

BARBARIAN CARD DECK



CLASS FEATURE + TALENTS

*Customizable Character Class Deck
compatible with 13th Age™, and The Archmage Engine™*

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BARBARIAN RAGE

CLASS FEATURE

RECHARGE

QUICK ACTION

MELEE AND THROWN WEAPON ATTACKS

EFFECT

Once per day, use a quick action to start raging. A rage lasts until the end of battle, or about 5 minutes.

While raging, you roll 2 d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20.

Use the higher roll for the attack.

CRITICAL EFFECT

If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

RECHARGE

Recharge 16+: After a battle in which you rage, roll a d20 and add your Constitution modifier. On a 16+, you can use *Barbarian Rage* again later in the day.

BARBARIAN RAGE

CLASS FEATURE USED

RECHARGE 16+ AFTER BATTLE

add your Constitution modifier to the recharge roll

ADVENTURER FEAT

LEARNED



Whenever the escalation die is 4+, as a quick action, you can start raging for free. (It doesn't count against your normal usage.) This rage lasts until the end of the battle, as normal.

CHAMPION FEAT

USED



LEARNED



You can now start raging freely when the escalation die is 3+.

EPIC FEAT

LEARNED



You can now start raging freely when the escalation die is 2+.

BARBARIC CLEAVE

TALENT

ONCE PER BATTLE

FREE ACTION

Trigger: Drop an enemy to 0 hit points
with a standard melee attack.

EFFECT

Once per battle, as a free action, you can make a **standard melee attack** after having dropped any enemy to 0 hp with a standard melee attack.

Mooks do not count for this, unless the mook you dropped was the last of its mook mob.

BARBARIC CLEAVE

TALENT USED

ONCE PER BATTLE

ADVENTURER FEAT

LEARNED ✦

You gain a +2 attack bonus with *Barbaric Cleave* attacks. If the cleave attack hits, you can *heal using a recovery*.

CHAMPION FEAT

LEARNED ✦

If there is no foe engaged with you to use your *Barbaric Cleave* attack against, as a free action you can move to a nearby foe before making the attack.

EPIC FEAT

LEARNED ✦

While raging, you can use *Barbaric Cleave* as many times as you like during a battle, but only once per round.

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

BUILDING FRENZY

TALENT

DAILY

FREE ACTION

Trigger: You missed with an attack.

EFFECT

One battle per day, as a free action after you have missed an attack, gain +1d4 damage to each successful melee attack until the end of the battle. For each missed attack following this, add another +1d4 damage, up to a maximum of +4d4 damage.

ADVENTURER FEAT

LEARNED ✦

Bonus damage dice are now d6s.

CHAMPION FEAT

LEARNED ✦

Bonus damage dice are now d10s.

EPIC FEAT

USED ✦ LEARNED ✦

You can use *Building Frenzy* twice a day.

BUILDING FRENZY

TALENT USED

DAILY

SLAYER

TALENT

Trigger: You attack a *staggered* enemy you were not engaged with at the start of your turn.

EFFECT

During your turn, when you attack a *staggered* enemy you were not engaged with at the start of your turn, deal +1d6 damage per level to that creature if you hit.

ADVENTURER FEAT

LEARNED ✦

You gain a +2 bonus to *Slayer* attacks.

CHAMPION FEAT

USED ✦ LEARNED ✦

Once per battle, when you miss with a *Slayer* attack, deal the additional +1d6-per-level damage to the target instead of normal miss damage.

EPIC FEAT

LEARNED ✦

Whenever one of your *Slayer* attacks drops a non-mook enemy to 0 hp, you gain 20 temporary hit points.

SLAYER

TALENT

STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

STRONGHEART

TALENT

EFFECT

Your *recovery dice* are d12s instead of d10s.

ADVENTURER FEAT

LEARNED ✦

Increase your total number of *recoveries* by 1.

CHAMPION FEAT

USED ✦ LEARNED ✦

You gain +1 PD.

When you *heal using a recovery*, you can roll a save against a save ends effect.

EPIC FEAT

LEARNED ✦

Increase your total number of *recoveries* by 1 (making a total of +2 from this talent).

STRONGHEART

TALENT

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

UNSTOPPABLE

TALENT

ONCE PER BATTLE

Trigger: Declare you're using *Unstoppable* before making a barbarian melee attack.

EFFECT

Once per battle, declare you're using *Unstoppable* before making a barbarian melee attack.

If your attack hits at least one target, you can *heal using a recovery*.

ADVENTURER FEAT

LEARNED ✦

The *Unstoppable recovery* is *free*.

CHAMPION FEAT

LEARNED ✦

Add double your Constitution modifier to the healing the *recovery* provides.

EPIC FEAT

LEARNED ✦

You can use *Unstoppable* twice per battle.

