has the following special limitation. The GM may find it useful when designing further power-ups.

Doesn't Stack With Armor: This is a less restrictive version of Can't Wear Armor (p. B47). You can choose to wear any armor you want, but DR bought with this limitation doesn't stack with DR from armor; use the higher of the two. It always stacks with innate DR and with DR-fortifying enchantments or spells that affect you as a whole, not specifically your armor; e.g., the Armor spell, Ironskin amulets, or the "force-field" protection of Bracers of Force (though not the physical armor that they also provide your arms). -20%.

The above limitation justifies barbarians who charge into battle bare-chested, while occasionally picking up bits of useful armor to wear during epic fights. It makes magical armor useful, but only when it is better than what the delver has on his own. Note that only armor's *Damage*

Resistance is affected by this limitation; if the armor has other useful enchantments, those still work!

Example: A shirtless savage barbarian has DR 5 (Doesn't Stack With Armor, -20%; Tough Skin, -40%) [10]. He lucks into finding an oversized DR 2 leather jacket with Deflect +2, Fortify +2, and Might +1. If he wears the jacket, he doesn't benefit from its DR 4, but he *does* still get the +2 DB and +1 ST from its other enchantments.

Committed Attack

This option is available for *all* delvers by default, but the GM may wish to make it an option only for barbarians. Sometimes it's *good* to be uncivilized!

Committed Attack falls between the pure offense of All-Out Attack and the balanced offense and defense of Attack. The fighter must use a ready melee attack and choose one of these options before he attacks:

- **Determined:** Make a single melee attack at +2 to hit.
- **Strong:** Make a single melee attack at normal skill and +1 to damage. This applies only to ST-based thrust or swing damage, not to flame jets, force swords, etc. At the GM's option, the damage bonus can scale up for high-ST characters: add +1 to damage per two *full* dice of basic damage, before other modifiers.

Movement: Step or two steps. A second step gives -2 to hit, making the total modifier +0 for Committed Attack (Determined) or -2 for Committed Attack (Strong). Movement can come before or after the attack. An attacker who takes two steps *can* step, attack, and step again – a tactic known as "attack and fly out."

Active Defense: The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat.

Advantages: Ninja Talent 1 (*Ninja*, p. 4) [10]; Weapon Master (Ninja Weapons; *Ninja*, p. 7) [35].

Disadvantages: Vow (Ninja Secrecy; *Ninja*, p. 7) [-5] and Vow (Own no more than what can be carried; *Ninja*, p. 7) [-10].

Skills: Poisons (H) IQ-1 [2]. • One of Thrown Weapon (Knife or Shuriken) (E) DX+1 [2]; Bow or Throwing, both (A) DX [2]; Blowpipe (H) DX-1 [2]; or spend 2 points to improve existing skill in one of these choices. • 6 points spent on any of Axe/Mace, Jitte/Sai, Polearm, Shortsword, Spear, Staff, or Tonfa, all (DX/A); or Kusari (DX/H).

Special Abilities: 10 points total in Ninja Training abilities (*Ninja*, p. 5-6) and skills (*Ninja*, p. 7).

*His shoulders and brawny chest
tapered to a still-massive waist . . .
His upper body was held up by two legs
corded with muscles and as large as tree
trunks, while his mighty arms exuded
the strength that had come from wielding
axe and bow since childhood.*

– Gary Gygax, *Saga of Old City*

BARBARIAN-SCOUT

+50 points

The barbarian's ST projected at range, combined with similar skill sets, makes this perhaps the ideal barbarian lens.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12] or 12 points in existing skill to get Bow (A) DX+4 [16]. • Fast-Draw (Arrow) (E) DX [1]; Traps (A) IQ-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

BARBARIAN-SHAMAN

+50 points

You are not only comfortable in the outdoors but also in touch with the spirit denizens of the world. Because your relatively low IQ make spells difficult, consider specializing in a handful – or focusing on Shamanic abilities. This combines well with templates like the survivor (pp. 8-9) and lenses that favor low-tech solutions.

The GM may wish to add One-Eye [-15] to the list of allowable disadvantages; it's traditional for barbaric wise men to give up an eye for access to spiritual knowledge!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Shamanic) [20] and Spirit Empathy [10].

Disadvantages: Disciplines of Faith (Mysticism) [-10].

Skills: Exorcism (H) Will [4]; Hidden Lore (Spirits) (A) IQ [2].

Special Abilities: 14 points in shamanic spells and Shamanic abilities (see *GURPS Dungeon Fantasy 9: Summoners*, p. 19).

BARBARIAN-SWASHBUCKLER

+50 points

Weapon Master means bonus damage per die. The barbarian rolls lots of damage dice. Ouch. The refined savage (p. 10) might opt to learn a civilized fencing weapon, but this is also a very effective gateway into Weapon Master for any barbarian's weapon, and swing gets the most dice of damage . . .

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: Either choose a barbarian Melee Weapon skill and put 8 more points into it, raising it by two levels, or add one of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

BARBARIAN-THIEF

+50 points

Focus on smashing doors (Forced Entry) and using a two-handed sword to backstab (Stealth). It's quite effective, actually.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. • Forced Entry (E) DX [1], or 1 point in existing skill to get Forced Entry (E) DX+1 [2]. • Raise Stealth (A) DX [2] to Stealth (A) DX+2 [8].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

BARBARIAN-WIZARD

+50 points

If you insist, realize that Resisted spells are *hopeless* at skill 10-11. Learn Might and Vigor, avoid the Magic Resistance advantage, and raise Magery as high as you can.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Disadvantages: Delete Language: Spoken (Native)/Written (None) [-3] from barbarian disadvantage options. If you have this, you must buy it off before picking this lens!

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

CHAPTER TWO

POWER-UPS

Power-ups are ways to make barbarians more powerful, versatile, and capable. Some, such as those listed under *Basic Power-Ups* (below), simply expand the template's natural limits and should be allowed for all barbarians. But others can change the capabilities of the barbarian in minor (*Perks*, pp. 17-19) or major (*More Power*, pp. 19-22) ways. The GM should consider this a warning: These may open up new avenues that he hasn't prepared for. If so, he may add additional prerequisites or make any of these options hard to get or expensive to learn – perhaps requiring special training from difficult-to-meet NPCs. Don't take this too far, though; remember, this is dungeon fantasy, where ridiculous power

is expected and normal. For *much* more advice along these lines, see *Buying Power-Ups* (*GURPS Dungeon Fantasy 11: Power-Ups*, pp. 7-8) and especially *Special Requirements* (*Power-Ups*, pp. 8-9).

This chapter contains all of the barbarian-specific power-ups from *GURPS Dungeon Fantasy 3: The Next Level*, *Power-Ups*, and *Pyramid #3/61: Way of the Warrior*. With the exception of Brave (p. 17) and Reach Mastery (p. 18), the *general* options from *Power-Ups* aren't included, so players of barbarians will still want that supplement to push their delver truly over the top (see *Picking Power-Ups*, p. 17).

BARBARIC PROWESS

Barbarian power-ups focus primarily on strength and toughness. If the GM wants to invent his own, then that's where to start.

BASIC POWER-UPS

Barbarians have access to everything on their template plus these options:

- Arm ST 1 or 2 (Size, -10%) [5 or 9].
- Damage Resistance 1 or 2 (Limited, Crushing, -40%; Tough Skin, -40%) [1 or 2].
- Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6]. It's legitimate to take this power-up and the previous one to get as much as DR 4 vs. crushing attacks – but realize that it's *flesh* and won't stop contact agents (electric shocks, many poisons, etc.) that get past actual armor.
- Extra Attack 1 [25].
- Extraordinary Luck [30].
- HP up to 1.5 × ST, with the usual Size, -10% limitation.
- Resistant to Poison (+8) [7].
- ST up to 25 *before* racial modifiers, with the usual Size, -10% limitation.
- Unfazeable [15].
- Weapon Master (Barbaric Weapons; p. 22) [40].

These apply to *all* of the barbarian templates in this supplement. It's also fair to let experienced barbarians surpass some *further* limits as power-ups:

- Animal Friend up to 6 [5/level], the cheapest route to high levels with two or more Animal Handling specialties, if selected. Also gives great reactions from animals. Note this applies only to barbarians with Animal Friend on their template.

- Outdoorsman up to 6 [10/level], “leveling up” all of Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking at once.

- Seafarer (p. 22) up to 6 [10/level], improving all of the seagoing skills at once – especially Boating, Fishing, Survival (Island/Beach), and Thrown Weapon (Harpoon).

A fray! And now, Groo does what Groo does best!

– Sergio Aragones,
Groo the Wanderer #2

Power-Up Limits

It's tempting to allow barbarians to buy *even more* Damage Resistance with Tough Skin – perhaps with Doesn't Stack With Armor (p. 14) or Limited. But be careful; it's easy to allow barbarians too much DR, turning their lack of armor into a pure advantage instead of a trade-off.

