

# Barbarian

*"In the wilderness there exists pockets of chaos. There you will find the most fearsome creature of all, man gone feral."*  
- Kiesel del'Korantha, Adventurer Extraordinaire

Most people in the civilized lands take much for granted. They have their printing press, manufacturing plants, a postal network that allows instantaneous delivery from one side of the continent to the other and other innovations that make modern life much easier for the layperson. Also, most individuals that attend school have the potential to harness arcane power, even those that wouldn't do well as pure wizards can harness this energy. Those that can have access to cantrips that can be used so that demeaning tasks can be accomplished without the need of them having them done through physical labor. But most importantly, these people have a governmental system that puts a roof over their heads no matter their station within society.

In the wilderness, there exist those that shirk these pleasantries and find all of quite disgusting. These nomads live in harmony with the land and only take what they need from it to survive. They have no roof over their head; instead they revel at living under the open sky. They are primitive, yes, but they are also stronger for this. They have honed their bodies and their mind to survive and to be able to fight off the terrors that lurk in the shadows. There is nothing scarier than seeing these primitives in combat.

When they do fight they work up a frenzy that makes quite indomitable combatants. While they are in this frenzy they fight recklessly and without regard

for their physical well being. Fortunately for them their ability to frenzy or rage as the class feature is called, gives them a psychotic insight. This insight provides them with a bonus to their Strength and Constitution scores and gives them a slightly higher resistance to effects that target their will. Until they reach fifteenth level all barbarians suffer a penalty to their armor class due to their reckless actions in combat.

**HP/Level Gained:** 10

**Recommended Base Class:** Ranger

## REQUIREMENTS

To qualify to become a barbarian the character must fulfill the following criteria:

**Background:** Survivalist

**Base Attack Bonus:** +5

**Skills:** Intimidate 4 ranks, Survival 8 ranks

**Feat:** Alert, Run & Track

**Incarnum Ability:** Primal Scream

## CLASS SKILLS

The angel ascendant's class abilities (and the key ability for each skill are) Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Ride (Dex), Search (Int), Spirit Lore (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

**Skill Points/Level Gained:** 5 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Brute Force	Number of Rages per Day
1	+1	+1	+0	+0	Dauntless, Show of Strength, Survivor	+0	Rage 1/Day
2	+2	+1	+0	+0	Fast Movement, Resist Magic +1	+1	
3	+3	+2	+1	+1	Uncanny Dodge	+2	Rage 2/Day
4	+4	+2	+1	+1	Resist Magic +2 (Allies)	+2	
5	+5	+3	+1	+1	Greater Rage	+2	
6	+6	+3	+2	+2		+3	Rage 3/Day
7	+7	+4	+2	+2	Resist Magic +3	+3	
8	+8	+4	+2	+2	Tireless Rage	+3	
9	+9	+5	+3	+3	Inspire Rage	+4	Rage 4/Day
10	+10	+5	+3	+3	Resist Magic +4	+4	
11	+11	+6	+3	+3	Mighty Rage	+4	
12	+12	+6	+4	+4		+5	Rage 5/Day
13	+13	+7	+4	+4	Resist Magic +5	+5	
14	+14	+7	+4	+4	Aura of Menace	+5	
15	+15	+8	+5	+5	Vicious Rage, War Cry	+6	Rage 6/Day

## Class Features

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

**Brute Force (Ex):** Barbarians harbor an innate distrust of magic, even enchanted equipment. Barbarians make up for their lack of such tools through raw combat ability. Barbarians use the bonus from this ability to their attack and damage rolls. Attacks made by the barbarian ignore damage reduction as if their weapon is enchanted with an enhancement bonus of the same amount.

If the barbarian ever uses a magic armor, shield or weapon they lose the bonus gained by this ability for 36 hours thereafter.

**Dauntless:** At 1st level the barbarian gains Dauntless as a bonus feat. If the barbarian already has Dauntless as a feat, she gains an additional +2 (for a total of +6) to checks associated with the feat and an additional 2 hit points.

**Rage (Ex):** A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when her Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

While raging, a barbarian cannot use any Charisma, Dexterity, or Intelligence based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill or any abilities that require patience or concentration. She can use any feat she has except Combat Expertise. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end her rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless she is an 8th level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level she can use her rage ability once per day.

