

# Barbarian

## Name

Human: Ragnar, Taibustu, Valoria, Vergetrix, Budaca, Umbata, Ornac, Grak, Alvanca

Wood Elf: Fendril, Volax, Sheara, Slanerias, Cilteeran, Boldomia, Domalari, Maeliskis

## Look

Choose one for each:

Distant Eyes, Bloodshot Eyes, Dark Eyes

Wild Hair, Shaved Hair, Helmet

Smelly Furs, Loincloth, Tattered Cape

Massive Frame, Wiry Build, Mass of Scars

## Damage

d10

## Alignments

Chaotic - destroy something civilized or magical.

Neutral - gain something for your tribe.

## Race

Human - when you Defy Danger using Constitution, take +1

Wood Elf - when you Discern Realities about a woodland place, you can ask one more question than usual, even getting one if you miss.

## Bonds

\_ has given me good counsel, so I owe them a debt.

\_ is too civilized. I will show them a better way.

\_ uses strange magic, and therefore I fear them.

I trust \_ because they have kept an oath they made before me.

## Moves

### Berzerker

Take a moment and go into a wild, indomitable rage. While this rage lasts, when you Hack and Slash you take a +1 for purposes of determining partial hits only (you still need a 10+ for a full hit), and you deal +1d4 damage. However on a 7-9 one of your nearby friends (you choose) has to defy danger or you deal base damage to them as well. Also you have a -1 Ongoing to Defy Danger until you come out of the rage.

### Tough Battler

Take +1 Armor, even if you're wearing no armor. Your fighting style requires you to be unencumbered... if your armor has the Clumsy tag, you take an additional -1 Ongoing to Hack and Slash, and lose the +1 Armor bonus.

### Ancient Foe

Choose an ancient foe of your tribe, such as orcs or another tribe. Take a +1 on any roll dealing with this sort of foe.

### Battle Cry

Release your tribal cry on your foes before a battle, and they take a -1 Damage Forward due to their fear, unless they are mindless beings.

### Taking an Oath

When you swear an oath to accomplish something, select something important to upon which to swear:

- Object - If this oath is broken, you break the object sworn upon to retain your honor.
- Being (ancestor, spirit, god) - If this oath is broken, you are cursed with -1 Ongoing to all rolls until you restore honor to they upon whom you swore the oath.

Then note if the oath is to yourself or another:

- Another - you may use this oath as leverage for your next Parley, and take +1 Forward to this Parley.
- Self - take +1 Ongoing to all tasks pertaining to accomplishing the goal in question.

## HP

12 + Con

## Gear

You Load is 7+STR. You start with one from each list:

- Long sword (Close, 1 weight) or rider's bow (Near, Far, 1 weight) and spear (Reach, 1 weight)
- Leather armor (1 armor, 1 weight)
- Adventuring gear (1 weight) and dungeon rations (1 weight) or adventuring gear (1 weight) and bundle of arrows (3 ammo, 2 weight)
- Dungeon rations (1 weight)

## Advancement

**When you gain a level from 2-, chose from these moves.**

### Savage Charge

When you have room to charge an opponent and then deal damage, deal +1d6 damage.

### Cunning Dodge

Gain +1 to Defy Danger when using DEX.

### Hawkeye

Take a +1 to all Take Watch moves.

### Flesh Wound

Gain +1 HP back at the end of each fight and after a Make Camp move (in addition to the normal HP healed).

### Primitive Instinct

When you Discern Realities to see through somebody who may be attempting to dissemble, take +1.

## Scary

When you Parley using threats of wild violence as leverage, you may use your CON instead of CHA.

## Sneak Assault

When you stalk your way into a battle with opponents who are unaware, and your first Hack and Slash move slays the opponent it targets, take +1 Ongoing in the fight until the opposition takes a moment to rally and figure out what's going on.

## Wanderer

When Spouting Lore about far-away places, take +1.

## Vengeance

When a foe deals damage to you, take +1d8 damage forward against that foe. These do not stack.

## Furious Attacks

When you Hack and Slash, and you deal damage, deal your base damage to another enemy attacking you.

## Alert

When you describe watching for the approach of enemies or other physical dangers, you Discern Realities using Dex instead of Wis.

**When you gain a level from 6-10, choose from these moves or the level 2-5 moves.**

## Tremendous Charge

*Replaces: Savage Charge*

When you have room to charge an opponent and then deal damage, deal +1d8 damage, and the opponent is knocked down.

## Awesome Wrath

*Replaces: Vengeance*

When a foe deals damage to you, take +1d8 damage forward against that foe. These do not stack. If and when you deal this damage and the GM chooses one of the following: \* The foe surrenders \* The foe is stunned by your ferocity and takes a step back from you

## **Hardened Battler**

*Replaces: Tough Battler*

Take +2 Armor. Your fighting style requires you to be unencumbered... if your armor has the Clumsy tag, you lose the +2 Armor bonus.

## **Slayer**

When you Hack and Slash, on a 12+ you do your damage, and if this leaves the target with 10 or fewer HP, it is slain.

## **Uncanny Dodge**

*Replaces: Cunning Dodge*

When you Defy Danger with Dex, take +1, and if you hit, take +1 forward on your next physical action.

## **Battle Planning**

Get a sense of an area before a battle, and what your plan of action will be, and gain a +1 Ongoing for that battle.

## **Sweeping Blow**

*Replaces: Furious Attacks*

When using Hack and Slash, and you deal damage, deal your base damage to all enemies attacking you.

## **Hard to Kill**

When you reach zero HP, after lying there a moment, take a debility and gain half your HP (do this all instead of your Last Breath move). This can be done once per fight, and only if you have a debility unchecked. The second time you go down you must take your Last Breath.

## **Ever Alert**

*Replaces: Alert*

When the GM announces a surprise move by enemies, you describe how your character was watching for just such a thing to happen, and you get to make a retro-active Discern Realities roll to discover details about it using DEX instead of WIS.

## Ultimate Oath

When you take an oath, in addition to the normal effects, any rolls of 12+ give you +1 Forward.

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