



THE BARBARIAN

REFORGED



D20
Pathfinder SRD
ENHANCED!

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE BARBARIAN REFORGED

CREDITS

Designed & Written by: Brian Berg

Additional Content by: PJ Harn, Jason Linker, Ben Kent, Kevin Mickelson, David Miller

Editing: Brian Berg

Cover Design: Brian Berg

Layout: Brian Berg

Artwork: Cover by Jacob Blackmon; Interior art by Publisher's Choice Quality Stock Art ©Rick Hershey/Fat Goblin Games, Maciej Zagorski and Terry Pavlet

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Published by Total Party Kill Games, LLC. 1st printing, June 10, 2014

CONTACT US

Official Site: www.tpkgames.com

Facebook page: [facebook.com/tpkgames](https://www.facebook.com/tpkgames)

Twitter: twitter.com/tpkgames

Feedback: necro@tpkgames.com



"O ROMAN PEOPLE BE ASHAMED; BE ASHAMED OF YOUR LIVES. ALMOST NO CITIES ARE FREE OF EVIL DEMS, ARE ALTOGETHER FREE OF IMPURITIES, EXCEPT THE CITIES IN WHICH THE BARBARIANS HAVE BEGUN TO LIVE...

LET NOBODY THINK OTHERWISE, THE VIKES OF OUR BAD LIVES HAVE ALONE CONQUERED US...

THE GOTH'S LIE, BUT ARE CHASTE, THE FRANKS LIE, BUT ARE GENEROUS, THE SAXONS ARE SAVAGE IN CRUELTY...BUT ARE ADMIRABLE IN CHASTITY...WHAT HOPE CAN THERE BE FOR THE ROMANS WHEN THE BARBARIANS ARE MORE PURE THAN THEY?"

-SALVIAN

INTRO

The 'Reforged' classes line explores each class in depth, amping up the fun and playability of each class so that they all feel as though they are on par with one another. We have attempted to address some of the major criticisms of each class with an effort not to make them simply more powerful, but rather more fun to play in a manner that *feels* more in line with their concepts.

I've always loved the barbarian class. As a youth I grew up on the classic Conan stories (and movies). These were definitely an inspiration for this interpretation of the barbarian class. We've taken our cues from these classic inspirations and breathed new life into the class, reforged it of steel and quenched it in blood.

THE BARBARIAN REFORGED

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

Role: Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The barbarian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Designer Notes: We added Sense Motive and Stealth to the barbarian's skill choices in an attempt to make them more akin to the wild and untrusting warriors they are.

Table: Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+1	+0	Charging Strike, Rage, Rage Power
2nd	+2	+3	+2	+0	Rage power, uncanny dodge
3rd	+3	+3	+2	+1	Danger Sense +1, Mobility
4th	+4	+4	+2	+1	Rage power
5th	+5	+4	+3	+1	Improved uncanny dodge, Damage reduction 1/—
6th	+6/+1	+5	+3	+2	Rage power, Danger Sense +2
7th	+7/+2	+5	+4	+2	Diehard
8th	+8/+3	+6	+4	+2	Rage power
9th	+9/+4	+6	+4	+3	Danger Sense +3, Damage Reduction 2/—
10th	+10/+5	+7	+5	+3	rage power
11th	+11/+6/+1	+7	+5	+3	Greater Rage
12th	+12/+7/+2	+8	+6	+4	Rage Power, Danger Sense +4
13th	+13/+8/+3	+8	+6	+4	Damage Reduction 3/—
14th	+14/+9/+4	+9	+6	+4	Indomitable Will, rage power
15th	+15/+10/+5	+9	+7	+5	Danger Sense +5
16th	+16/+11/+6/+1	+10	+7	+5	Damage Reduction 4/—, rage power
17th	+17/+12/+7/+2	+10	+8	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+8	+6	Rage power, Danger sense +6
19th	+19/+14/+9/+4	+11	+8	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+9	+6	Mighty rage, rage power

Designer Notes: We increased the barbarian's Reflexes to a medium level of ability. This gives them a minor edge over the standard barbarian, but also reflects that the "barbarian" of history and fiction was anything but dull of reflexes. Also, a class that has a movement bonus should not suffer with poor reflexes.