Optionally, in order to better differentiate between types of barbarian, the GM might limit the maximum level of Animal Friend, Outdoorsman, and Seafarer to *two* levels over the maximum offered on the template (after any lens modification). For example, the standard barbarian (pp. 4-6) could have up to Animal Friend 6, Outdoorsman 6, and Seafarer 2; a savage warrior (pp. 7-8) would be limited to Animal Friend 2, Outdoorsman 6, and Seafarer 2; while a standard barbarian with the sea raider lens (pp. 10-11) could not exceed Animal Friend 6, Outdoorsman 2, and Seafarer 6.

PERKS

1 point/perk

These are Combat Perks (**Power-Ups**, p. 11-12) that only barbarians can buy. Perks marked with a † require specialization. Those with a ‡ come in levels.

Battle Cry

Prerequisite: One of HT 14+, Bad Temper, or Berserk.

You can call on your rage to stun foes with a battle cry. You may buy the Kiai skill.

Brave

A Fright Check normally fails on a roll of 14+, even if one's Will and bonuses (like Fearlessness) total to greater than 13; see p. B360. You fail only on a 15+. This doesn't improve your Will – it merely raises the automatic failure threshold. Thus, for Brave to be useful, your adjusted Will must be at least 14!

Butchery

Immediately after killing a foe yourself, by any means, you can hack the body to -10×HP in just one turn, destroying it beyond reasonable hope of resurrection. This requires no roll and you don't even need a ready weapon to do it; it's pretty grisly when done by hand, boot, and even *teeth*. Grr!

Crude Armourer

Any barbarian can start with crude gear (see p. 28), but you can get more of it – even if you have to make it yourself. You may always purchase further gear with the crude modifier or attempt to make it yourself per the usual crafting rules (**GURPS Dungeon Fantasy 2: Dungeons**, p. 3).

Extra Option†

This perk gives you access to a single rules option that others do not get. You may specialize in either of the following options.

Beefcake Protection: This gives you access to *Bullet-proof Nudity* (p. B417). *Prerequisites:* None, but Naked Rage (p. 21) is highly recommended.

Walk It Off: This gives you access to *Flesh Wounds* (p. B417). *Prerequisites:* HT 13+ and High Pain Threshold.

Ferocious Beard‡

Barbarians can cultivate a truly amazing beard. You have a beard so thick it can stop blows. It may be because you've woven wire or sticks or bones into it, tied it into tight braids, or just haven't shaved in decades. It provides flexible DR that protects the face on a roll of 1-3 on 1d, and protects the neck from the front only. You suffer no penalties for layering this DR with other armor – so long as the

beard is *under* any face protection and *over* any neck protection. It comes in two levels:

Thick Beard: Provides DR 1. Against fire and corrosion attacks, this DR becomes *ablative*; it grows back in 1d weeks. 1 point.

Ridiculously Thick Beard: As above, but provides DR 2! Lost DR returns in 1d weeks per point. 2 points.

Focused Fury

Unlike most warriors, you can combine Mighty Blows (p. B357) with All-Out Attack (Strong), gaining a total damage bonus equal to the *better* of +2 *per die* or a flat +3. This use of Mighty Blows still costs 1 FP per attack.

PICKING POWER-UPS

Many general and utility abilities from **Power-Ups** especially suit barbarians. See that supplement for details on what some of these do.

Claim to Hospitality (**Power-Ups**, p. 16). This can represent a network of allied tribes or even neutral tribes who ascribe to similar rules of hospitality. Your non-barbarian buddies can't rely on this, but you can in any wilderness area!

Cleaving Strike (**Power-Ups**, p. 10). This is especially useful if you have Berserk and will thus All-Out Attack anyway! Greater Cleaving Strike (pp. 20-21) is more potent, but not as affordable.

Combat Perks (**Power-Ups**, pp. 11-12). Some perks are especially useful for barbarians: Finishing Move, Flourish (especially for rage barbarians), Follow-Through (great for berserkers and after Greater Cleaving Strike), and Trademark Move.

Hero (**Power-Ups**, p. 16). This is useful for offsetting the reaction penalties from Social Stigma *and* improving your reaction rolls from other barbarians.

Mortal Foe (**Power-Ups**, p. 12). The prerequisites for this are steep, with a required weapon skill of 20+, but the classes Dire Animal and Hybrid are thematically very appropriate for barbarians. You know how to handle giant animals and abominations against nature!

Run and Hit (**Power-Ups**, p. 12). The high move and ST of a barbarian makes this lethal, doubly so if you also take Ramming Speed (p. 18) and collide with your foe before or after your strike. Rage barbarians can combine this with Super Jump to make dramatic leaping attacks!

Slayer Training (**Power-Ups**, p. 13). Pair Slayer Swing at Skull with a high basic damage weapon, like a big club (p. 26) – or Slayer Swing at Neck with any edged weapon.

Whatever power-ups you choose, keep an eye out for strong synergies. For example, Mr. Smash (p. 21) couples well with Flourish, Follow-Through, or You're Next! (p. 19) thanks to the +1 per level to Intimidation rolls when using a fitting weapon. Focused Fury (above) makes sense for berserkers (pp. 9-10) so they can add even more damage to their strikes. Similarly, Cleaving Strike and Greater Cleaving Strike both benefit from Slayer Swing at Neck (or Skull), which makes it easier to down each of your foes, allowing a follow-up strike.

Giant Weapons‡

You've learned to use weapons and shields sized for people larger than yourself. Each level of the perk (maximum four) allows you to wield weapons and shields sized for users one SM above your own; see *Oversized Weapons* (p. 26) and *Oversized Armor and Shields* (p. 28). In other words, Giant Weapons 1 lets you use weapons for one SM higher at no penalty, Giant Weapons 2 lets you use weapons for one or two SMs higher at no penalty, and so on.

This perk has *no* effect on the minimum ST required to wield these weapons! For that, see *Huge Weapons* (below).

Heroic Sacrifice‡

Prerequisites: High Pain Threshold and others (see below).

You can burn HP as FP for the tasks listed under *Heroic Reserves* (p. 21). Each level of this perk permits you to pay 1 HP per expenditure; e.g., Heroic Sacrifice 3 [3] would let you spend up to 3 HP at a time on Great Rage. You may purchase one level of Heroic Sacrifice per *full* 10 points in combat skills, as for Heroic Reserves.

*It's different in Barbaria. Nothing
we like better than belching and
fighting.*

– Mark E. Rogers,
“Beyond the Black Walnut”

Huge Weapons‡

Prerequisite: SM +1.

You can wield weapons that would otherwise outstrip even your impressive ST. Each level of the perk (up to four) gives you +1 to ST for the *sole* purpose of meeting weapons' minimum ST requirements; there's no effect on damage or combat performance. For instance, ST 17 and Huge Weapons 1 would allow you to fight without penalties using an oversized great axe, greatsword, or morningstar that normally calls for ST 18; see *Oversized Weapons* (p. 26).

This perk has *no* effect on the penalty for using a weapon sized for a larger user! For that, see *Giant Weapons* (above).

Is That All You've Got?

Prerequisites: High Pain Threshold and *either* Hard to Kill or Berserk.

When you get hurt, you almost look *happy* about it – you get a gleam in your eye, spit your teeth in your enemies' face, lick the bloody wound, etc. If an enemy injures you, you may try Intimidation against that foe as a free action at the start of your very next turn. Roll as explained in *Taunt and Bluster* (*Dungeons*, p. 12). You receive the best applicable bonus from among the following: +1 if the injury was a major wound, +2 if it reduced you to 0 or fewer HP or crippled a limb, +3 if it sent you to -HP or worse, or +4 if anything was dismembered. Remember to ham it up!

Momentary Strength

Prerequisite: Either HT 13+ or Berserk.

You can dig into your reserves of energy to perform brief feats of strength. You may buy Power Blow, based on *HT*, not *Will*.

Mountain of Meat

You're just *that big*. Seriously. Where a “normal” barbarian can increase HP as high as 1.5×ST, *you* can buy HP up to 2×ST (as usual, with Size, -10%).

Naval Training

You've trained at fighting on a rocking ship or boat. You may ignore the -2 to attack and -1 to defend for bad footing under those circumstances.

Not Done Killing

Prerequisite: Either Hard to Kill or Berserk.

You'll die when you're done killing. If a roll of the dice indicates you will die from anything short of total disintegration, you will . . . later. You continue to walk around and fight normally as if you'd succeeded at the roll. During that time, you suffer the effects of any injury *except* collapse due to death or unconsciousness. After 1d+1 seconds, you really do die. Healing received during this time will not avert your fate.

Power Grappling

Prerequisite: Wrestling.

The ST bonus for your Wrestling skill (p. B228) doesn't stop at +2. You get the usual +1 for Wrestling at DX+1, and +2 at DX+2 . . . and +3 at DX+3, +4 at DX+4, and so on. In effect, you may substitute a ST-based Wrestling roll for raw ST whenever you break free, choke, pin, attempt a takedown, or try to wrestle a weapon away from someone.

