

### Information



Eminent Champion Barbarian: Gorlan (Human)

### Background

The Barbarians Lodge is a loose affiliation of tribal types who share a mistrust of magic. Their Leader is Gorlan because he is the strongest of them. The Lodge can teach its members to tap into the primal forces of the body (known as Adrenals) in order to perform remarkable physical feats. Their training is not quite so expert when it comes to the more technical combat skills.

### Guildmembers

Once you have spent an evening in any tavern you will realise that every member of the Lodge considers themselves notable, assuming they know what notable means.

### Requirements to Join

The Barbarians Lodge will not accept as a member anyone who casts magic, uses ensorcelled items or allows beneficial magics to be cast upon them or their equipment. Any guildmember breaking these restrictions is likely to be personally ejected from the guild by Gorlan.

## **Guild Skills**

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Enhanced Armour Mastery](#)
- [Buy Adrenals](#)
- [Adrenal Dexterity](#)
- [Adrenal Strength](#)
- [Adrenal Resist Pain](#)
- [Adrenal Resist Immobility](#)
- [Adrenal Resist Fear](#)

## **Status Skills Ranks 20 - 63**

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Weapon Attunement](#)
- [Double Strength](#)
- [Toughened Skin Mastery](#)
- [Guild Credit - Armour](#)
- [Guild Credit - Empowering](#)
- [Use Adrenals Ranks 1 - 5](#)
- [Meditate Adrenals](#)
- [Magic Tolerance](#)
- [Skinning](#)
- [Skinning Mastery](#)
- [Enhanced Skinning Mastery](#)
- [Make Armour](#)

Note that only one status is required to be spent for all of the skinning skills to be learnt. Each must be paid for with character points however.

## **Status Skills Ranks 64 – 127**

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [Enhanced Toughened Skin Mastery](#)
- [Knockback](#)
- [Knockdown](#)
- [Resist Knockback](#)
- [Resist Knockdown](#)
- [Resist Stun](#)
- [Magic Tolerance Mastery](#)
- [Make Armour Mastery](#)
- [Field Medicine](#)
- [Improved Empowering](#)

### **Status Skills Ranks 128+**

These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Knockback Mastery](#)
- [Enhanced Knockback Mastery](#)
- [Knockdown Mastery](#)
- [Stun](#)
- [Enhanced Make Armour Mastery](#)
- [Enhanced Magic Tolerance Mastery](#)