CLASS

FEATURES

All of the following are class features of the barbarian.

Weapon and Armor Proficiency

A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Charging Strike (Ex)

Whenever charging, the barbarian's land speed is faster than the norm for her race by +10 feet. In addition, they add half of their Strength modifier again as bonus damage on a charge. If they are wielding a two-handed weapon, they may add their full Strength modifier again as a bonus to damage on a successful charge.

This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. This bonus stacks with any other bonuses to the barbarian's land speed.

Designer Notes: Our idea of a barbarian isn't as a cross-country track star, but rather a brutal savage that charges into battle with thunderous ferocity. We've reduced their speed overall, but still given them a boost to speed when charging and the Mobility feat at 5th level. In addition, when they *do* charge, their enemies take note.

Rage (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a



barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, they take a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and must make a Fortitude save (DC 15 plus twice the number of rounds in rage) or be fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Designer Notes: We've never liked punishing the barbarian for ending their rage. They already lose their stat bonuses and hit points—this seems unnecessary. We've added a Fortitude save to accompany the end of rage. This also keeps certain effects that end rage from automatically fatiguing the barbarian.

VARIANT RAGE OPTION: WHIRLING FRENZY

A barbarian with this variant form of rage doesn't gain the normal bonuses when he enters a rage. Instead, when a barbarian with whirling frenzy enters a rage, he temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves. While in a whirling frenzy, the barbarian may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the barbarian might make before his next action.

Whirling frenzy is otherwise identical to the standard barbarian rage in all other ways. At 11th level (when a standard barbarian gains greater rage), the Strength bonus increases to +6, and the dodge bonus to Armor Class and on Reflex saves increases to +3. At 20th level (when a standard barbarian gains mighty rage), the Strength bonus increases to +8, and the dodge bonus to Armor Class and on Reflex saves increases to +4.

A barbarian using this variant doesn't gain indomitable will at 14th level. Instead, he gains evasion, but only while in a whirling frenzy.

A character can't use whirling frenzy at the same time that he uses any other form of rage (or similar ability).

Rage Powers (Ex)

As a barbarian gains levels, she learns to use her rage in new ways. Starting at 2nd level, a barbarian gains a rage power. She gains another rage power for every two levels of barbarian attained after 2nd level. A barbarian gains the benefits of rage powers only while raging, and some of these powers require the barbarian to take an action first. Unless otherwise noted, a barbarian cannot select an individual power more than once.

Any barbarian who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A barbarian cannot select from more than one group of totem rage powers; for example, a barbarian who selects a beast totem rage power cannot later choose to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title).

Uncanny Dodge (Ex)

At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to Armor Class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to Armor Class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Danger Sense (Ex)

At 3rd level, a barbarian gains a +1 bonus on Perception checks, Reflex saves made to avoid

traps and a +1 dodge bonus to Armor Class against attacks made by traps. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Danger Sense bonuses gained from multiple classes stack.

Designer Notes: The barbarian is a man of the wild, who lives by his wits and survives by his instincts. They are now also more perceptive than their other warrior counterparts.

Improved Uncanny Dodge (Ex)

At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Mobility (Ex)

At 3rd level, the barbarian gains the Mobility feat. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Damage Reduction (Ex)

At 5th level, a barbarian gains damage reduction. Subtract 1 from the damage the barbarian takes each time they are dealt damage from a weapon or a natural attack.

At 10th level, and every three barbarian levels thereafter (13th, 16th and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.



Diehard (Ex)

At 7th level, the barbarian gains the Diehard feat. When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit

points are equal to or greater than your Constitution score, you immediately die.

Greater Rage (Ex)

At 11th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will (Ex)

While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. She retains all other benefits of the class.