Ramming Speed

You always tackle your foes at maximum speed! Whenever you make a slam, work out damage as if traveling at *full* Move (adjusted normally for encumbrance and injury), regardless of how far you *actually* ran on your previous or current turn.

Reach Mastery‡

Changing Reach with a long weapon that has an asterisk (*) on its Reach usually requires a Ready maneuver. Not for you! You can do this as a free action *once* on your turn, before or after your maneuver. You must specialize by weapon; e.g., Reach Mastery (Greataxe).

Sure-Footed‡

You're familiar with fighting on a specific type of inhospitable terrain, which lets you ignore the -2 to attack and -1 to defend (*not* general DX or Move penalties) for a specific type of bad footing. Options include:

Sure-Footed (Icy): Frozen streams and lakes, windswept glaciers, etc.

Sure-Footed (Rocky): Loose rocks and pebble-strewn slopes.

Sure-Footed (Sandy): Soft-packed beach or desert that yields underfoot.

Sure-Footed (Snowy): Snow, however deep.

Sure-Footed (Soggy): Swamps, mud, and similarly boggy ground.

For a more potent version of this ability, see *Terrain Adaptation* (p. 22).

You're Next!

A steroidal, barbarian-specific version of Follow-Through (**Power-Ups**, p. 11): At the end of any turn on which you *knock down* or *kill* enemies, you may attempt Intimidation against the same number of remaining opponents as a *free action*. Use *Taunt and Bluster* (**Dungeons**, p. 12). You roll once; multiple rivals resist separately. This an ideal follow-up to Cleaving Strike (**Power-Ups**, p. 10) or Greater Cleaving Strike (pp. 20-21) – scaring away everyone makes being defenseless less of a risk!

MORE POWER

Besides perks, barbarians have access to a whole raft of new, improved, and impressive power-ups. A † means that you must specialize.

Bear Hug

7 points

Prerequisites: ST 17+ and Power Grappling (p. 18).

You can *squeeze* foes for damage, as long as your SM exceeds theirs. First, you must grapple your foe with two arms. On subsequent attacks, you can squeeze. Resolve this as an attempt to *Choke or Strangle* (p. B370): roll a Quick Contest of your ST vs. the better of your victim's ST or HT. Victory inflicts crushing damage equal to your margin of success.

Alternatively, you can crush the breath out of your foe; resolve the attempt normally, but damage is to the victim's FP, not HP.

Either way, you can grapple and squeeze using your legs *instead* of your arms. A two-leg grapple is -2 to hit, but gets +2 in the Contest!

Perks: Unique Technique (Bear Hug) [1].

Techniques: Bear Hug (H) ST+0 [6].

Bone Breaker

5 points/level

Prerequisites: ST 17+ and Power Grappling (p. 18).

You're especially practiced at snapping necks, wrenching limbs, and breaking spines. Whenever you attempt a Neck Snap or Wrench Limb (see p. B404), roll against your ST-2, not ST-4. If you have Bone Breaker 2 (the maximum), roll against ST+3 instead! Either way, you also add any ST bonus

from Wrestling skill when you execute either of these moves. This is extended as usual by Power Grappling; e.g., if you have Wrestling at DX+4, your ST is at +4 for the roll to snap *and* for calculating damage!

Perks: Crunch!* [1], Unique Technique (Bone Breaker) [1].

Techniques: Bone Breaker (H) ST-2 [3] or ST+3 [8].

* Like *Power Grappling* (p. 18) but extends your Wrestling ST bonus to these brute-force techniques instead.

ALLIES

The GM using either **GURPS Dungeon Fantasy 5: Allies** or **GURPS Dungeon Fantasy 15: Henchmen** may permit barbarians to take Allies, either using advantage points at character creation or later as a power-up.

Animals: Especially appropriate animal allies include bears, boars, giant eagles, gorillas, great cats, hounds, and stallions. Seagoing barbarians should look into sharks, too. The costs in **Allies** assume summonable creatures, however, which doesn't make sense unless the barbarian has some mystical, druid-like connection to the wilderness. Instead, buy those animals as non-summonable but constantly available Allies; see below.

Henchmen: Any henchmen is a good choice to supplement the barbarian's strengths and cover for his weaknesses. Henchmen who play to the barbarian's strengths include the archer, brute, killer, skirmisher, and squire. The agent, apprentice, cutpurse, initiate, and sage all provide skills and abilities that are weak points for barbarians. Decide if you need a "mini-you" for a sidekick or someone who brings different skills to the table. Both approaches have their advantages! A barbarian with multiple Allies might well want to do both.

The Ally Advantage: Assuming a 250-point barbarian and a normal Ally (e.g., one without modifiers like Special Abilities or Summonable), buy the advantage corresponding to the animal or henchman's relative value:

62 points: Buy as Ally (Built on 25%; Constantly) [4].

125 points: Buy as Ally (Built on 50%; Constantly) [8].

187 points: Buy as Ally (Built on 75%; Constantly) [12].

250 points: Buy as Ally (Built on 100%; Constantly) [20].

Emergency Casting†

5 points/spell

Prerequisites: Outdoorsman (see below).

You can sacrifice to the spirit world to cast a specific druidic spell in times of need. Only a few specific spells that enhance a barbarian's outdoor skills are available; each is its own power-up. All require Outdoorsman equal to the spell's usual Power Investiture level:

Outdoorsman 1: Beast-Rouser, Beast-Soother, Master, No-Smell, Quick March, Seek Food.

Outdoorsman 2: Beast Seeker, Beast Speech, Neutralize Poison, Pathfinder.

Outdoorsman 3: Beast Summoning, False Tracks, Resist Cold, Resist Lightning, Snow Shoes, Swim.

Spells have normal casting times, effects, and durations. They suffer the usual penalties for nature's strength as specified under *Druidic Spells* (*Adventurers*, p. 19). All are cast with a roll against HT (not IQ) and Outdoorsman doesn't add – it's not Power Investiture (Druidic)! Further, energy costs are paid in HP, not FP.

Perks: Charm (Druid Spell) [1]. The modified casting rules (HT and HP vs. IQ and FP) are considered a wash.

Spells: Druidic Spell (H) HT [4/spell].

Epic Smash†

25 points

Prerequisites: ST 18+, Momentary Strength (p. 18), and Melee Weapon skill at 15+.

This strike leverages your preternatural strength into a single blow of immense power. You must specialize in a specific weapon skill capable of a swinging attack. Each strike costs 1 FP. You must wait five seconds after attempting an Epic Smash before you can attempt another one. You must use a swinging attack to benefit from this power-up.

Roll against full skill to hit. Double your ST score to determine damage. In addition, victims suffer -3 to any roll to remain standing – this includes DX rolls due to knockback and HT rolls to avoid knockdown. If you use Power Blow (following the normal rules) to successfully double your ST before using Epic Smash, this power-ups *triples* it instead. (Similarly, if you used Power Blow at -10 to triple your ST, *quadruple* it instead.)

However, the force of the blow causes great stress on your weapon; if the blow hits (or is blocked or parried), check for breakage as if your weapon parried a weapon 3× its weight (see *Parrying Heavy Weapons*, p. B376). If it breaks, you still deal damage normally – it shattered delivering the blow!

This may be combined with any other striking power-ups, including Cleaving Strike (**Power-Ups**, p. 10), Focused Fury (p. 17), or Greater Cleaving Strike (pp. 20-21), for blows worthy of the sagas! When combined with Cleaving Strike or Greater Cleaving strike (but not any other form of multiple attack), the ST multiplier applies to *all* successful strikes . . . but check for breakage for each successful hit!

Perks: Unique Technique (Epic Smash) [1].

Techniques: Epic Smash (H) Skill+0 [24].

Great Rage

20 points/level

Prerequisites: Berserk, Gigantism, and High Pain Threshold.

You're a true juggernaut when roused to a full battle rage. At any time, you may burn 10 FP to enter a state where you have +5 (at level 1) or +10 (at level 2, the maximum) to ST for *all* purposes – strikes, grapples, and HP. This lasts a minute, after which you may pay 5 FP/minute to remain enraged. Since the temporary 5 or 10 HP from Great Rage go away when the rage ends, you should compare all wounds to both regular and improved HP and check again for crippling, unconsciousness, and death when Great Rage ends.

The Berserk disadvantage is required to buy this power-up. At the GM's discretion, barbarians working toward Great Rage may gain Berserk by swapping disadvantages of comparable

value for it. A barbarian doesn't have to be berserk to *use* Great Rage.

Attributes: ST +5 or +10 (Costs Fatigue, 10 FP, -50%; Size, -10%) [20 or 40].

