

Barbarian

PATH: Combat Based

The Hero **must have** achieved **Level 5** of the **Warrior SkillPath** before choosing Barbarian.

The Barbarian is a skilled warrior from one of the rural nations, tribes, or clans. They are fast and powerful melee combatants that strike quickly and can shatter an opponent's initial defenses. They often belong to cultures that prize individual accomplishments on the battlefield.

Barbarians are tough and hardy folk that are typically raised in harsh environments. During this time they learn the keys to surviving and navigating the wilderness.

LEVEL 1

When choosing this SkillPath the player adds;
1 Base point to the Hero's **Endure** Base score.

1 Base point to the Hero's **Attack** Base score.

The skill **FORCE** is recorded with a **+1 Bonus**

LEVEL 2

Upon reaching this Level the player adds;
1 Base point to the Hero's **Action** Base score.

1 Base point to the Hero's **Move** Base score.

LEVEL 3

Upon reaching this Level the player adds;
The skill **HUNTING** is recorded with a **+1 Bonus**

The skill **FORCE** is recorded with a **+1 Bonus**

LEVEL 4

Upon reaching this Level the player adds;
1 Base point to the Hero's **Fatigue** Base score.

LEVEL 5

Upon reaching this Level the player adds;
1 Base point to the Hero's **Endure** Base score.

The skill **PERFECT** is recorded with a **+1 Bonus**

LEVEL 6

Upon reaching this Level the player adds;

The skill **TRACKING** is recorded with a **+2 Bonus**

LEVEL 7

Upon reaching this Level the player adds;

The skill **HUNTING** is recorded with a **+1 Bonus**

LEVEL 8

Upon reaching this Level the player adds;
1 Base point to the Hero's **Endure** Base score.

1 Base point to the Hero's **Fatigue** Base score.

LEVEL 9

Upon reaching this Level the player adds;
1 Base point to the Hero's **Endure** Base score.

1 Base point to the Hero's **Move** Base score.

LEVEL 10

Upon reaching this Level the player adds;
1 Base point to the Hero's **Strength** Base score.