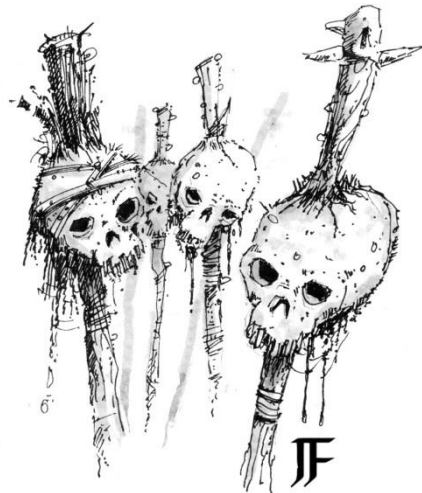
FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have barbarians as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

RACE	FAVORED CLASS BONUS
Catfolk	Add +1/6 to the catfolk's claw and bite damage when enraged.
Dhampir	Add +1 to the barbarian's total number of rage rounds per day.
Drow	Reduce AC penalty when raging by 1/5, to a maximum reduction of 2. (AC penalty is reduced by 1 for every five times you select this option.)
Dwarves	Add 1 to the dwarf's total number of rage rounds per day.
Elves	Add 1 to the elf's base <i>speed</i> . In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a <i>speed</i> of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.
Fetchling	Add +1/4 dodge bonus to the barbarian's mobility ability when in areas of low or no light.
Gnomes	Add a +1/2 bonus to the barbarian's danger sense ability.
Goblins	Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes, natural weapons or primitive weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.
Half-elves	Add 1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.
Half-orcs	Add 1 to the half-orc's total number of rage rounds per day.
Halflings	Add a +1/2 bonus to trap sense or

	+1/3 to the bonus from the surprise accuracy rage power.
Humans	Add a +1/2 bonus to trap sense or +1/3 to the bonus from the superstition rage power.
Hobgoblins	Add +1/6 of a new rage power.
Ifrit	Add 1 to the ifrit's total number of rage rounds per day.
Kobold	Reduce AC penalty when raging by 1/5, to a maximum reduction of 2. (AC penalty is reduced by 1 for every five times you select this option.)
Orcs	Add +1 to the barbarian's total number of rage rounds per day.
Oreads	Add +1/6 bonus to your Chargint Strike ability.
Ratfolk	When raging, add +1/4 to the barbarian's swarming trait's flanking bonus on attack rolls.
Strix	Add +1 to the barbarian's total number of rage rounds per day.
Sylph	Add +1/5 to the barbarian's initiative.
Tengu	Add +1/3 to the bonus from the superstition rage power.
Tiefling	Add +1 to the barbarian's total number of rage rounds per day.
Undine	Add +1/6 dodge bonus to the barbarian's AC when enraged.

New BARBARIAN ARCHETYPE



The Cannibal

The strictest definition of cannibalism is one who eats their own species. However, in a land where elves, dwarves, gnomes, halflings, and humans live side by side, it's generally considered a fitting epithet for anyone who makes the practice of eating the flesh of sentient humanoid creatures.

Cannibals exist for a variety of reasons. Some isolated cultures of demon worshippers take to the practice to better emulate their dark masters. Some are touched somehow by a wendigo or ghoul, and have come to adopt the practices for which they are best known. And some simply covet the power that can be gained through the foul act. Whatever their motivation, cannibals are almost universally shunned and feared for their dietary habits...and the actions they're willing to take to fulfill them.

Savage Bite

At 1st level, the barbarian gains a secondary bite attack that deals 1d4 points of damage plus half the barbarian's strength modifier.

This replaces the barbarian's Charging Strike ability.

Dread Feast

At 3rd level, you may spend a full round action to eat the heart (or what passes for a heart) of a foe slain during the past minute to regain either hit points or rounds of rage equal to their HD. This ability can be used once a day, plus one additional time for every three levels of barbarian.

This replaces the barbarian's Mobility ability.