*All right, you slobbering,
savage creature – prepare to
meet your equal!*

*– Sergio Aragonés,
Groo the Wanderer #2*

Greater Cleaving Strike†

20 points/skill

Prerequisites: Any Melee Weapon skill capable of swinging attacks and ST 18+.

Greater Cleaving Strike is a special All-Out Attack that lets you attempt to swing through any number of adjacent foes in front of you! You must specialize by Melee Weapon skill. It's *all* you can do that turn, no matter how fast or skilled you are. Since it's an All-Out Attack, it also leaves you without active defenses. Otherwise, the rules below replace those for All-Out Attack.

When you launch a Greater Cleaving Strike, you cannot step. Instead, you stand in place and make attacks on any number of foes, provided they are in front of you, adjacent to each other, attackable given your current weapon's Reach, *and* not obstructed (by cover or figures you *can't* attack). Consulting the diagram on p. B388, a greatsword (Reach 1, 2) would let you hack up to eight targets in your three front hexes and the five marked "2," while a halberd held at Reach 3 could mow through up to seven victims in the hexes marked "3." You must attack either from left to right or from right to left, changing facing as you engage each target. All attacks must be with a *swung* weapon.

Choose a hit location on the first foe and then make your attack roll. Your opponent defends normally. If you succeed and he fails to defend, roll your usual weapon damage against him, at the better of a flat +2 or +1 per die, as with All-Out Attack (Strong). Owing to this move's sheer power, the enemy suffers -1 to all DX and HT rolls to avoid falling down due to knockback or knockdown!

What happens next depends on whether you missed, your rival dodged or retreated, you knocked your enemy down or back, you hit a limb or an extremity and did enough damage to dismember it, or you managed to kill your victim. If any of those conditions applies, you may proceed to the next target in order and repeat the process. Otherwise, your turn ends.

There's no need for Cleaving Strike (**Power-Ups**, p. 10) if you have Greater Cleaving Strike – but as with all power-ups that offer improved versions, the GM may require a gradual progression.

Perks: Unique Technique (Greater Cleaving Strike) [1].

Techniques: Greater Cleaving Strike (H) Skill+0 [19].

Heroic Lifts

6 points/level

Prerequisites: Gigantism and High Pain Threshold

You can *briefly* exert yourself to lift far more than your ST (and any ordinary Lifting ST) would suggest. This costs 1 FP per second and gives you +10 ST per level (maximum three levels) for forcing or lifting gates, shifting boulders, and so on. This is more efficient than standard extra effort and doesn't have the long preparation time or skill roll of Power Blow, but cannot be used in combat to throw people around, choke them, etc. If combined with Power Blow, first apply the Heroic Lifts bonus to your ST, and then apply the multiplier from Power Blow.

Advantages: Lifting ST 10, 20, or 30 (Costs Fatigue, 1 FP/second, -10%; Noncombat Lift, -60%; Size, -10%) [6, 12, or 18].

Heroic Reserves

3 points/level

Prerequisite: Special (see below).

You have hidden reserves of vigor you can draw on, traditionally referred to as "rage."

You may spend Heroic Reserves (HR) as FP to fuel athletics, martial feats, war cries, and physical extra effort – including *Extra Effort in Combat* (p. B357) and nonmagical special abilities such as Epic Smash, Great Rage, Heroic Lifts, Kiai, and Power Blow. You cannot burn HR to power spells (including Emergency Casting or Rage Casting) or for extra effort the GM deems "mental." However, effects that sap FP – starvation, and some spells, poisons, and monster abilities – never deplete HR. You can tap HR even at fully negative FP! Moreover, HR recharges separately from FP regardless of your activities: 1 point per 10 minutes normally, or 1 point per 5 minutes with Fit or Very Fit.

You may purchase one level of HR per full 10 points in combat skills (melee, ranged, or unarmed – but special powers don't count). For instance, a barbarian with 31 points in Brawling, Spear Thrower, Two-Handed Axe/Mace, and Wrestling could buy up to HR 3.

Advantages: Energy Reserve (Heroic) [3/level].

Mr. Smash

5 points/level

This new Talent gives +1 per level (maximum four levels) to Polearm, Two-Handed Axe/Mace, Two-Handed Flail, and

Two-Handed Sword – and to Forced Entry rolls made with swung two-handed weapons. There's no reaction bonus, but you get +1 per level to Intimidation rolls when somebody is at your mercy and it would be trivial to splatter him using a suitable weapon. This power-up mainly benefits barbarians who desire to master *all* forms of bashing, not just a single two-handed weapon skill.

OUTDOORSMAN Is Too EXPENSIVE!

One common concern with the barbarian template is its four levels of Outdoorsman. This costs 40 points and affects only seven largely non-combat skills that don't help much in the dungeon.

GURPS Power-Ups 3: Talents offers an alternative cost for Outdoorsman: 7 points/level. Another option there is to add Weather Sense, which brings the alternative cost to 8 points/level. If used, this would have the following effects on the various barbarian templates. The costs below reflect the 8 points/level version that *includes* Weather Sense:

Barbarian: Outdoorsman 4 [32]; saves 8 points for customization.

Rage Barbarian: Outdoorsman 2 [16]; saves 4 points for customization.

Savage Warrior: Outdoorsman 2 [16]; saves 4 points for customization.

Survivor: Outdoorsman 4 [32]; saves 8 points for customization.

Points for customization are available for use for anything on the barbarian template or added by a lens. Popular choices are *more* advantages, purchasing a lens (see *Starting With Lenses*, p. 12), or higher secondary characteristics or skills.

Sea raiders (pp. 10-11) can use the Seafarer alternative cost of 9/level. This saves them 1 point per level of Talent, or exactly *half* of the values shown above (e.g., 4 points for a sea raider survivor).

Naked Rage

35 points

Prerequisites: Berserk, Gigantism, and High Pain Threshold.

When your Berserk goes off, it isn't just pain you don't feel – injury genuinely affects you less! While berserk *and* clad in at most ordinary DR 0 skivvies (loincloth, leopard-skin bikini, etc.), subtract any non-armor DR (Armor spells, shirtless savage benefits, other barbarian power-ups, etc.) from damage, apply wounding modifiers, and then *halve* the final HP loss. Round down, but penetrating damage always inflicts at least 1 HP.

As with Great Rage (p. 20), the GM may allow barbarians seeking this trait to exchange other disadvantages for Berserk. Unlike that power-up, this one *does* require the user to flip out!

Advantages: Injury Tolerance (Damage Reduction 2; Accessibility, Only when not wearing armor, -10%; Only When Berserk, -20%) [35]. **Notes:** The Accessibility is just -10% due to the rarity of armor-wearing barbarians in general and because stripping down is free and easy (whether it's a *good* idea is another matter, but Naked Rage makes it a less-bad one). The GM is advised to forbid full-spectrum Damage Reduction without building in similar downsides!

Ragnar's Breath

5 points

You can overcome foes using just your bad breath! In battle, this counts as an attack, and is possible only after one of you has grappled the other from the front. Otherwise, ordinary conversation will do. Roll a Quick Contest of HT. Eating or drinking something foul enough to justify a reaction penalty grants you a bonus equal in size to that penalty. Resistant to Metabolic Hazards counts for your target, and he's *immune* if he has Doesn't Breathe, Immunity to Metabolic Hazards, or No Sense of Smell/Taste. If you win, your victim is stunned for seconds equal to your margin of victory.

There's one downside: Enemies get +1 to find you by scent or recognize you as *that* barbarian!

Perks: Unique Technique (Halitosis Attack) [1].

Quirks: Distinctive Features [-1].

Techniques: Halitosis Attack (A) HT [5].

Seafarer

10 points/level

This new Talent gives +1 per level to Boating, Fishing, Knot-Tying, Navigation, Seamanship, Survival (Island/Beach), Swimming, Thrown Weapon (Harpoon), and Weather Sense . . . and to Carousing and Streetwise rolls made in port towns. You also get +1 per level on reaction rolls made by sailors, pirates, and aquatic races sympathetic to sea travel (*not* from horrid Squid Men and their ilk). This nautical riff on Outdoorsman is a power-up aimed at barbarians modeled on Viking raiders.

You may start with up to four levels of Seafarer, but go as high as six levels as a power-up. For suggestions on a different ceiling, see *Power-Up Limits* (p. 16).

Terrain Adaptation†

5 points

Prerequisite: Appropriate Survival specialty at 16+.

You're so at home in certain terrain that you can ignore the DX and Move penalties for that environment, per p. B93.

Which terrain you can adapt to depends on the Survival skill you've mastered – defaults won't do, you need to have *learned* the skill. You must purchase each Terrain Adaptation specialty separately.

Terrain Adaptation makes Sure-Footed (pp. 18-19) for the same hazard completely unnecessary. A barbarian who starts with Sure-Footed can spend 4 points later to upgrade it to Terrain Adaptation, if he meets the Survival prerequisite.

Survival (Arctic): Terrain Adaptation (Ice), Terrain Adaptation (Snow).

