

Collector's Edition

FORGOTTEN REALMS

ICEWIND DALE



Barbarian

Cunning warriors, barbarians are feared for their ability to drive themselves into a berserker rage, allowing them to become stronger and tougher opponents. Free from constraints of civilization, they are at home in the wilds of the North.

Barbarians have the power to Rage once per day for every four levels in their class. While raging, they gain a +4 bonus to Strength and Constitution, and resistance to mind-influencing spells.



ICEWIND DALE II © 2002 Interplay Entertainment Corp. All Rights Reserved. The BioWare Infinity Engine © 1998-2002 BioWare Corp. All Rights Reserved. Icewind Dale, Icewind Dale II, Baldur's Gate, FORGOTTEN REALMS, the FORGOTTEN REALMS logo, D&D, the DUNGEONS & DRAGONS logo, Wizards of the Coast and the Wizards of the Coast logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. The BioWare Infinity Engine and the BioWare logo are trademarks of BioWare Corp. Exclusively licensed and distributed by Interplay Entertainment Corp. All other trademarks and copyrights are property of their respective owners.