UNSTOPPABLE

TALENT USED

ONCE PER BATTLE

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

WHIRLWIND

TALENT

FIRST ACTION OF YOUR TURN

epic feat: anytime during your turn

Trigger: You are engaged by two or more enemies.

EFFECT

You can make a *Whirlwind* attack as the first action of your turn when you are engaged by two or more enemies.

You take a **-4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with.**

You deal no miss damage with these attacks.

WHIRLWIND

TALENT

ADVENTURER FEAT

LEARNED ✦

You now deal normal miss damage with missed *Whirlwind* attacks.

CHAMPION FEAT

LEARNED ✦

The penalty to your AC and PD is reduced to -2.
In addition, disengage checks you make the same turn as using *Whirlwind* automatically succeed.

EPIC FEAT

LEARNED ✦

You can use *Whirlwind* anytime during your turn, not just as the first action.

NATURAL WILL

TALENT

DAILY

QUICK ACTION

EFFECT

One battle per day as a quick action, you gain a +2 bonus to your Mental Defense until the end of the battle.

ADVENTURER FEAT

USED



LEARNED



You can now use *Natural Will* in two battles per day.

CHAMPION FEAT

LEARNED



The bonus increases to +4 Mental Defense.

EPIC FEAT

LEARNED



You can now use *Natural Will* as a free action when an enemy attacks you.

BARBARIAN CHAMPION TALENT

NATURAL WILL

TALENT USED

DAILY

VIOLENCE

TALENT

ONCE PER BATTLE

EFFECT

Once per battle, add a +1d4 bonus to a barbarian **melee attack roll** after finding out whether you hit or missed.

CHAMPION FEAT

LEARNED



If the attack still misses, deal half damage.

EPIC FEAT

LEARNED



The bonus increases to +1d6.

BARBARIAN CHAMPION TALENT

VIOLENCE

TALENT USED

ONCE PER BATTLE

ANCESTRAL WARBAND

TALENT

DAILY

QUICK ACTION

Trigger: At the end of your turn, if you are conscious, roll a d6 \leq the escalation die.

EFFECT

One battle per day as a quick action, you can call the spirits of your ancestors to fight alongside you. Your ancestors can't be hurt or affected by the creatures of this world.

At the end of each of your turns, if you are conscious, roll a d6. If you roll less than or equal to the escalation die, a member of your spirit warband strikes from the spirit realm into the world.

Make a melee attack against a nearby enemy as if you were making the attack yourself, using any talents, feats, or magic items as you see fit. This attack doesn't take any of your actions.

EPIC FEAT

LEARNED



Your *Ancestral Warband* spirits are always raging, even if you are not, and continue to fight for a single round while you are unconscious.

BARBARIAN EPIC TALENT

ANCESTRAL WARBAND

TALENT USED

DAILY

RELENTLESS

TALENT

Trigger: You can only use Relentless while you are raging.

EFFECT

While raging, you have **resist damage 12+**.

(When an attack targets you, the attacker must roll a natural 12 or higher on the attack roll or it only deals half damage).

EPIC FEAT

LEARNED



Even when not raging, whenever you score a critical hit against an enemy, you have **resist damage 12+** until the start of your next turn.

BARBARIAN EPIC TALENT

RELENTLESS

TALENT

BARBARIAN POWER PROGRESSION

POWER PROGRESSION

BARBARIAN	TALENTS		
	ADVENTURER	CHAMPION	EPIC
Level 1	3	—	—
Level 2	3	—	—
Level 3	3	—	—
Level 4	3	—	—
Level 5	3	1	—
Level 6	3	1	—
Level 7	3	1	—
Level 8	3	1	1
Level 9	3	1	1
Level 10	3	1	1

POWER PROGRESSION

At 5th level, you gain an additional barbarian class talent. Choose one of these champion-tier talents or take another adventurer-tier talent.

At 8th level, you gain an additional barbarian class talent. Choose one of these epic-tier talents, or take another adventurer-tier or champion-tier talent instead.

BARBARIAN BASIC ATTACKS

MELEE ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

—

ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	12	13	+1
<i>Attack Penalty</i>	—	—	-2	—

MELEE WEAPONS

ONE-HANDED

TWO-HANDED

SMALL

1d8 dagger

1d6 club, staff

LIGHT OR SIMPLE

1d6

hand axe, warclub

1d8

spear

HEAVY OR MARTIAL

1d8

longsword, battleaxe

1d10

greatsword, greataxe

RANGED WEAPONS

THROWN

CROSSBOW

BOW

SMALL

1d4

dagger

1d4 (-5 attack)

hand crossbow

—

LIGHT OR SIMPLE

1d6

javelin, axe

1d6 (-5 attack)

light crossbow

1d6

shortbow

HEAVY OR MARTIAL

—

1d8 (-5 attack)

heavy crossbow

1d8

longbow