Survival (Desert): Terrain Adaptation (Loose Rock), Terrain Adaptation (Sand).

Survival (Island/Beach): Terrain Adaptation (Sand), Terrain Adaptation (Shallow Water).

Survival (Jungle): Terrain Adaptation (Undergrowth).

Survival (Mountain): Terrain Adaptation (Loose Rock), Terrain Adaptation (Snow).

Survival (Plains): Terrain Adaptation (Undergrowth*).

Survival (Swampland): Terrain Adaptation (Swamp).

Survival (Woodlands): Terrain Adaptation (Undergrowth).

* Also includes *tall* grass, such as maize, wheat, sugarcane, kunai grass, and similar vegetation.

Weapon Master (Barbaric Weapons)

40 points

This includes all barbaric hand weapons (axes, flails, maces, mauls, polearms, shields, spears, and swords) and barbaric ranged weapons (bolas, bows, harpoons, spear throwers, and throwing sticks, as well as thrown versions of the melee weapons listed above). Especially civilized versions of the weapons above (as determined by the GM) – such as katanas, backswords, and three-part staffs – are not included. They *do* suit certain barbarian lenses, however, such as barbarian-ninja, barbarian-swashbuckler, and barbarian-martial artist, respectively . . . but those lenses give access to different Weapon Master specialties that cover such weapons instead! In such cases, it's better just to allow the barbarian to upgrade to Weapon Master (All Weapons) for 45 points.

RAGE POWER

This power is granted by the barbarian's internal rage. Its abilities have the Wrath limitation. Unlike most powers, Rage does not have a power Talent. This is because most of its abilities are either passive (so no roll exists for Talent to enhance), would not benefit from a mere Talent (e.g., Rage Casting), or rely upon Will (which costs the same 5 points/level that a Talent would).

For an explanation of powers, see p. 21 of *Adventurers*.

Power Modifier: Wrath

-10%

Rage abilities depend on the possessor having deep, internal anger issues. You must have at least -10 points from among Bad Temper, Berserk, and Bloodlust. To use your abilities,

you have to give in to your problems at least once a day. If you ever miss a day, abilities with the Wrath power modifier will not work until you inflict 1d HP of injury on yourself and let it heal naturally (that is, without potions, spells, or others' powers). Alternately, you may give into your problems during your next significant, dangerous combat *and* kill something. It's up to the GM what counts as significant or dangerous – no slaughtering bunnies or chickens and calling it a massacre.

RAGE ABILITIES

These abilities are available as part of the Rage power:

- Rage Casting [4/spell] (p. 23).
- Shout of Destruction 1-2 [25 or 49] (p. 23).

- Shout of Fear [38] (below).
- Shout of Force 1-2 [14 or 27] (below).
- Shout of Power [64] (p. 24).
- Skinchanger [Varies] (p. 24).
- Striking ST 1 or 2 (Size, -10%; PM, -10%) [4 or 8]. This is in *addition* to any Striking ST allowed as part of your template or as a power-up.
- Super Jump 1 (PM, -10%) [9].

In addition, the following barbarian power-ups may instead be taken as Rage abilities; this reduces their cost, but renders them subject to the Wrath power modifier.

- Great Rage (PM, -10%) [15/level] (p. 20).
- Naked Rage (PM, -10%) [30] (p. 21).

In both cases, the power modifier is applied to the *base* advantage which comprises the power-up (ST or Injury Tolerance, respectively), resulting in the cost shown. You cannot have multiple instances of the same power-up (one with Wrath, one without), but you can have the specific combination of Great Rage 1 [20] and Great Rage 2 (PM, -10%) [15].

Epic Smash (p. 20) is common among Rage wielders. It is not part of this power, however, and does not receive a discount for the power modifier.

Rage Casting†

4 points/spell

You can channel your anger into actual magic, which you use to improve your natural abilities. Only a few specific spells are available (each as its own power-up), and they follow a few special rules:

- Roll against your HT (not IQ) to cast each spell. Nothing adds to this roll except holy or unholy Power Investiture – and if you have that, you’re probably better off buying the spell normally.
- All energy costs are paid in *HP*, not *FP*.
- You are always the subject of the spell; you may not target others.

Spells: Armor, Bravery, Freedom, Haste, Jump, Magic Resistance, Might, Strengthen Will, Thunderclap, Vigor.

Perks: Charm (Cleric Spell) [1]. The modified casting rules (HT and HP vs. IQ and FP) are considered a wash.

Quirks: Spell can only have the caster as the subject *and* is limited as if by the Wrath PM [-1].

Spells: Cleric Spell (H) HT [4/spell].

Shouts of Rage

Prerequisite: Disturbing Voice or Voice.

You can shout out in an angry, bloodlust-filled cry that affects those around you in different ways, depending on the shout. All of these shouts require an Attack maneuver; they may be made alongside other (normal) attacks if you have Extra Attack or make an All-Out Attack (Double) or Rapid Strike. This makes them effective and useful even when Berserk. You can use only one shout per turn, however, no matter how many attacks you have; consider buying multiple shouts as alternative attacks (p. B61). You must pay any FP cost for

the shout regardless of whether it succeeds. Shouts are *loud*, making stealth impossible while using them, but they aren’t loud enough to deafen.

Shout of Destruction

25 points for level 1, 49 points for level 2

Your anger is so palpable you can actually *damage* things with a shout of pure rage. This costs 5 FP to use and does 1d of crushing damage per level (maximum two), ignoring DR completely. Targets that suffer knockback are moved away from you. This affects everyone in a eight-yard radius centered on yourself, friends and foes alike; you cannot exclude any targets!

Advantages: Crushing Attack 1d or 2d (Area Effect, 8 yards, +150%; Cosmic, Irresistible attack, +300%; Costs Fatigue, 5 FP, -25%; Emanation, -20%; Nuisance Effect, Loud, -5%; PM, -10%) [25 or 49].

Think of something to make yourself good and angry. That gets the ole blood boiling.

– Terry Pratchett,
Interesting Times

Shout of Fear

38 points

You can scare opponents away from you with a ferocious yell. This costs 1 FP. Roll a Quick Contest of Will with each enemy within eight yards; your friends and anyone else you wish to exclude are unaffected. Any foe who fails to resist feels an overwhelming urge to leave this radius for minutes equal to his margin of failure. When he finally escapes, he cannot reenter the circle but can otherwise act normally.

Advantages: Affliction 1 (Will; Area Effect, 8 yards, +150%; Based on Will, +20%; Costs Fatigue, 1 FP, -5%; Disadvantage, Dread, +30%; Emanation, -20%; Malediction 1, +100%; Nuisance Effect, Loud, -5%; PM, -10%; Selective Area, +20%) [38].

Shout of Force

14 points for level 1, 27 points for level 2

You can shout so forcefully you knock things back. Roll either 2d (at level 1) or 4d (at level 2) and *double* it for purposes of knockback. This doesn’t inflict any actual damage directly, though it *can* cause blunt trauma. It costs 1 FP per use and affects everything in a 10-yard long cone that is five yards wide at its maximum range.

Advantages: Crushing Attack 2d or 4d (Cone, 5 yards, +100%; Costs Fatigue, 1 FP, -5%; Double Knockback, +20%; Increased 1/2D, 10x, +15%; No Wounding, -50%; Nuisance Effect, Loud, -5%; PM, -10%; Reduced Range, 1/10, -30%) [14 or 27].

-25%; Advantage, ST+1, Margin-Based, +300%; Advantage, Brave, +10%; Advantage, Fearlessness 1, Margin-Based, +60%; Emanation, -20%; Fixed Duration, +0%; Malediction 1, +100%; Nuisance Effect, Loud, -5%; PM, -10%; Reduced Duration, 1/3, -10%; Selective Area, +20%) [64].

MORE SHOUTING!

The GM shouldn't feel limited to the shouts described here. New damaging shouts should follow the pattern of Shout of Destruction and Shout of Force. New buffing and de-buffing shouts should follow Shout of Power and Shout of Fear, respectively.

All new shouts have a prerequisite of Disturbing Voice or Voice. A shout must cost at least 1 FP to use; more powerful shouts should cost more. If it requires a roll or allows a resistance roll, this must be against Will; use Based on Will to change this if necessary. It must have either Cone or *both* Area Effect and Emanation. And finally, all shouts have Nuisance Effect, Loud and the Wrath PM.

Not Just Any Shout Will Do

Keep in mind the following when creating new shouts:

Barbarians are aggressive. Their powers are aimed at combat and enhancing combat – and not via passive defenses or gentle disarmament of foes.

Barbarians are direct. Their powers aren't subtle, underhanded, or stealthy. That's for thieves, druids, ninja, scouts, and other nefarious types. A barbaric shout doesn't cause you to fall asleep or suffer a heart attack – it rends your flesh from your body or knocks you across the room.

