

# CREDITS

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# INTRODUCTION

An obvious element of any barbaric setting, a warrior's skill is both a matter of survival and a commodity by which one may earn a livelihood. The world is a savage place with a savage way of treating the people walking through it and only those who are truly prepared and capable will survive from one day to the next.

To this end, **The Barbaric Warrior** offers players and Gamemasters alike new options for their warriors. Not only are there new feats with which to improve a character's fighting prowess to be found within, but there are also a good number of new combat maneuvers to make a fight come alive with flavor and tactical flare. And while your character is trying these on for size, sample some of the new weapons or rules for piecemeal armor.

And no book on barbaric warriors would be complete without a number of new prestige classes to help a character explore his fate. The classes are not simply for hacking and slashing one's way through

hordes of villains, however, although most will certainly accommodate such a goal. Rather, they explore various interesting abilities that take barbaric combat off in new directions. The divine falconer, for example, trains falcons to spy and fight for him whereas the warrior of dreams is only at her best when drugged out of her mind on black lotus. These are definitely not your everyday, typical prestige classes.

Topping off **The Barbaric Warrior** is a section on running pit fights, providing information ranging from why the fights exist in the first place to how one may find a match, determine the odds and calculate how much money people will end up bringing with them and who they are most likely to bet it on. Also included is a map of a typical wilderness fighting pit and a sheet for tracking the progress of a pit tournament.

The first in a series of themed books for the **OGL Barbarian System**, this work will help steady your feet as you trod the savage path of warrior's glory!



# THE FIGHTING ARTS

A warrior's path involves knowing as much about himself as he knows about his foe, and an important part of that knowledge involves martial training, skill and enlightenment.

This chapter provides a variety of information that most warriors can use to improve their combat abilities.

## SKILL ADDENDUMS

### KNOWLEDGE (NATURE) (INT; TRAINED ONLY)

Like other Knowledge skills, Knowledge (Nature) provides the character with valuable information. In this case, that information concerns animals, monstrous humanoids, plants, seasons and cycles, weather, vermin. Basic biology, habits and behaviors are all covered.

**Class Skill:** Barbarian, Borderer, Commoner, Nomad, Scholar

**Cross-Class Skill:** Noble, Pirate, Soldier, Thief

## NEW FEATS

Feats to be added to the soldier's list of bonus feats are so noted.

### ADEPT OF THE LOTUS (GENERAL)

Whether by continued exposure or natural resistance, you are better able to resist the black lotus' dream inducing effects.

**Benefits:** You gain a +4 competence bonus to Fortitude saving throws to resist being put to sleep from exposure to the black lotus' flowers. If you wish to succumb to the lotus, you can ignore this bonus.

### AMBUSH SHOT (GENERAL, SOLDIER)

When attacking while hidden, you strike with increased deadliness.

**Prerequisites:** Point Blank Shot, Stealthy, Base Attack Bonus +4

**Benefits:** If behind cover or concealment and unnoticed by your target, you can make a DC 20 Hide check as a free action. If successful, the element of surprise increases the attack's threat range by 1.

### ARMOR FOCUS (GENERAL, SOLDIER)

Choose one specific kind of armor (or shield), such as leather jerkin. You can function better than normal in this armor.

**Prerequisites:** Proficient with armor, Base Parry Bonus +1, Base Dodge Bonus +1

**Benefits:** While wearing the chosen type of armor, improve its Armor Check Penalty by 1 (from -4 to -3, for instance), and increase the Maximum Dexterity Bonus by 1 (from +4 to +5, for instance.)

**Special:** This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of armor.

### ARMOR PENETRATION FOCUS (GENERAL, SOLDIER)

Choose one specific kind of armor (or shield), such as leather jerkin. You are better than normal at defeating that armor.

**Prerequisites:** Proficient with armor, Base Attack Bonus +1

**Benefits:** When attacking someone wearing your chosen type of armor you increase your attack's Armor Piercing by +2.

**Special:** This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of armor.

### ARMOR PROFICIENCY (PIECEMEAL) (GENERAL, SOLDIER)

Although not needed to wear armor, training in wearing piecemeal armor does make you more comfortable and accustomed to using it.

