

The Barbarian Profession - Cultural Variants

([Wayne Imlach](#))

These rules offer a slightly more varied take on the Barbarian profession, which as it stands only really represents the stereotypical Mercanian or Thulish warrior and doesn't comfortably reflect barbarians of other cultures.

Three new skills are added to the mix: Expert Swimmer, Horse Archery, and Master Slinger.

Expert Swimmer

An expert swimmer can move far more confidently through the water and moves up to 5m per combat round at full stroke. He can hold his breath for twice as long as a normal person (rounds equal to Strength score $\times 2$) and, when swimming encumbered, deducts only half the usual penalty. When making swimming rolls, an expert swimmer may use Strength or Reflexes (whichever is higher) to determine success.



An expert swimmer can fight aquatic enemies with half the usual penalty; they suffer only -2 to ATTACK and -4 to DEFENCE.

Horse Archery

The warrior may fire a normal bow from horseback (or indeed any moving platform) with no penalty. Attempting such a feat without this skill halves the archer's ATTACK (before taking into account further penalties due to range or illumination). This skill can only be taken if the warrior can ride warhorses and is also a Master Bowman (and is normally only available to barbarians of the Eastern Steppes in any case).

Master Slinger

This skill is exactly the same as the Master Bowman skill, but covers the use of slings rather than bows.

Cultural Skill Adjustments

The basic attributes of the profession (such as ATTACK, DEFENCE, etc.) remain unchanged from the published rules. However, the homeland of the Barbarian determines their starting skills. Note that Wearing Medium Armour (can wear up to AF 4 with no penalty), Berserk, Track, and Ride Warhorse are no longer abilities exhibited by all Barbarians universally!

Some limited skills of the mighty are available from Rank 8 onward - one may be chosen every other rank (i.e., 8, 10, 12, etc.). Main Gauche is now available to Barbarians as a 'Skill of the Mighty' but cannot be used in conjunction with Berserk or Bloodrage, for obvious reasons. A few Barbarians have access to skills normally outside of the Knight or Barbarian profession - Climb, Unarmed Combat, Arrow Cutting, and Adeptness. These are treated exactly as the original skills.

Wear Light Armour signifies that the Barbarian can wear armour up to AF 3 with no penalty and Wear Medium Armour indicates they can wear armour up to AF 4 with no penalty.

Nationality	Starting Skills	Skills of the Mighty
Mercania	Expert Swimmer, Berserk, Wear Medium Armour	Ride Warhorse, Bloodrage, Main Gauche, Weaponskill
Thuland	Track, Berserk, Wear Medium Armour	Ride Warhorse, Bloodrage, Main Gauche, Weaponskill
Eastern Steppe	Track, Wear Light Armour, Ride Warhorse, Master Bowman, Horse Archery	Wear Medium Armour, Main Gauche, Weaponskill
Gnawing Wastes	Track, Berserk, Wear Light Armour, Master Bowman	Ride Warhorse, Bloodrage, Main Gauche, Weaponskill
Trackless Ooze	Expert Swimmer, Track, Wear Light Armour, Climb, Berserk	Bloodrage, Wear Medium Armour, Main Gauche, Weaponskill
Emphidor	Expert Swimmer, Track, Climb, Wear Light Armour, Master Slinger	Ride Warhorse, Wear Medium Armour, Main Gauche, Weaponskill
Harogarn	Track, Wear Light Armour, Arrow Cutting, Unarmed Combat	Ride Warhorse, Adeptness, Main Gauche, Weaponskill
Drakken Peaks	Expert Swimmer, Track, Wear Light Armour, Climb, Master Bowman	Ride Warhorse, Wear Medium Armour, Main Gauche, Weaponskill
Kiakuhuru	Track, Berserk, Wear Medium Armour	Ride Warhorse, Bloodrage, Main Gauche, Weaponskill
Zhenir	Ride Warhorse, Berserk, Medium Armour	Track, Bloodrage, Main Gauche, Weaponskill
Azure Coast	Expert Swimmer, Track, Wear Light Armour, Climb, Berserk	Bloodrage, Wear Medium Armour, Main Gauche, Weaponskill
Thanagost Peaks	Track, Wear Light Armour, Weaponskill Spear, Master Slinger	Ride Warhorse, Wear Medium Armour, Main Gauche, Weaponskill
Mungoda	Track, Expert Swimmer, Climb, Master Slinger, Wear Light Armour	Wear Medium Armour, Main Gauche, Weaponskill
Cosh Goyope	Track, Expert Swimmer, Climb, Master Bowman, Wear Light Armour	Wear Medium Armour, Main Gauche, Weaponskill

This article first appeared in [Casket of Fays Issue 4](#).

From:

<https://www.redruin.org/wiki/> - **Red Ruin Wiki**

Permanent link:

https://www.redruin.org/wiki/doku.php?id=professions:barbarian_cultural_variants&rev=1701253564

Last update: **2023/11/29 10:26**