Barbarians are Outdoorsmen. Barbarian powers have more of a wild, outdoor flavor than an indoor one.

Importantly, barbarians have *no* special power over magic (that's for wizards), healing and life or death (clerics), evil supernatural monsters (holy warriors), or spirits (shamans) – and they cannot shout to “buff” themselves (like the martial artist does), only others. They're *violent* and *unsubtle* forces of nature, and their shouts should reflect that!

Shout of Power

64 points

Your ferocious yells can increase the strength and bravery of your allies. When you shout, pay 5 FP and make a Will roll. If you fail, nothing happens (and the FP are lost), but if you succeed, every ally (at your discretion) within four yards may make an immediate Will roll.

Those who succeed gain Brave (p. 17) and levels of ST and Fearlessness equal to the margin of success (maximum 10). For example, someone whose Will roll succeeded by 4 would gain ST+4, Brave, and Fearlessness 4. Even if a comrade fails the Will roll, treat it as though he succeeded by 1 (or by 2, if *you* critically succeeded).

Multiple shouts of power – from either you or other barbarians – don't stack. Use the most recent shout to determine the benefit. The effects last for one minute.

Advantages: Affliction 1 (Will; Area Effect, 4 yards, +100%; Based on Will, +20%; Costs Fatigue, 5 FP,



Skinchanger

Variable

You can shapeshift into one of the animal forms from *Allies*. Changing between forms requires 10 consecutive Concentrate maneuvers. Injury and FP loss scale between forms; if your animal form has twice your human form's HP, an 8-HP injury as an animal becomes a 4-HP injury when you revert back. If you are ever knocked out, you immediately revert back to your normal form; in addition, any emotion-controlling effect which can generate absolute peace and tranquility with you has the same effect! For further details, see *Shapeshifting and Alternate Form* (pp. B83-84), *Becoming the Beast* (*Allies*, p. 8), and *Alternate Forms* (*Power-Ups*, p. 23).

While any animal form is possible, the following are especially appropriate for barbarians: Bear [183], Boar [127], Gorilla [127], Great Cat (usually Lion or Tiger) [183], Hound (with the Timber Wolf lens) [183], Shark [127], and Wolverine (but generally not Skunk!) [70].

If you can assume multiple forms, pay the full cost only for the most *expensive* form; further forms cost a flat 14 points each.

Advantage: Alternate Form (PM, -10%) [14] + 90% of template cost for the most expensive form.

Mastering the Beast

Skinchanger forms are *expensive* power-ups, far beyond the reach of a starting delver. As an *optional* rule, the GM may allow barbarians to pay just 1/5 of the usual point cost (round up) if using them costs one character point per day, or fraction thereof, spent in animal form. Resuming humanoid form costs nothing, but then it costs *another* point to shapeshift again. If multiple forms are known, all must be bought this way. If the player eventually upgrades to the alternate form at full cost, it can then be used freely and without further character point cost; he must upgrade his most expensive form first.

Even *more* optionally, the GM may allow some or all of the points spent to shapeshift in this way to be counted toward buying the unrestricted version of the Skinchanger form. As this effectively *discounts* the advantage, it may raise concerns about balance. However, it encourages barbarians to keep extra character points on hand and to use the advantage more freely.

CHAPTER THREE

GEAR

Barbarians might come from the wilderness, but they don't come unequipped. Even a loincloth-wearing savage will have a weapon or two – and some barbarians take advantage of their enormous strength to load up heavily on gear.

The following items are most thematically appropriate for barbarians, though barbarians are not limited to them and can use any of the gear from supplements like *GURPS Dungeon Fantasy 1: Adventurers*, *GURPS Dungeon Fantasy 8: Treasure Tables*, and *GURPS Dungeon Fantasy 13: Loadouts*.

FOOD AND DRINK

Nothing says “barbarian” quite like nasty, harsh, unpalatable comestibles that put hairs on your chest. Here is a small selection.

Jungle Juice

While the slang term is used to describe low-quality homemade alcohol in general, *this* stuff is brewed from nasty berries and unsavory vines from fetid and dismal jungles. On the bright side, it has a kick like a mule and makes it much harder to scare you. It takes a HT roll (plus Outdoorsman) to get it down your gullet and keep it down. It grants Brave (p. 17) and 1d+1 levels of Fearlessness for one hour. Multiple doses require the HT roll, as above, but have no other effect. Pint: \$50, 1 lb.

Mountain Rations

These are especially nutrient-dense meals made out of salt-cured polar bear meat, hardy mountain vegetables, dried bird-bear tongues, and other similar “delicacies.” Eating them at every meal for at least a week gives the eater +1 to HT rolls related to wilderness-related calamities (weather, eating poisonous berries, etc.), as well as Temperature Tolerance 1 (or raises existing Temperature Tolerance by 1), balanced between cold and heat. These benefits persist as long as he maintains an exclusive diet of mountain rations. Per meal: \$10, 0.5 lb.

Polar Beer

Comes from the Frozen North. Never quite thaws. Gives DR 1 vs. fire for one hour, but costs 1 FP/15 minutes thanks to the shivering. Pint: \$5, 1 lb.

Rageahol

This stuff makes the drinker angrier – *much* angrier. It is brewed from wild boar blood, Valhallan toadstools, and berserker sweat. It gives the drinker Berserk (9) and Bad Temper

(9) – or lowers the self-control number of existing Berserk and/or Bad Temper by 3, if that would be worse. It also bestows Naked Rage (p. 21) for the duration of its effect; if he *already* has Naked Rage, increase the injury divisor from 2 to 3!

Rageahol is highly addictive. Each time a dose is taken, make a Will roll. On a failure, you'll drink another dose as soon as the previous one runs out, if available. On a critical failure, you've become addicted and will need a dose of rageahol weekly (you gain a -20-point Addiction to a very expensive, highly addictive, legal drug that causes physiological dependency). Lasts 3d minutes. Pint: \$1,000, 1 lb.

*I call my own sword
Graywand. All weapons are
in a fashion alive, civilized
and nameworthy.*

– Fritz Leiber,
“Ill Met In Lankhmar”

MISCELLANEOUS GEAR

Despite what many say, barbarians have *some* needs beyond drink, arms, and armor.

War Paint

It's traditional for barbarians to paint themselves up before battle. To be effective, war paint must be smeared on bare skin (or bare carapace, for coleopterans); it is wasted if smeared on armor or clothing. One use of war paint covers the face, giving +1 on all Intimidation rolls; the face and upper body require two uses, for +2; and a fully painted (naked!) body needs four uses but gives +3. Blue, red, and white paints are common but the GM may allow any colors deemed sufficiently warlike. Paint lasts one day – less, in rainy weather or if exposed to water. \$10 per use, 50 uses weigh 1 lb.

For a magical upgrade, see *Terrifying War Paint* (p. 29).

WEAPONS

Barbarians use the same weapons as everyone else, generally, but *bigger*. They also use some really big clubs rarely found in non-barbarian hands.

STICKS AND STALACTITES

Some barbarians don't even bother with actual manufactured weapons. While standard clubs exist for those types, others find *bigger* options. The following clubs are huge, top-heavy, two-handed monstrosities well-suited for beating down equally horrific monsters. These are generally made from tree branches, broken-off stalactites, and ye olde reliable giant monster thigh bones. Although these are *large* clubs, they are sized for SM 0 users. Oversized versions exist – use the rules below. Undersized versions (see *The Next Level*, p. 8) don't make much sense; in those cases, just use normal clubs and size *them* down instead.

All of these weapons require two hands and become unready after an attack. A warrior whose ST plus Striking ST equals at least 1.5× the weapon's listed ST can *either* wield it two-handed without it becoming unready *or* wield it one-handed (using Axe/Mace skill) with the need to ready after each attack. Thus, a ST 20 barbarian holding a big club in both hands could attack every turn, while one with ST 22 and Striking ST 2 could do the same with a *very* big club! (If ST and Striking ST total at least 3× the weapon's ST, a feat likely requiring Power Blow, the barbarian can wield it *one-handed* without it becoming unready.)

TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)

Weapon	Damage	Reach	Parry	Cost†	Weight	ST	Notes
Big Club	sw+4 cr	1, 2*	0U	\$16	12	13‡	[1]
Very Big Club	sw+5 cr	1, 2*	0U	\$20	15	16‡	[1]
Huge Club	sw+7 cr	1, 2*	0U	\$28	21	23‡	[1]
Monster Club	sw+9 cr	1, 2*	0U	\$36	27	29‡	[1]

Notes

[1] The weapon is *automatically* cheap (+2 to break, -0.6 CF) and crude (p. 28); these factors are included in the price already! Resale value is \$0.