Imbibe Spirit

At 5th level, you may spend a full round action to eat the flesh of a foe slain during the past minute to gain a . This ability can be used once a day, plus one additional time for every three levels of barbarian.

This replaces the barbarian's Damage Reduction ability.



Consume Vigor

At 7th level, you may spend a full round action to drink the blood of a foe slain during the past minute to gain Fast Healing equal to the slain creature's HD. This ability can be used once a day, plus one additional time for every three additional levels of barbarian.

This replaces the barbarian's Diehard ability.

NEW BARBARIAN FEATS

Ambush

You use your speed to take your foes by surprise.

Prerequisites: Charging Strike class ability, Dex 15+

Benefit: You can make a full-round action during surprise rounds.

Normal: Normally during surprise rounds you may only take a move or standard action.

Butcher's Blade

Your deadly strikes terrify onlookers.

Prerequisites: Power Attack, BAB 7+

Benefit: If you make an attack with Power Attack and succeed, you may make an Intimidate check as part of a swift action to demoralize all enemies who are able to see the attack within 30'. You gain a bonus on the Intimidate check equal to the amount subtracted from your attack with Power Attack.

Brothers of Steel

You maintain an almost supernatural link with your allies in combat.

Prerequisites: Wis 13+, Perception 3+ ranks

Benefit: At the beginning of any combat, select one ally within 30'. As long as you are not

flanked or flat-footed, your ally is not considered flanked or flat-footed either.

Camel Punch

You can knock a man senseless with your fists. Maybe even a camel.

Prerequisites: Str 17+, Con 15+, Improved Unarmed Strike

Benefit: When making unarmed strikes, you deal damage as a creature one size larger. For instance, a medium creature that deals 1d3 damage on an unarmed strike improves to 1d4. A monk that deals unarmed strike damage also increases their unarmed strike damage by one step.

Deep Wounds

You drive home your weapons in vital areas, making the wounds much harder to heal.

Prerequisites: Power Attack, Heal 3+ ranks

Benefit: Targets who you deal damage to with the power attack feat do not regain the bonus power attack damage through normal rest. Instead, those hit points are returned at a rate equal to 1 hit point per day.

Demolishing Charge

You move with unrelenting power, easily tossing back and knocking down your foes.

Prerequisites: Charging Strike, Power Attack, Barbarian level 4

Benefit: When you use Charging Strike you may voluntarily take a -1 circumstance penalty to damage to gain an equivalent combat maneuver bonus to Bull Rush and Overrun combat maneuvers until the end of your turn.

Eyes of the Jaguar

Your wild senses allow you to see better in the dark.

Prerequisites: Wis 13+, Survival 1+ ranks, Perception 1+ ranks

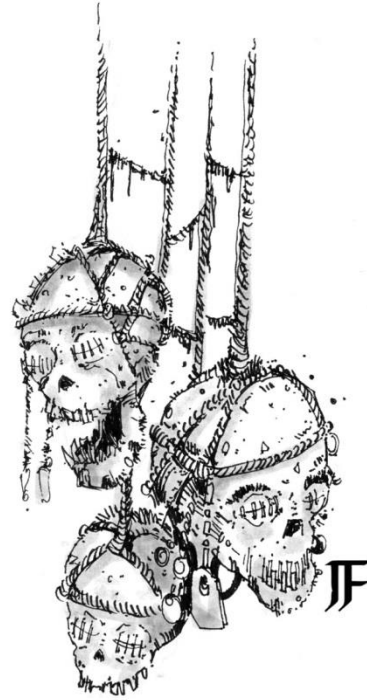
Benefit: You gain low-light vision 30'.

Fearless Rage

Fear cannot dilute your anger.

Prerequisites: Red Terror

Benefit: Whenever you are enraged, you are immune to all fear effects.



Filth Mouth

Your teeth are a frightening array of jagged crooks and disease.