**Prerequisites:** Armor Proficiency (Medium)

**Benefits:** Reduce the armor check penalty by 2, to a maximum benefit of no penalty, while wearing piecemeal armor.

### ARMOR SPECIALIZATION (GENERAL, SOLDIER)

Choose one specific kind of armor (or shield), such as leather jerkin. You are especially adept at wearing that particular type of armor, getting more than normal protection from it.

**Prerequisites:** Proficient with armor, Base Parry Bonus +2, Base Dodge Bonus +2

**Benefits:** While wearing the chosen type of armor you gain a +1 competence bonus to its Damage Reduction.

**Special:** This feat may be gained multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of armor.



**TABLE 1-1: NEW FEATS**

Feat	Prerequisites
Adept of the Lotus	–
Ambush Shot #	Point Blank Shot, Stealthy, Base Attack Bonus +4
Armor Focus #	Proficient with armor, Base Parry Bonus +1, Base Dodge Bonus +1
Armor Penetration Focus #	Proficient with armor, Base Attack Bonus +1
Armor Proficiency (Piecemeal) #	Armor Proficiency (Medium)
Armor Specialization #	Proficient with armor, Base Parry Bonus +2, Base Dodge Bonus +2
Brawl (Addendum)	–
Coordinate Attacks #	Two-Weapon Combat Proficiency, Base Attack Bonus +6
Defensive Warrior #	Dex 13+, Base Attack Bonus +2
Disarm of Opportunity	Int 13+, Combat Reflexes, Improved Disarm
Disciple of Cavalry #	Soldier level 1, Dex 12+, Skill Focus (Ride)
Improved Desperate Toss	Weapon Focus, Base Attack Bonus +6
Live In The Saddle #	Ride 4 ranks
Master of Cavalry #	Soldier level 5, Dex 12+, Disciple of Cavalry, Skill Focus (Ride)
Scalp Hunter	Int 11+, Dex 13+, Base Attack Bonus +12
Time Proven Alias	Must have an alias, Disguise 8 ranks
Trick Rider †	Balance 3 ranks, Ride 8 ranks
Two-Handed Power Stroke #	Str 15+, Power Attack
Walk the Gauntlet #	Dex 13+, Dodge, Base Dodge Bonus +5

# A soldier may select this feat as one of his soldier bonus feats

† A nomad may select this feat as one of his nomad bonus feats

### BRAWL (ADDENDUM)

With the introduction of new types of unarmed strikes (pg 9 to 12), Brawl's effects become more wide reaching. Increase the damage caused by these new unarmed strikes by one die size (d6 to d8, d10 to 2d6, etc.) if Brawl is taken.

### COORDINATE ATTACKS (GENERAL, SOLDIER)

By coordinating your attacks against an opponent, you are more likely to cause greater damage.

**Prerequisites:** Two-Weapon Combat Proficiency, Base Attack Bonus +6

**Benefits:** When making more than one attack against an enemy with Damage Reduction, roll damage for each attack that strikes successfully and add the results together before accounting for the target's Damage Reduction. Apply the average of the attacks' Armor Piercing during this process.

**Normal:** Multiple attacks calculate their damage separately after taking the target's Damage Reduction into account.

### DEFENSIVE WARRIOR (GENERAL, SOLDIER)

You are skilled at striking back while fighting defensively.

**Prerequisites:** Dex 13+, Base Attack Bonus +2

**Benefits:** When fighting defensively, your +2 dodge bonus remains unchanged, but you only suffer a -2 penalty to your attack rolls.

**Normal:** Fighting defensively incurs a -4 penalty to attack rolls in exchange for a +2 dodge bonus.

### DISARM OF OPPORTUNITY (GENERAL)

You are skilled at ridding foes of their weapons when they give you an opening.

**Prerequisites:** Int 13+, Combat Reflexes, Improved Disarm

**Benefits:** As a free action, you can make a disarm against an opponent in an adjacent square who offers you the chance to make an attack of opportunity.

### DISCIPLE OF CAVALRY (GENERAL, SOLDIER)

You are especially skilled at fighting from atop a mount.

**Prerequisites:** Soldier level 1, Dex 12+, Skill Focus (Ride)

**Benefits:** Choose between using your Strength modifier or that of your mount to determine your bonus to attack and damage rolls while mounted.