Oversized Weapons

An SM +1 fighter, such as a barbarian with Gigantism, may use an oversized weapon. To figure out the statistics, do the following:

1. Multiply the weight and cost by the number in the "Cost & Weight Multiplier" column of the *Oversized Weapon Modifier Table* (below). Round up. If applying weapon modifiers, their CF multiplies the resulting cost.
2. Look at the damage modifier for the weapon (e.g., the +2 in "thr+2" or the -1 in "sw-1"). If this is +1 or more, multiply it by the factor in the "Damage (+1 or More)" column; round down, but always add at least an extra +1. If it is 0 or less, simply add the bonus in the "Damage (0 or Less)" column.
3. To calculate minimum ST, multiply the minimum ST of the weapon by the number in the "Damage (+1 or More)" column; round up. Retain any † or ‡ notation.
4. To calculate Reach, multiply the Reach of the weapon by the number in the "Reach" column. Weapons that span a given Reach include that Reach; e.g. if Reach 1, 2 becomes 2, 4, read it as 2-4. Retain any * notation.

Example: A normal (SM 0) flail is \$100, 8 lbs, sw+4 crushing, Reach 1, 2*, and ST 13‡. An SM +1 flail is \$150, 12 lbs, sw+6 crushing, Reach 1, 2*, and ST 20‡. An SM +2 flail would be \$500, 40 lbs, sw+10 crushing, Reach 2-4*, and ST 33‡.

These rules are *generous* – weapons should weigh even more if they're proportionally sized for such big users. But this is *Dungeon Fantasy*, after all, and so the weapons are scaled to the simple system from *Adventurers*. For a more detailed system, see *GURPS Low-Tech Companion 2: Weapons and Warriors*, pp. 20-21.

Using Oversized and Undersized Weapons

You can use weapons built for someone larger or smaller than you. Using a weapon sized for someone of a higher SM gives -1 to skill for every SM above your own. To reduce or eliminate this penalty, take the *Giant Weapons* perk (p. 18). Using a weapon sized for someone *smaller* than you doesn't give a penalty, but you can use a weapon only one SM smaller.

Thus, a typical SM +1 barbarian can use weapons sized for SM 0 or SM +1 users at no penalty. He cannot use the weapons of folk of SM -1 or smaller. A weapon sized for an SM +2 or SM +3 wielder would inflict -1 or -2 to skill, respectively.

Barbaric Weapons

Some weapons fit the barbarian more than any other adventurer. The following are additional weapons for use by *any* delver but which are especially suited to barbarians because of their low cost, high ST requirements, and high damage.

Oversized Weapon Modifier Table

Weapon Size	Cost & Weight Multiplier	Damage (+1 or More)	Damage (0 or Less)	Reach Multiplier
SM +1	1.5	1.5	+1	1
SM +2	5	2.5	+1	2
SM +3	10	3.5	+2	2

Barbaric Weapons Table

TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
Axe	sw+3 cut	1	0U	\$50	4	10†	[1]
Gada	sw+6 cr	1, 2*	0U	\$100	15	16‡	
or	thr+2 cr	1*	0	–	–	15†	
Great Axe	sw+4 cut	1, 2*	0U	\$100	8	12‡	[2]
Long Axe	sw+3 cut	1, 2*	0U	\$75	6	11‡	
Mace	sw+4 cr	1	0U	\$50	5	11†	[1]
Maul	sw+5 cr	1, 2*	0U	\$80	12	13‡	[2]
Tetsubo	sw+5 cr	1, 2*	0U	\$100	10	13‡	
or	thr+2 cr	1, 2*	0	–	–	12†	
Throwing Axe	sw+3 cut	1	0U	\$60	4	10†	[1]
Warhammer	sw+4 imp	1, 2*	0U	\$100	7	12‡	[2, 3]

Notes

[1] As the weapon of the same name listed under Axe/Mace in the **Basic Set**, but used with two hands.

[2] Damage changed from the **Basic Set**; see *Better Damage for Barbaric Weapons* (below).

[3] May get *stuck*; see *Picks* (p. B405).

Some of the weapons on the table above are from **Basic Set**, but others are new:

Gada: A giant mace with an oversized head. Used ceremonially in the real world, but used to bash monsters in fantasy!

Long Axe: An axe midway in size between a hand axe and a great axe.

Tetsubo: A metal-studded giant club, used to swing or to thrust with the head. A favorite of blue-skinned ogre barbarians.

Some of these weapons are in the **Basic Set**, but have different damage statistics, or have values for two-handed use where the **Basic Set** assumes one-handed use. See *Better Damage for Barbaric Weapons* (below).

Better Damage for Barbaric Weapons

Cinematic, video game, and literary barbarians often use visually impressive weapons like great axes, mauls, and huge clubs. But *players* generally avoid them because they're heavy, awkward, and don't give a lot of bang for their weight and ST scores. To make such weapons more attractive to barbarians, the table above raises their damage by +1. This applies only to two-handed, unbalanced, top-heavy weapons like the ones used with Two-Handed Axe/Mace. Weapons used with Two-Handed Flail, Polearm, and Two-Handed Sword are already attractive enough even without any change to their statistics.

This is *optional*; if the GM prefers to stick with the **Basic Set** damages, ignore the changes marked [2] above! This isn't a new idea – **GURPS Low-Tech** gives this exact same bonus, because it's actually *realistic*. Those who want even more detail on weapons and armor will find that supplement useful.

ARMOR

Barbarians are often depicted without armor in art and fiction, but many delvers won't go into dungeons without it. Here is a collection of

especially barbaric armor options. Even non-barbarians can use most of these, if they dare.

Partial Armor

Barbarians are known for wearing scraps of gear that provide a bare minimum of armor coverage and modesty. For either purpose, the protection is largely symbolic, but it's inexpensive and relatively lightweight. See p. B282 for an explanation of armor statistics.

For consistency, this armor is sized for SM 0 wearers! See *Oversized Armor and Shields* (p. 28) to adjust for SM +1 or higher.

Armor	Location	DR	Cost	Weight	Notes
Mail Loincloth	Groin	4/2*	\$60	6	[1]
Partial Leather Armor Top	Torso	2	\$30	3	[2]
Partial Light Leather Top	Torso	1*	\$10	1	[2]
Partial Light Scale Top	Torso	3	\$75	7.5	[2]
Partial Mail Top	Torso	4/2*	\$75	7	[1, 2]
Partial Plate Top	Torso	5	\$280	8	[2]
Partial Scale Top	Torso	4	\$125	10.5	[2]
Plate Codpiece	Groin	5F	\$125	4.5	

Notes

[1] Split DR; use the lower DR against *crushing* attacks.

[2] Classically a bikini-style top, but can also represent a midriff-baring partial shirt, a network of armored belts and suspenders, and other more unisex items that provide partial torso coverage. On any *torso* or *vitals* hit, roll 1d: 1-3 means the location is protected; 4-6 indicates the attack hits an unarmored area, which gets no DR. Foes may attack at -4 to intentionally avoid the armor.



Oversized Armor and Shields

Human barbarians are SM +1, too big for standard-sized armor. Coupling the template's Gigantism with larger races can result in even *bigger* barbarians, and even heavier and more costly armor. And while a fighter *can* use the wrong-sized shield (see *Using Oversized and Undersized Shields*, below), no such option is available for armor.

To figure out the statistics, do the following:

1. Multiple the cost *and* weight of the armor or shield by the number in the "Cost & Weight Multiplier" column of the *Oversized Armor Modifier Table* (below). For armor, stop here.

2. For shields only, look at the damage modifier for a shield bash (e.g., the +1 in "thr+1"). If this is +1 or more, multiply it by the factor in the "Shield Damage (+1 or More)" column; round down, but always add at least an extra +1. If it is 0 or less, simply add the bonus in the "Shield Damage (0 or Less)" column. The resulting damage modifier is added to thrust when making a shield bash *and* added to the basic damage of a shield rush (p. B372). The DB does not change.

Examples: A mail shirt is \$150, 16 lbs. An SM +1 mail shirt is \$300, 32 lbs. An SM +2 mail shirt is \$900, 96 lbs. A normal SM 0 spiked medium shield is \$80, 20 lbs., DB 2, bashes for thr+1 crushing damage, and rushes for +3 to slam damage (+2 from DB and +1 because bash damage is thr+1). An SM +1 version is \$160, 40 lbs., DB 2, bashes for thr+2 crushing damage, and rushes for +4 to slam damage. An SM +3 one is \$960,

240 lbs., DB 2, bashes for thr+3 crushing damage, and rushes for +5 to slam damage.

Using Oversized and Undersized Shields

A shield sized for users *smaller* than you provides -1 to DB for each SM of difference (minimum DB 0). For example, an SM +1 barbarian using an SM 0 medium shield (DB 2) receives only DB 1. An SM +2 ogre barbarian would receive DB 0 from the same shield – but even a DB 0 shield can be used to block.