Prerequisites: Con 15+, bite attack

Benefit: If you inflict damage to a target with your bite, they must make a Fortitude save (DC 10 + ½ your barbarian level + Con modifier) or contract Filth Fever.

Flanking Guile

The barbarian uses his cunning against foes that are pressed by allies.

Prerequisites: Wis 13+

Benefit: Whenever you flank a target, you gain your Wis modifier as a bonus on damage.

Headhunter

You are a practiced hunter of humanoids and collect trophies of your victims.

Prerequisites: BAB+1

Benefit: You gain the Favored Enemy class ability of a ranger (choose one humanoid type). This does not increase in ability as you level, nor does it stack with favored enemy bonuses from other sources.

Improved Diehard

You are almost impossible to kill.

Prerequisites: Diehard

Benefit: You do not die until you have reached a number of hit points equal to your CON score plus half your level.

Improved Mobility

You move with a preternatural quickness on the battlefield.

Prerequisites: Mobility, Improved Uncanny Dodge

Benefit: You do not provoke any attacks of opportunity from moving through threatened squares. A condition that slows or staggers you or makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose Improved Mobility.

Jotun's Charge

When you charge you have the force and momentum of a creature much larger than yourself.

Prerequisites: Devastating Charge, Barbarian 8

Benefit: When you use Charging Strike, you are considered 1 size category larger for the purposes of damage dice and bonuses on combat maneuvers until the end of turn.

Legendary Strength

Tales are told of your great strength.

Prerequisites: Str 17+

Benefit: Whenever you make a Strength check, you may add +2 to the result. At 7th level this bonus increases to +3, and at 14th level it increases to a +4.

Legendary Constitution

Tales are told of your great endurance.

Prerequisites: Str 17+

Benefit: Whenever you make a Constitution check, you may add +2 to the result. At 7th level this bonus increases to +3, and at 14th level it increases to a +4.

Mammoth Wield

Your enraged strength allows you to wield larger weapons in battle.

Prerequisites: Rage class ability, Str 13+

Benefit: When enraged you can dual-wield two weapons of equal size without an off-hand size penalty.

Master of the Horde

You gain a large force of like-minded barbarians, eager to fight in your name.

Prerequisites: Barbarian, BAB 7+

Benefit: This feat functions as per the Leadership feat (and effectively counts as the Leadership feat), but with a few significant changes. You do not gain a cohort, but instead double the number of all followers. In addition, you may substitute your STR in place of your CHA when determining your leadership score and may ignore negative penalties for unappealing traits.

Oppugnancy of Incanters

The power of your anger allows you to shrug off witchcraft and sorcery.

Prerequisites: Rage class ability, Con 15+

Benefit: When enraged, you gain a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Powerful Hurl

You can throw weapons with great strength.

Prerequisites: BAB 1+, Str 15+

Benefit: When attacking with thrown weapons, you can use your STR bonus instead of your DEX bonus for attack and damage. In addition, if you throw a weapon that is not intended to be thrown, you only suffer a -2 penalty to the attack.

Powerful Parry

Your great strength hinders your foes' attempts to harm you.

Prerequisites: Power Attack, Combat Expertise, Str 15+

Benefit: Target a single opponent. That opponent cannot gain benefit from the power attack feat against you unless their BAB plus STR score is four higher than yours. The target still suffers any negative penalties to their attacks. You may only target one opponent with this ability and lose its effects if you become flat-

footed, flanked or otherwise lose your Dexterity bonus.

Quick Healing

You mend wounds faster than most.

Prerequisites: Con 15+

Benefit: When regaining hit points through natural healing, you regain twice the amount normally granted. This feat has no effect on magical healing.

Red Terror

Fear only makes you angry.

Prerequisites: Rage class ability, Wis 13+

Benefit: Whenever you are subjected to a fear effect and fail your saving throw, you may enter rage as an immediate action and negate the fear effect. If you are already enraged, you gain a +2 competence bonus on saves against fear-based effects.