3 to 5 lbs is 5 feet and more than 5 lbs has only three range increments of 5 feet each, for a total range of 15 feet.

The weapon suffers a -1 penalty to attack rolls per pound it weighs (rounded up), plus an additional -1 penalty if it is an exotic weapon and -2 if it is a reach weapon. For instance, using this combat maneuver to toss a tulwar (6 lb exotic weapon) would suffer a -7 penalty to attack rolls, plus any penalties for range.

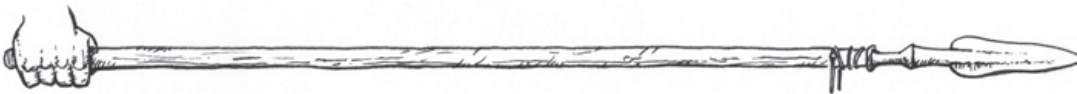
### **DODGING ROLL**

When tumbling out of the way of an attack, you can also try to gain some extra distance between you and your opponent.

**Prerequisites:** Dodge, Tumble 10 ranks, Dex 13+

**Circumstances:** You are dodging and must have room to tumble, as normal.

**Effect:** As a free action, you are able to tumble away from your attacker as part of the dodge during your opponent's attack action instead of waiting for your own. This is only possible if you still have at least one standard action remaining in the round. Regardless of whether the attack hits or misses, roll to make a tumbling move as normal, but increase the Tumble DC by the attacker's base attack bonus. The attacker is not allowed an attack of opportunity for the tumble, although any other foes who qualify for an attack of opportunity may act appropriately.



### **LONG REACH**

By partially snapping and sliding a two-handed reach weapon through one hand instead of using both, you can reach farther.

**Prerequisites:** Martial Weapon Proficiency, Base Attack Bonus +4

**Circumstances:** The square adjacent to you that is between you and your target must be empty and you must be attacking with a two-handed reach weapon.

**Effect:** Sliding the weapon through one hand while reaching out adds 5 feet to the weapon's reach. However, damage is halved and you are unable to dodge or parry that round.

### **MOUNTED HIDDEN ATTACK**

You attack from behind the cover of your mount's body.

**Prerequisites:** Mounted Combat, Trick Rider, Balance 8 ranks, Ride 12 ranks

**Circumstances:** You are successfully performing the cover Ride task.

**Effect:** By making a DC 20 Ride check you are able to make an attack (but not cast as spell) with a -2 penalty to attack rolls.

### **REARING TRAMPLE**

Your riding skill is such that you can use your mount as a weapon without affecting your own combat ability.

**Prerequisites:** Mounted Combat, Trample, Ride 8 ranks

**Circumstances:** You are mounted and unmoving or mounted without having moved more than a 5-foot step that round.

**Effect:** As a free action, you direct your mount to rear up and make as many attacks as possible with its front hooves or claws as it could normally make with a full-round action. Doing so requires a successful DC 20 Ride check and allows you to substitute your mount's Base Attack Bonus with your own if yours is higher. This does not affect your own actions, leaving you to do what you will, as normal, so long as it does not involve leaving your mount or making the mount move.

### **SACRIFICIAL STRIKE**

As a desperate move, you throw yourself on your foe's weapon so that you too may deliver a devastating attack against his vitals.

**Prerequisites:** Base Attack Bonus +3, Base Will save bonus +5, Iron Will

**Circumstances:** Both you and your foe must be armed with slashing or piercing weapons/attacks while attacking each other from adjacent squares. You must have held an action in check for the maneuver by readying the action.

**Effect:** Your foe's attack automatically strikes you, also gaining a critical hit but still roll to attack see if any additional effect occurs. If the attack roll also falls into the attacker's threat range, the critical hit's multiplier is increased by +1. If the attack roll is a 1 or less, instead of being an automatic miss the attack causes normal damage instead of being an automatic critical hit. By allowing this attack to strike you, you still must make an attack roll but a hit causes a critical hit regardless of whether or not you roll in the critical threat range. Rolling within the critical threat range for your attack increases your critical multiplier by 1. If your target is not subject to critical hits, you only cause normal damage with a successful attack roll.

