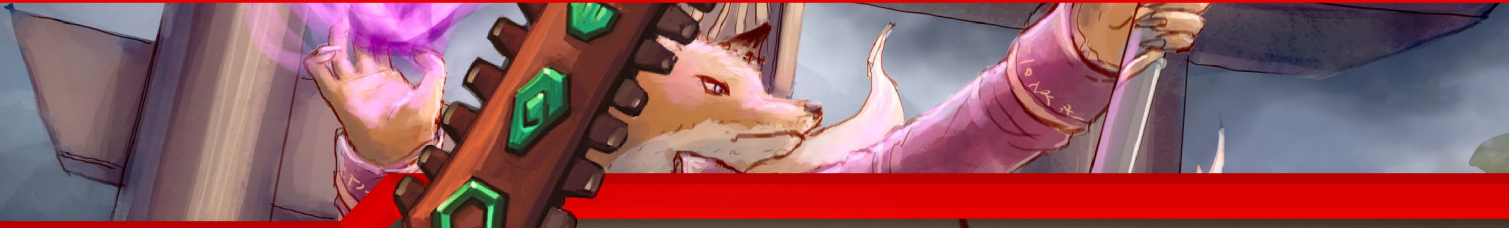


# EVERYMAN MINIS

## RAGE OPTIONS





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## RAGE OPTIONS

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas

## NEW FEAT

Characters who invest in the new instinct rage powers found on the following page can make good use of these feats.

### PERFECTED INSTINCT

You have honed one particular instinct to be extremely potent.

**Prerequisite:** At least one instinct rage power.

**Benefit:** Choose one instinct rage power you possess. Whenever you activate the chosen rage power, you count as having spend 1 round of rage beyond the number of rounds you actually spent, up to the maximum number of rounds that you can spend, if any. For instance, if you spend 5 rounds of rage using your instinct rage power, this feat allows you to count as having spent 6 rounds, provided you would normally be able to spend 6 rounds of rage on the rage power.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a different instinct power.

### WAKING INSTINCT

You can consciously channel your instincts.

**Prerequisite:** At least one instinct rage power.

**Benefit:** Choose one instinct rage power you possess. You can use the chosen instinct rage both when you’re raging and when you’re not raging.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a different instinct power.

**Normal:** You can only use instinct rage powers when you’re not raging.





## RAGE OPTIONS

Any character capable of choosing rage powers can choose the following rage powers, provided they meet their prerequisites. Instinct rage powers represent a subconscious connection to the barbarian's psyche, and manifest in near supernatural ways. They take the form of exceptional reactions or extreme feats of physical prowess, but unlike standard rage powers, a barbarian can only gain an instinct rage power's benefit when she is not raging. Using a instinct rage power costs a number of rounds of rage (or bloodrage or raging song, as appropriate) based as determined by the rage power. If an instinct power requires a saving throw, the save DC is equal to 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier.

### BOUT OF BLOWS (Ex)

The barbarian attacks with exceptional speed. Whenever she makes a full attack, she can spend 6 rounds of rage in order to make an additional attack, as if she were under the effect of a *haste* spell. At the end of her turn, a barbarian that used this rage power takes a -4 penalty on attack rolls until the start of her next turn. This is an instinct rage power.

A barbarian must be at least 10th level before selecting this instinct power.

### DRAW FEROCITY (Su)

The barbarian can tap into a foe's ferocity, forcing them to fly into a rage. Whenever the barbarian hits an opponent with a melee or thrown weapon attack, she can spend 1 round of rage as a swift action. If she succeeds, the target must succeed on a Will save or fly into a *rage*, as the spell, for a number of rounds equal to the barbarian's level. If the target has the bloodrage, rage, or raging song class feature, the rage functions as the target's class feature instead of the rage spell, granting them all of the usual benefits of their rage (such as rage powers or bloodline powers). This counts against the opponent's normal number of rounds of bloodrage, rage, or raging song, and the opponent continues to rage using its class feature even if it has no rounds of bloodrage, rage, or raging song remaining. Regardless of whether the target rages using the spell or a class feature, they are fatigued for 1 minute after the effect ends. While raging from this ability, the target must attack the barbarian in kind during their next turn using their most lethal means available. This is an instinct rage power.

A barbarian must be at least 6th level before taking this instinct power.

### DRAW FRENZY (Su)

The barbarian calls upon a foe's most fundamental instincts, forcing them into a frenzy. If the barbarian hits a creature affected by rage, bloodrage, raging song, or similar abilities, he can spend 1 round of rage to cause his target to become confused for 1 round for each round of rage spent in this way. A successful Will save negates this effect. This is an instinct rage power.

A barbarian must have the draw ferocity instinct power and be at least 8th level before selecting this instinct power.

### FRENZIED BLOWS (Ex)

The barbarian draws upon their inner strength to deliver a mighty attack. Whenever the barbarian hits an opponent with a melee or thrown weapon attack, she can spend any number of rounds of rage up to half her barbarian level. For each round of rage spent in this manner, she adds +1 to the damage dealt by her attack. This is an instinct rage power.

A barbarian must be at least 6th level before selecting this instinct power.

### INNATE SPEED (Ex)

The barbarian taps into their body's reserve to move with great speed. Whenever the barbarian uses a move action to move, she can spend a number of rounds of rage up to her Constitution modifier. For each round of rage spent, the barbarian adds 5 feet to the speed bonus she gains from her fast movement class feature. This is an instinct rage power.

A barbarian must have the fast movement class feature before selecting this instinct power.

### INSTINCTUAL SAVE (Ex)

Choose Fortitude saves or Reflex saves. The barbarian uses her fiery rage to avoid attacks that harm her body. Whenever she fails a saving throw of the chosen type, the barbarian can spend a number of rounds of rage up to half her barbarian level as an immediate action to reroll her saving throw with a bonus equal to the number of rounds of rage spent (minimum 1). This is an instinct rage power.

A barbarian can select this rage power twice. The second time she does so, it applies to both Fortitude and Reflex saves.

### REACTIVE DEFENSE (Ex)

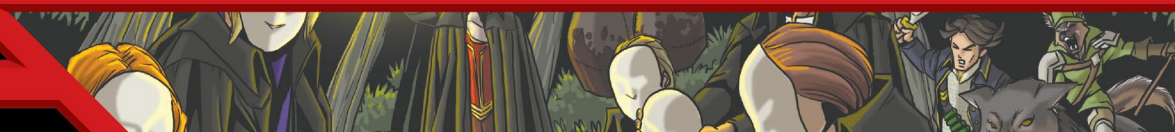
The barbarian can dodge blows with uncanny speed. As an immediate action when the barbarian is targeted by an attack, the barbarian can spend 4 rounds of rage to gain a +1 dodge bonus to AC until the start of her next turn. This bonus increases by +1 for every 4 additional rounds of rage spent in this way. This is an instinct rage power.

### REACTIVE INSTINCTS (Ex)

The barbarian leaps into combat with unparalleled speed. Whenever the barbarian makes an initiative check, she can spend a number of rounds of rage up to her barbarian level. For every 2 rounds of rage spent in this way, she gains a +1 bonus to her initiative check. If a surprise round occurs and the barbarian is able to act, she can start her rage as part of her initiative check. This is an instinct rage power.

### REACTIVE RAGE (Ex)

Your anger is spurred by small transactions. Whenever you are targeted by an attack or attempt a saving throw and you aren't raging, you can spend 1 round of rage as a free action, even if it isn't your turn, to start raging. You can't use this ability if you have fewer than 2 rounds of rage remaining. This is an instinct rage power.





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