

Barbarian

Dragon Warriors Reference Sheet (p27)

Creation Summary (p24)

Attack	14		Initial Equipment	
Defence	6	Magical Defence	3	Full mail armour (AF 4); dagger (d4, 3); lantern; flint-and-tinder; backpack; 6d6 florins; battleaxe (d8, 6) or two-handed sword (d10, 5).
Stealth	13	Evasion	5	
Perception	5	Health Points	1d6+9	

Advancement Summary (p130)

+1	Attack, Defence, Health Points, and Magical Defence	Each rank
+1	Perception and Stealth	Each odd rank
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

Plate armour: -2 Attack and Defence

Basic Skills (p27)

All gained at rank 1.

Track (p63)

1d20 under Perception to follow trail up to 3 days old. Reroll each time you change terrain. Add 1d4 per day over 3.

Berserk

+1 Attack per -3 penalty to Defence (min 0).

Ride Warhorse

May ride a warhorse (p245).

Bloodrage (p28)

From rank 8 onwards, once a Barbarian has suffered a wound in combat, he may enter a Bloodrage:

- 80% to intimidate rank 0 characters
- 25% to intimidate rank 1-2 characters
- May not use missile weapons
- Attack equal to Attack + Defence
- Defence drops to zero
- +1 HP weapon damage
- Unconsciousness and death both at occur at -3 HP
- Immune to mind control
- Roll under Intelligence on 1d20 to end Bloodrage

Optional Additional Skills (Players' Guide p119)

Choose one at rank 3, and a second at rank 6.

Fearless

+2 to rank to make a Morale Check (p122) or resist a Fright Attack (p122).

Intimidating

Force a failed Morale Check on a victim. Roll d20 equal to or under Looks. +1 to Looks for every other character of equal or greater rank that stands with the intimidating character. Failure causes the victim to be enraged for 2d10 rounds.

Iron Will

+2 to Magical Defence against *Command, Curse, Transfix, Enslave, Enthrall, Benight, Turncoat, Pacify, Dark Thoughts, Winds of Change, and Witch Steed* spells.

Tireless

Perform non-combat tasks for up to the character's Strength in hours, achieving 50% more than a non-tireless character could in the same time.

True Grit

Character remain conscious until -3 HP, but then dies as normal.

Oak Fists

Unarmed combat attacks are made as (d6, 3) weapons.