## TABLE 2-3: EXOTIC WEAPONS

weapon	cost	damage	critical	armor piercing	range increment	hardness	hit points	weight	type
<b>One-Handed Melee</b>									
<i>Guard Blades, Spike</i> †	10 sp	1d8	19-20/x2	1	—	7	6	3 lb	Piercing
<i>Guard Blades, Elbow</i>	10 sp	1d4	x4	2	—	7	6	3 lb	Piercing
<i>Pata</i>	175 sp	1d10	19-20/x2	3	—	10	5	2-1/2 lb	Slashing
<i>Pit Claw</i> †	2 sp	1d8	19-20/x2	1	—	7	2	1 lb	Slashing
<b>Ranged</b>									
<i>Bola</i>	1 sp	1d6	x2	0	10 ft.	4	1	4 lb	Bludgeoning
<i>Chakram</i>	6 sp	1d8	x3	2 **	10 ft.	10	2	3 lb	Slashing
<i>Footbow</i>	110 sp	1d12	x3	5 **	150 ft.	5	6	8 lb	Piercing
<i>Arrows (20)</i>	15 sp	—	—	—	—	5	1	10 lb	—

† Finesse weapon

\*\* The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

**Hurlbat:** A slender throwing ax made entirely of metal, even the thin, short have has been sharpened to improve aerodynamics. In melee combat, the weapon suffers a -1 penalty to attack rolls and has a Critical of x2 with no improved threat range.



**Maul:** This long-handled weapon sports a heavy wooden hammer's head. Normally used to split logs, drive posts and the like, in a pinch it can make a formidable weapon.

**Slip Blade:** This incredibly thin blade is forged to be far more durable than its fragile appearance indicates and is a favorite amongst honor duelists.

**Sword, Weighted:** A massive blade that cuts through armor and foe alike more by sheer weight than the keenness of its edge, the length of a weighted sword's blade has several holes cut in it that are then fitted with dense, flat weights to improve the force of its blow. This makes it more difficult to recover from a stroke, however, imposing a -1 penalty to Initiative when wielding a weighted sword unless the user has a Strength of 18 or more.

**Bola:** Three weighted, wooden spheres are connected by a length of chain or cord so that, when thrown, they may make a ranged touch attack against their target. The user must choose to either grapple or trip the target, but such maneuvers only work against Large or smaller targets.

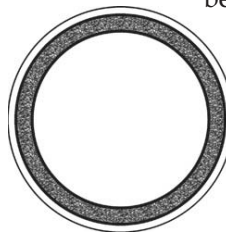
A grapple can only be used to pin an opponent in whole or in part, such as by pinning his arms to his side. Doing so does not provoke an attack of opportunity from the target but will provoke an attack of opportunity for being a ranged attack. This grapple attempt compares the bola user's attack roll versus the target's normal

grapple check.

A trip requires a ranged touch attack against the target. Doing so does not provoke an attack of opportunity from the target but will provoke an attack of opportunity for being a ranged attack. A successful attack means the target is tripped and cannot trip the user in return. At -2 penalty to the attack roll, as a free action the user may simultaneously attempt a grapple against the target's legs using the same attack roll.

Freeing oneself from a bola requires a full round action.

**Chakram:** A heavy metal ring with sharpened edges, the weapon is thrown at an enemy while putting it into a flat spin for stability. A strong cord or chain can be attached so that it can automatically be pulled back into the user's hand once thrown, requiring a standard action to do so. However, unless the user protects his hand with a metal gauntlet or the like, the user suffers normal damage from the edge while catching the weapon. The cord is typically 30 feet long, imposing a -1 penalty to attack per 10 feet longer. A cord-equipped chakram's range is limited to the cord's length.



**Footbow:** This bow is so massive and difficult to pull it requires the user to sit, place his feet in stirrups upon the bow to either side of a knock used to cradle the arrow, and use both legs and arms to fire by pulling the string to his upper chest or chin before releasing. Two full round actions are needed to reload the weapon and the user must be immobile, greatly limiting this powerful weapon's uses on a battlefield.