Savage Weaponry

You wield primitive weapons of stone and bone as well as others use steel.

Prerequisites: Wis 13+, Survival 1+ ranks

Benefit: You treat primitive weapons with care and strike with caution. Provided you do not use Power Attack while wielding an item with the fragile quality it will not break when you roll a natural 20.

Riddle of Steel

You are a trained warrior, having seen much bloodshed and combat in your life.

Prerequisites: Int 13+, BAB 5+

Benefit: You may now qualify for fighter-only feats. Treat your effective fighter level as your barbarian level -2.

Savage Strike

You deal deadly attacks at the expense of your own safety.

Prerequisites: BAB +1, Power Attack

Benefit: You can choose to take a -1 penalty on your armor class to gain a +2 bonus on all melee damage rolls. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2.

You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Sharpened Teeth

Your bite cuts to the bone.

Prerequisites: Con 13+, bite attack

Benefit: Your bite damage increases to 1d4 points of damage plus your full Strength modifier.

Terrifying Rage

Your rage is frightening to behold.

Prerequisites: Rage class ability, Str 13+

Benefit: When enraged, you may add your STR bonus to Intimidate checks made to demoralize opponents.

Terrifying Rush

Your enemies see their very doom in your eyes when you charge at them with fury in your heart.

Prerequisites: Intimidating Glare rage power, Intimidate 3+ ranks, Charging Strike class ability

Benefit: You may use Intimidating Glare as a swift action during a charge against a foe that you are attacking. If you move at least 20 feet as a part of your charge you receive a +2 circumstance bonus on your Intimidate check.

Unchained

You were once a slave and now hold a mean grudge against your captors.

Prerequisites: None

Benefit: Choose a single type of humanoid creature. You were their former slave, and have a seething hatred towards them and slavery in general. You gain a +1 morale bonus to hit and damage against that specific type of humanoid. In addition, you gain a +2 morale bonus to your CMD versus any maneuver that attempts to grapple, grab, pin or otherwise constrain you.

Unquenchable Flame

Your rage knows no limitations.

Prerequisites: Con 13+, Barbarian 5

Benefit: When you run out of your allotted rounds of rage per day, you may choose to continue your rage at a cost of personal health. You are shaken and suffer 3 hit points of nonlethal strain damage each round you choose to maintain your rage.

Vicious Bite

Your mouth is filled with razor sharp teeth.

Prerequisites: Sharpened Teeth

Benefit: If you inflict damage to a target with a bite attack, they also suffer 1 bleed damage per round for 1d6 rounds.

Wild Tracker

You know the wilds and the beasts within.

Prerequisites: Wis 13+, Survival 1+ ranks

Benefit: You may add half your level (minimum 1) to Survival skill checks made to follow tracks.

New BARBARIAN RAGE POWERS

Crimson-Eyed Assault (Ex)

Thanks to your bloodlust, you deal extra damage to wounded creatures.

Prerequisites: Barbarian 4

Benefit: When enraged and fighting foes below 50% of their maximum hit points, you deal an additional +2 damage.

Favor of the Forebearers (Su)

You call on the spirits of your proud ancestors, who lend you a fraction of their ability to touch the world beyond.

Benefit: As a swift action, you may expend one of your rounds of rage and any weapon you wield while raging is treated as having the ghost touch property for 1 round.

Frenzied Reflexes (Ex)

Benefit: As an immediate action, you can spend one of your rounds of rage to gain a +2 bonus on Reflex saves until the end of your next turn. At 4th level, and every 4 levels thereafter, the saving throw bonus this rage power grants improves by one, and using the power consumes an additional round from the number of rounds you can rage in a day.

Frenzied Strike (Ex)

Your rage-fueled blows knock opponents senseless.

Prerequisite: Barbarian 8

Benefit: You can expend one round of rage as an immediate action to add a +4 bonus to a critical confirmation roll or a +2 bonus to any combat maneuver check.