At 3rd level and every three levels thereafter, she can use it one additional time per day (to a maximum of six times per day at 15th level). Entering a rage takes no time itself, but a barbarian can do it only during her action, not in response to someone else's action.

**Show of Strength (Ex):** When the barbarian makes a bluff check, she may elect to apply her Strength modifier to the roll instead of using her Charisma modifier.

**Survivor (Ex):** At 1st level the barbarian selects a natural environment from among those given on the table below. Due to the barbarian's experience in that environment, she gains a +4 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment. She also gains the same bonus on Knowledge (Nature) checks made in association with that environment (or on

Knowledge (Dungeoneering) checks made in association with underground environments, if the barbarian has selected underground as her chosen environment).

If the barbarian chooses desert or forest, she must also choose a climate type, as indicated on the table (either "cold" or "temperate or warm" for deserts and forests). The barbarian can't select an environment that she has never visited.

#### Barbarian Survivor Environment

Environment	Example
Aquatic	Sea, ocean (or under water)
Desert <sup>1</sup>	Tundra
Desert <sup>2,3</sup>	Badlands, sandy desert
Forest <sup>1,2</sup>	Forest
Forest <sup>3</sup>	Jungle
Hills	Rugged terrain <sup>4</sup>
Marsh	Bog, moor, swamp
Mountain	Rugged mountain <sup>4</sup>
Plains	Farmland, grassland, steppe, prairie
Underground	Dungeons, caverns

<sup>1</sup>cold, <sup>2</sup>temperate, <sup>3</sup>warm

<sup>4</sup>up to 2,000 feet elevation

**Fast Movement (Ex):** At 2nd level the barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Resist Magic (Ex):** Barbarians are hail from pockets of wilderness that have embraced the power and ferocity of nature, rebuking everything that opposes or that wishes to tame it, and magic is no exception. Barbarians have an ingrained hatred for divine and arcane magic in any form; they have honed their minds and bodies to rebuke its effects. Barbarians generally get along with divine casters that are druids and greenbonds, seeing the power that comes from them as the gift of the green.

At 2nd level the barbarian gains a +1 morale bonus to all saves against effects generated by spells, spell-like abilities and magic items. At 4th level, this bonus increases to +2 and the barbarians' sheer force of will can diminish the consequences of a spell affecting the barbarian. Any time one or more of the barbarian's allies that is within a 10 foot radius of her is affect by the same spell or effect as the barbarian they gain a +2 morale bonus to their own save. The barbarian's morale bonus increases to +3 at 7th level and continues to increase by +1 for every three levels gained thereafter, capping at +5 at 13th level. The bonus the barbarian grants to her companions remains at +2 and never increases. In addition the barbarian also reduces damage inflicted against her from spells by the same bonus she gains against magic effects.

**Uncanny Dodge (Ex):** At 3rd level the barbarian is able to retain her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If the barbarian already has uncanny dodge from a

different class, she automatically gains improved uncanny dodge instead.

**Greater Rage (Ex):** At 5th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

**Tireless Rage (Ex):** At 8th level and higher the barbarian no longer becomes fatigued at the end of her rage.

**Inspire Rage (Su):** At 9th level the barbarian can inspire her allies to be able to rage while she herself is raging. When the barbarian uses this ability all willing allies within a 30 foot radius of her gain the benefits and disadvantages of raging as if they have the ability to do so themselves. The rage of affected allies lasts for a number of rounds equal to three plus the Barbarian's Constitution modifier, regardless of whether they remain within 30 feet of her. For the purposes of raging the barbarian's allies are considered to be barbarians with a level equal to their character level minus five, minimum first. This ability is only useable once per day.

**Mighty Rage (Ex):** At 11th level the barbarian's bonuses to Strength and Constitution during her rage each increase to +8, and her morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

**Eyes of Menace (Ex):** Whenever the barbarian locks eyes with an opponent, they must make a Will save (DC 20) or become frightened.

**Vicious Rage (Ex):** At 15th level the barbarian's bonuses to Strength and Constitution during her rage each increase to +10, and her morale bonus on Will saves increases to +6. The penalty to her AC is nullified.

**War Cry (Ex):** At 15th level, once per day as a standard action the barbarian may let loose a blood-curdling battle cry that freezes her opponents. This ferocious yell can be heard from five miles away but only affects opponents within 100 foot radius. All such opponents must make a Will save (DC 30) or be stunned for five rounds. This ability can only be used when the barbarian is raging.