**Guard Blades:** A leather guard fits around the



## TABLE 3-2: THE DIVINE FALCONER

Level	base attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+0	+0	+0	+0	+2	+2	<i>Falcon Friend</i>
2	+1	+1	+1	+0	+0	+3	+3	<i>Whistling Call</i>
3	+2	+2	+1	+0	+1	+3	+3	<i>Bonus Feat</i>
4	+3	+3	+2	+1	+1	+4	+4	<i>Master of Falcons</i>
5	+3	+3	+2	+1	+1	+4	+4	<i>Falcon's Eyes</i>
6	+4	+4	+3	+1	+2	+5	+5	<i>Bonus Feat</i>
7	+5	+5	+3	+1	+2	+5	+5	<i>Savant Falcon</i>
8	+6/+1	+6	+4	+2	+2	+6	+6	<i>Falcon's Strike</i>
9	+6/+1	+6	+4	+2	+3	+6	+6	<i>Bonus Feat</i>
10	+7/+2	+7	+5	+2	+3	+7	+7	<i>Bird of the Gods</i>

becoming a Small animal, gaining an additional Hit Die, increasing its Damage Reduction by 1, and increasing its Strength to 7 and its Constitution to 12.

hunting beasts. They are similar to the eagle but slightly smaller: they are a little over a foot long, with wingspans between 3 to 4 feet.

## FALCON

Tiny Animal

<b>Hit Dice:</b>	1d8 (4 hp)
<b>Initiative:</b>	+6 (+4 Dex, +2 Reflex)
<b>Speed:</b>	10 ft. (2 squares), fly 60 ft. (good)
<b>Defense Value:</b>	18 (+2 size, +4 Dex, +2 natural)
<b>Damage Reduction:</b>	1 (feathers)
<b>Base Attack/Grapple:</b>	+0/-11
<b>Attack:</b>	Talons +4 melee (1d4-3)
<b>Full Attack:</b>	Talons +4 melee (1d4-3)
<b>Space/Reach:</b>	2-1/2 ft. (same square)/0 ft. (same square)
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +2, Ref +6, Will +2
<b>Abilities:</b>	Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 9
<b>Skills:</b>	Listen +2, Spot +14
<b>Feats:</b>	Weapon Focus (Talons)
<b>Environment:</b>	Temperate hills, mountains and forests
<b>Organization:</b>	Solitary or pair
<b>Advancement:</b>	—

These birds of prey inhabit nearly every terrain and climate, and often build their nests amongst the windowsills and walls of man's cities. Falcons are treasured by the plains nomads and men of the East as

## COMBAT

A falcon's talons are finesse weapons.

**Skills:** Falcons have a +8 racial bonus on Spot checks.



## CLASS FEATURES

All of the following are class features of the pit fighter prestige class.

### WEAPON AND ARMOR PROFICIENCY

The pit fighter is proficient with all simple and martial weapons, as well as with light and piecemeal armor.

### CROWD PLEASER

Along with standard reputation modifiers, a pit fighter's reputation is affected by what happens in the pit. See **Table 3-8: Pit Fighter Reputation Modifiers**.

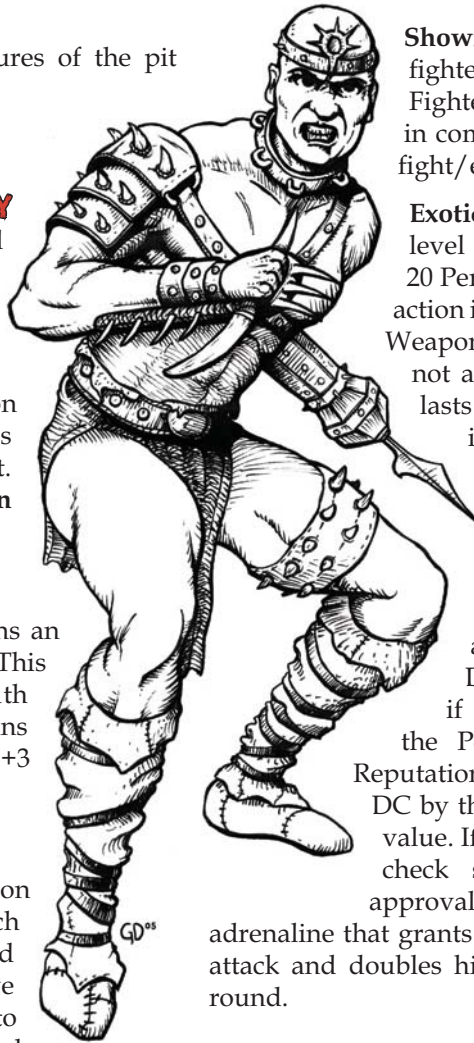
### RUGGED

Starting at level 1, a pit fighter gains an additional +1 hit point bonus per level. This is on top of all other bonuses. From the 11th character level onward, a pit fighter gains +4 hit points for d10 hit points instead of +3 so long as advancement is in this class.