Furious Mind (Su)

Prerequisites: Overwhelming Will, Barbarian 6

Benefit: While your Overwhelming Will rage power is active, if you fail your save against a spell of the [mind-affecting] subtype, at the time you fail the save, you can choose to reduce that spell's duration by half. Using this ability consumes an additional round from the number of rounds you can rage in a day.



Fury of Forebearers (Su)

Your ancestors fill your heart with a powerful fury, which you let loose in a scream that drives away creatures that have cheated death.

Prerequisite: Barbarian 6, Favor of Forebearers rage power

Benefit: At the cost of three rounds of rage, you may Turn Undead as a cleric, treating your levels of barbarian as levels of cleric for the purpose of determining the will save DC.

Impossible Fortitude (Ex)

Benefit: As an immediate action, you can spend one of your rounds of rage to gain a +2 bonus on Fortitude saves until the end of your next turn. At 4th level, and every 4 levels thereafter, the saving throw bonus this rage power grants improves by one, and using the power consumes an additional round from the number of rounds you can rage in a day.

Overwhelming Will (Ex)

Benefit: As an immediate action, you can spend one of your rounds of rage to gain a +2 bonus on Will saves until the end of your next turn. At 4th level, and every 4 levels thereafter, the saving throw bonus this rage power grants improves by one, and using the power consumes an additional round from the number of rounds you can rage in a day.

Primal Shout (Su)

Prerequisites: Barbarian 9

Benefit: While raging, the barbarian can scream sheer unadulterated rage in a 30-foot cone as a full-round action. The barbarian may expend up to 1 round of rage/3 levels, dealing 1d6 sonic damage per round of rage expended. Foes in the area of effect may make a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) for half damage.

Seething Hatred (Ex)

When wounded, your anger sustains you in combat.

Prerequisite: Barbarian 4, Renewed Vigor rage power

Benefit: When the barbarian suffers damage and is enraged, he may expend a round of his

daily rage as an immediate action to negate 5 hit points of that damage.

Steel-Hewn Flesh (Ex)

Prerequisites: Barbarian 5

Benefit: You can expend two rounds of your daily rage as an immediate action to double the effect of your damage reduction until the beginning of your next turn.

Steel-Hewn Flesh, Improved (Ex)

Prerequisites: Barbarian 9, Steel-Hewn Flesh rage power

Benefit: You can expend a round of your daily rage as an immediate action to gain 25% fortification until the beginning of your next turn.

Up Close and Personal (Ex)

Benefit: As a swift action, you can grant opponents you threaten a +2 bonus to attack rolls they make against you, and gain a +2 dodge bonus against attacks from enemies outside your threatened area. These benefits remain in place until your rage ends.

Unstoppable Onslaught (Ex)

Benefit: When enraged and charging, you can choose to gain a +2 bonus to damage instead of the standard +2 bonus to attack rolls for charging. You still suffer a -2 penalty to AC for charging.

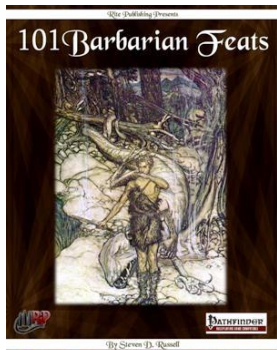
Unstoppable Onslaught, Improved (Ex)

Prerequisites: Barbarian 4, Unstoppable Onslaught rage power

Benefit: When enraged and charging, you can choose gain a +2 bonus to attacks and damage instead of the standard +2 bonus to attack rolls for charging. You still suffer a -2 penalty to AC for charging.

ADDITIONAL THIRD-PARTY SUPPORT

101 Barbarian Feats



If you are looking for even more options for your barbarian, consider 101 Barbarian Feats by Rite Publishing. One can never have too many feats to choose from.

101 Barbarian Feats presents new feats designed specifically for the new archetypes from the Advanced Player's Guide and Ultimate Magic to feats that make use of your rage as a resource in a manner similar to Grit, Ki or Arcane Pool feats.

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