One sized for users *larger* than you gives -1 to Shield skill (for all purposes) for each SM of difference; use Giant Weapons (p. 18) to offset this. You do not get improved DB! In addition, if the DB of the shield *plus* the difference in SM is 3 or greater, you suffer a further -2 for using a large shield. (It may not be a *true* large shield, but it's "large" for *you*.) The Shield-Wall Training perk (from *GURPS Martial Arts* and *GURPS Power-Ups 2: Perks*) eliminates this -2 as usual.

Oversized Armor Modifier Table

	Cost & Weight	Shield Damage	Shield Damage
Size	Multiplier	(+1 or More)	(0 or Less)
SM +1	2	1.5	+1
SM +2	6	2.5	+1
SM +3	12	3.5	+2

Add-Ons

Barbaric armor is often supplemented by various add-ons, such as fetishes, horns, or skulls. Some are more than just decoration.

Fetishes

These are bits of bone, animal teeth, feathers, and odd bits of horn or hide, fashioned into decorations. These make the armor ornate (*Adventurers*, p. 27), but the reaction bonus is from animals (any creature in the Animal or Dire Animal category) and anyone with Social Stigma (Minority Group) or (Monster). This gives no bonus from most hirelings, potential buyers, or anything resembling civilized society! +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

Horns

Helmet horns! They come in two varieties:

Decorative Horns: Give a bonus to Intimidation, and possibly to Disguise (Animals) as well, but make your head easier to grab. *Small decorative horns* give +1 to Intimidation but remove -1 from penalties to grapple the head. *Large decorative horns* give +2 to Intimidation but remove -2 from penalties to grapple the head. Headgear only. Small horns: +\$10, +1 lb. Large horns: +\$40, +4 lbs.

Combat Horns: Fashionable and functional! *Small combat horns* function as small decorative horns and also let you head-butt for thrust+1 crushing damage (roll vs. Brawling-1 or DX-2 to hit). *Large combat horns* are identical to large decorative horns, but your head-butt does thrust+1 *impaling* damage. Rigid headgear only. Small horns: +\$40, +2 lbs. Large horns: +\$160, +8 lbs.

CRUDE BUT EFFECTIVE

Barbarians have access to a new modifier for weapons and armor: *Crude*. Crude gear is functional, but looks barbaric, savage, and clunky. It may inspire appreciation from barbarians and fans of the wild warrior look, but its crudity makes it basically valueless. Crude weapons may also be *cheap* (+2 to break, -0.6 CF) but this is not required; a crude sword could be fine quality without *looking* like it.

Crude items can be self-made by barbarians with Crude Armourer (p. 17), giving the character the benefit of *Crafting* (*Dungeons*, p. 3) with the upside of "no roll necessary" but the downside of "no resale value." A barbarian PC can equip his friends with this stuff, but anyone carrying it or using it is subject to the reaction penalties for Social Stigma (Minority Group). Equip like a barbarian and you get treated as one!

At the GM's option, crude items may exist that exhibit any of the supernatural origins listed on p. 50 of *Treasure Tables*, other than alchemical, artistic, or magical. Such items are usually made by woodland races or spirits, or NPC arch-druids, or blessed by nature gods. These *may* have some resale value, but never more than the price of an equivalent enchantment – the underlying item itself never adds any value!

Crude: Any weapon or armor. Incompatible with meteoric, mirrored, ninja (see *GURPS Dungeon Fantasy 12: Ninja*, p. 13), orichalcum, ornate, or silver. Crude items *cannot* be permanently enchanted; however they are not magic resistant and are as easily affected by magic as any other item of the same material. -0.2 CF, but the resale value is 0!

Skull

Helmets can be made out of whole animal or monster skulls. Valid for any (normally) metal helmet design. Multiply both DR and weight by 0.75; round DR down (minimum DR 1). Gives +1 to reactions from uncivilized types (as for *Fetishes*, above), but -1 to reactions in town. Many of these naturally have horns; if so, add the cost and weight from *Horns*, above. +0 CF.

MAGIC ITEMS

While many fictional barbarians eschew magic, few *Dungeon Fantasy* barbarians are willing to put aside supernatural aid. Unless otherwise specified, these items are not just limited to barbarians – though some work *better* in their hands. Those without prices are unique artifacts, as explained in *GURPS Dungeon Fantasy 6: 40 Artifacts*, and thus not available for cash.

Axe of Surety

Power Item: 20 FP

This one-handed axe *may* be cursed, depending on how you look at it. It is fine-quality, balanced, dwarven, enchanted with Puissance 2, backed by a sharp spike, and sized for an SM +1 wielder. It does sw+6 cutting or sw+5 impaling and gives +1 to hit, but is not well balanced for throwing (-2 to hit).

When wielded in melee combat, the axe will *always* swing true, as long as it is possible to hit at all (that is, if the wielder's effective skill is at least 3). If the wielder succeeds at his attack roll, the axe functions as any other axe – resolve defenses and damage normally. If the wielder misses, he *must* reroll the attack roll . . . which immediately costs him 1 HP (or 2 HP if it was a critical failure). There is no limit to the number of rerolls; the wielder must keep retrying (and paying HP) until the attack finally succeeds, he dies, or he falls unconscious. The attacker can't change combat options, target, etc. after the initial swing. The axe does not visibly "rewind time"; to the rest of the world, it just looks like a single, well-executed strike. Once the attack roll succeeds, resolve it normally – the target gets a defense roll, the damage may be stopped by armor, etc.

The weapon isn't strictly cursed, as the wielder can get rid of it or choose not to use it. But once swung, the attacker is committed to the attack's success. Sagas are written about this weapon's mighty blows, but also about those who took too great a risk and died swinging it. Its powers are spiritual in origin, and are unaffected by mana level or sanctity level. 6.75 lbs.

Girdle of Savage Might

Power Item: 4 FP

A thick belt of heavy leather sized for an SM +1 wearer. Decorated like a championship belt, it is ornate +1. It protects the groin (a roll of 11 when using random hit locations) with DR 2. This armor is rigid, but it can be worn *over* rigid armor with the usual -1 to DX and DX-based skills. The wearer gains one level each of Striking ST and Lifting ST – unless he has Outdoorsman, in which case he gains (Outdoorsman)+1 levels, maximum six. For example, a barbarian with Outdoorsman 4 would gain Striking ST 5 and Lifting ST 5. Its powers come from tribal gods, not magic. \$42,500, 2 lbs.

Jotun Horn

Power Item: 30 FP

The jotun horn is a very large animal horn banded with iron rings. It has HT 12, DR 3, and HP 10. Anyone can blow it and make a *very* deep and sonorous note. However, if the sounder has Musical Ability, Outdoorsman, or any Rage ability (pp. 22-24), it can be sounded offensively, acting as *either* a Shout of Destruction 1 (p. 23) or Shout of Force 2 (pp. 23-24); this costs 1 FP per use.

Overuse of the horn is risky! If sounded twice or more in a day (other than just as a normal, nonmagical horn), roll 3d at the moment of use. On the second use, a roll of 18 shatters the horn. Later uses on that day increase the risk: 17-18 for the third, 16-18 for the fourth, and so on. In all cases, a roll *above* the minimum needed to shatter the horn also inflicts a 2d Shout of Destruction on the user alone; e.g., on the fourth use, 16 merely shatters the horn but 17-18 harms the user as well. Legend says that when the horn is destroyed, it immediately re-forms in the hands of the gods . . . who place it in the hoard of some terrifying monster as a reward for future heroes. 10 lbs.

I saw a baresark once who had lost an arm. As the blood spewed from the stump he aimed it in the faces of his attackers and carried on fighting until he dropped.

– David Gemmell,
*The First Chronicles
of Druss the Legend*

Raggi's Reaver

Power Item: 11 FP

This is a fine-quality, dwarven, double-bitted great axe, enchanted with Accuracy 2, Puissance 2, and Shatterproof. Named for the famed berserker, party animal, and fearless delver Raggi Ragnarsson, this axe contains a little bit of its legendary wielder's personality. It gives the wielder Berserk (15) or lowers the self-control number of existing Berserk by 3. Wielders with Enraged (p. 14) gain unmodified Berserk *instead*; their self-control rolls are unchanged. It also gives the wielder Hard to Kill 2 and Recovery – both so long as it was in the wielder's hands when originally knocked out or rolling to avoid death. While Raggi's Reaver is unique, axes with identical powers exist, including Skullcrusher's Splitter, Thylack's Rage, and others. \$60,000, 9 lbs.

Terrifying War Paint

This war paint is made by NPC druids, out of pigments made from magical berries, monster ichor, ground Instant Death Beetles, and other unpleasant ingredients. It acts as normal war paint (p. 25) with double the Intimidation bonus (+2 to +6). If worn by a barbarian, *triple* the bonus – yes, this means full-body paint gives +9! \$100 per use, 10 uses weigh 1 lb.

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Berserks: "the bearskin-people," in Norse myth, wild, warlike beings who are subject to ferocious rages during which they might kill their own people or fight with the boulders or timbers of the forest.

– Joseph Kaster, *Putnam's Concise Mythological Dictionary*

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