### SHOWMANSHIP

Pit fighters rely upon their reputation as much as their skill, neither of which is solely built upon the strength and deftness of the warrior's blade. To survive the pits, a combatant must know how to please a crowd or profits will decrease and the reasons for one's master to keep a fighter alive will become fewer.

Showmanship does not work in medium or heavy



armor.

**Showman's Feint:** At level 3, a pit fighter may make a Perform (Pit Fighter) check instead of Bluff to feint in combat as a free action once per pit fight/encounter.

**Exotic Performance:** After achieving level 6, the pit fighter can make a DC 20 Perform (Pit Fighter) check as a free action in order to gain access to an Exotic Weapon Proficiency the character does not actually possess. This knowledge lasts for the round the check is made in, but there is no limit to the number of successive rounds or times per day this ability may be used or attempted.

**Rush of Approval:** As a move action, a level 9 pit fighter may attempt a combat maneuver and a DC 30 Perform (Pit Fighter) check if fighting for a crowd. Reduce the Perform DC by the character's Reputation if it is positive, or increase the DC by the Reputation if it has a negative value. If both the maneuver and Perform check succeed, the crowd roars its approval, giving the pit fighter a rush of adrenaline that grants him a +1 circumstance bonus to attack and doubles his threat ranges during the next round.

### EVALUATE OPPONENT

As a free action, a 2nd level pit fighter can make a Sense Motive check with a DC equal to his opponent's DV for that round; the opponent gains a bonus to this DC

## TABLE 3-8: PIT FIGHTER REPUTATION MODIFIERS

action	reputation modifier
Per HD/level lower a defeated pit opponent is than you	-1
Per successive pit fight loss	-1
Per pit fight where the opponent was not killed	-1
Per HD/level higher a defeated pit opponent is than you	+1
Per successive pit fight victory	+1
Winning despite unfavorable odds against you	+Odds against you*
Per pit fight ended with a coup de grace	+1
Per successful "simple" combat maneuver (e.g. human shield) performed in the pits	+1
Per successful "difficult" combat maneuver (e.g. decapitating slash) performed in the pits	+2
Reaching negative hit points in a pit fight and still winning the contest	+5

\* For example, if the pit fighter wins a fight where the odds were 4:1 against him he gains a +4 reputation bonus



(1d6+3/x2)

**Special Attacks:** Racial Traits, Sneak Attack +1d6/+1d8, Sneak Attack Style (Short Sword)

**Special Qualities:** Racial Traits, Trapfinding

**Space/Reach:** 5 ft. (1)/5 ft. (1)

**Saves:** Fort +5, Ref +3, Will -1

**Abilities:** Str 16, Dex 12, Con 14, Int 9, Wis 9, Cha 7

**Skills:** Intimidate 7, Knowledge (Local) 6, Listen 1, Search 5, Spot 7

**Feats:** Alertness, Armor Proficiency (Light)<sup>bonus</sup>, Armor Proficiency (Medium)<sup>bonus</sup>, Armor Proficiency (Heavy)<sup>bonus</sup>, Brawl, Improved Overrun, Improved Unarmed Strike, Martial Weapon Proficiency<sup>bonus</sup>, Parry, Power Attack, Shield Proficiency<sup>bonus</sup>, Two-Weapon Combat Proficiency<sup>bonus</sup>

