

GURPS[®]

Fourth Edition

DUNGEON FANTASY DENIZENS™

BARBARIANS



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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)

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.

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.

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

Size	Cost & Weight Multiplier	Shield Damage (+1 or More)	Shield Damage (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!

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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.

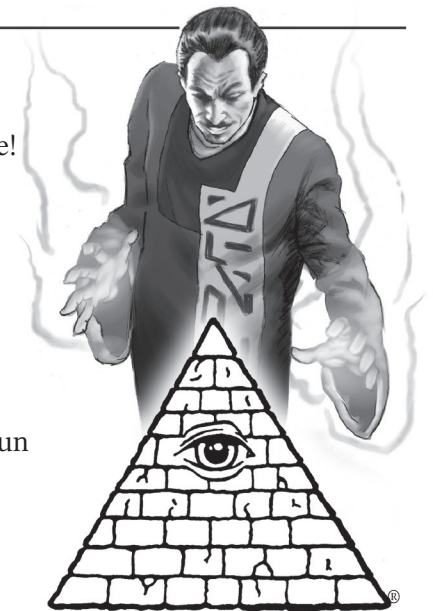
— Joseph Kaster, *Putnam's Concise Mythological Dictionary*

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