**Reputation:** 2 (Hired Muscle)

**Leadership:** –

**Code of Honor:** –

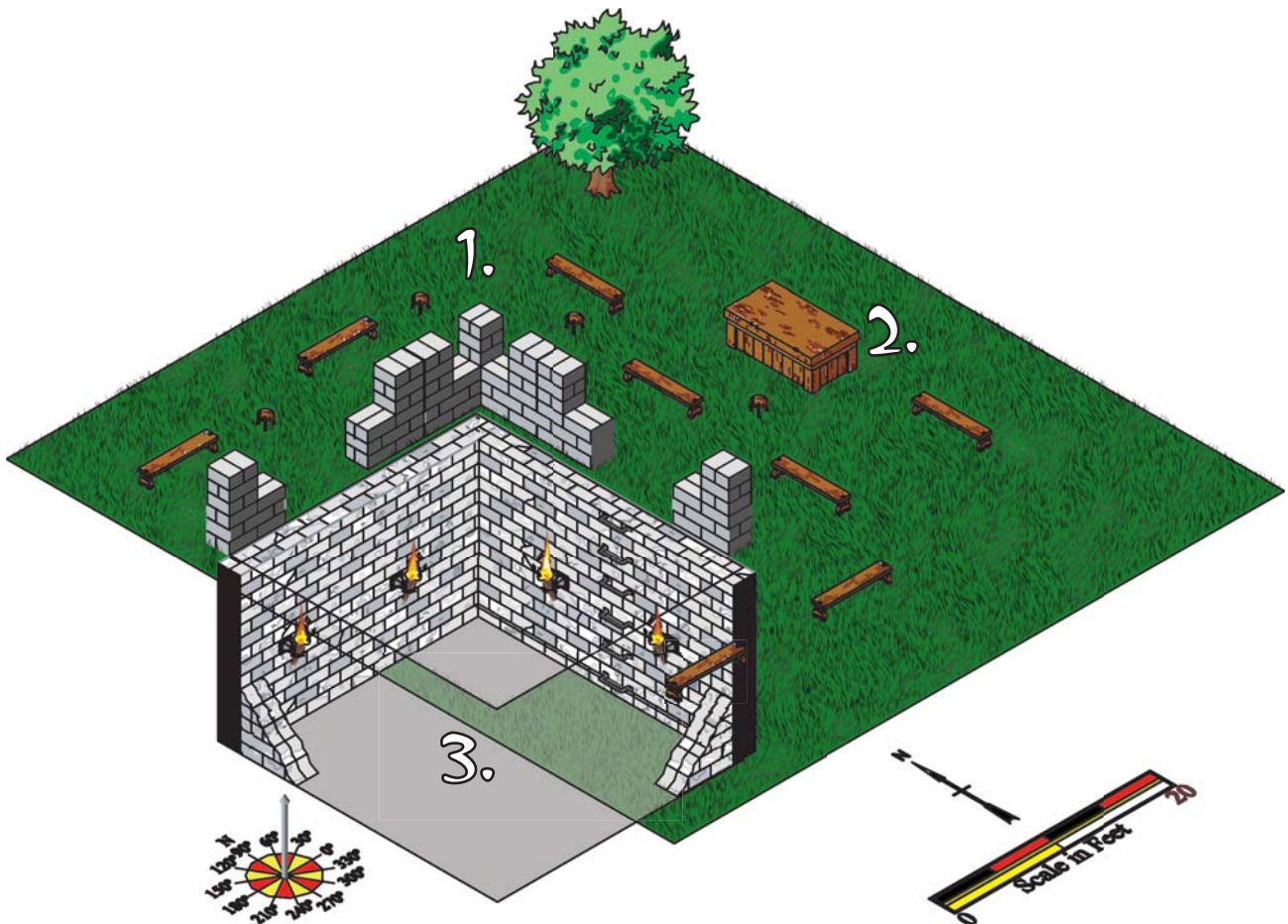
**Allegiances:** Pit owner, other pit toughs

**Possessions:** Cudgel (as club), short sword, leather jerkin, 3d6 sp

**Racial Traits** (Feudal Kingdoms)

- Adaptability. Choose two skills that are always treated as class skills and gain a +2 bonus to checks with those skills (figured in.)
- Weapon Familiarity. Wield greatswords as though they were martial weapons.
- +1 bonus to Fate Points
- Background Skills: Any four skills; Intimidate, Knowledge (Local), Search, Spot (figured in)
- Favored Classes: All
- Prohibited Classes: None

The wiser and experienced pit toughs know that on their own they may be enough to deal with unruly crowd members, but they certainly are not equal to the task of taking on a pit fighter. When pit fighters get unruly or try escaping, or when an especially boisterous crowd member gets out of hand, the pit toughs will swarm the trouble and deal with it en masse.



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