

Unofficial Barbarian Class

Feat

Out For Blood [Barbarian]

Prerequisites: Barbarian, Fury Challenge class feature

Benefit: The extra damage dice from your Fury Challenge class feature increase from d6's to d8's.

Barbarian

CLASS TRAITS

Role: Striker. You concentrate on melee fighting to deal extra damage to one enemy or damage to many enemies at one time.

Power Source: Martial. Your talents depend on cunning and great physical ability.

Key Abilities: Strength, Constitution, Wisdom.

Armor Proficiencies: Cloth, leather, hide, light shield.

Weapon Proficiencies: Simple melee, military melee, simple ranged.

Bonus to Defense: +2 Fortitude.

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 7

Healing Surges per Day: 10 + Constitution modifier

Trained Skills: Nature (Wis)

From the class skills list below, choose two more trained skills at 1st level.

Class Skills: Athletics (Str), Endurance (Con), Intimidate (Cha), Perception (Wis).

Build Options: Brutal Warrior, Berserker.

Class Features: Fighting Style, Fury Challenge, Weapon Familiarity, Quick Reaction, Rage.

Barbarians are fierce warriors who race into battle with reckless abandon. Masters of melee, they employ their fierce fighting style to overwhelm their enemies with frenzied attacks. Surviving in the wild, barbarians learn to be alert to dangers and avoid them when possible.

Creating a Barbarian

Barbarians depend on Strength, Constitution, and Wisdom for most of their powers. The two barbarian builds presented here are the Brute Warrior and Berserker.

Brute Warrior

You are a master of two-handed weapons. Most of your attack powers use Strength, so Strength should be your highest ability score. Constitution is a good choice for your second-highest score. Wisdom should be your third best ability score.

Suggested Feat: Toughness (Human feat: Human Perseverance)

Suggested Skills: Athletics, Endurance, Nature

Suggested At-Will Powers: *killing blow, enervating strike*

Suggested Encounter Power: *smackdown*

Suggested Daily Power: *swift assault*

Two-Blade Ranger

You specialize in the two-weapon melee fighting, and that means Strength should be your highest ability score. Wisdom is a good choice for your second-highest score and Constitution should be your third best ability score.

Suggested Feat: Two-weapon defense (Human feat: Human Perseverance)

Suggested Skills: Athletics, Perception, Nature

Suggested At-Will Powers: *duel strike*, *speed strike*

Suggested Encounter Power: *box in*

Suggested Daily Power: *swirling assault*

Barbarian Class Features

Your class features depend on the build and fighting style you choose.

Fighting Style

Barbarians use various fighting styles depending on the build; choose one of the following fighting styles and gain its benefit.

Brutal Warrior: You've learned to use two-handed weapons and versatile weapons wielded in two hands in a way to give you a bonus of +1 to AC and Reflex defenses. You gain a +1 bonus to damage rolls on attacks with the *Rage* keyword.

Berserker: You focus on two-weapon melee attacks and gain the Two Weapon Fighting feat. You can wield a one-handed weapon or a shield in your off hand as if it were an off-hand weapon provided you are familiar with the weapon or shield (see *Weapon Familiarity*). You have use of one additional *Fury Challenge* per day.

Fury Challenge

You make a nearby enemy the focus of your anger.

Encounter (special) ♦ Martial, Rage

Minor Action Close burst 5

Target: One creature you can see in burst

Effect: You mark the target. The target remains marked until you use this power against another. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. Some exploits allow the barbarian to mark a target with your Fury Challenge as part of the attack; this Challenge is part of the attack and does not expend this use of your Fury Challenge. If an attack has multiple targets then the barbarians chooses which target to mark with his *Fury Challenge*.

Anytime your mark is superseded by another's, you can choose to reestablish your *mark* as a free action the next time you attack the target. If a power allows the barbarian to mark multiple targets only one can be subject to *Fury Damage*.

Whenever you damage a creature that you marked with Fury Challenge, you can deal extra damage. The extra damage is based on your level and can be applied only once per round. If you make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

<u>Level</u>	<u>Fury Damage</u>
1st–10th	+1d6
11th–20th	+2d6
21st–30th	+3d6

Quick Reaction

While in light armor, barbarians gain the benefits of the *Alertness Feat* and their *Speed* increases by 1.

Rage

Certain powers have the *Rage* keyword, any ongoing Rage effects end if the barbarian is rendered unconscious. Barbarians gain a +1 bonus to damage rolls on melee attacks and ranged attacks with heavy thrown weapons that have the Rage keyword.

Weapon familiarity

Weapon familiarity or attunement is not mystical, it represents time needed for the barbarian to practice with the weapon and getting it ready to use.

When a weapon is in the possession of a barbarian through an *Extended Rest* he can choose to become attuned to it. A weapon can be attuned to only one creature at a time. A new attunement supercedes one that already exists. A barbarian can be attuned to a number of weapons equal to his wisdom modifier (minimum 1). When a barbarian becomes attuned to a weapon they get a +1 to attack rolls with that weapon. A barbarian cannot be attuned to more than one weapon of any weapon group at a time. For example, assuming a +3 or better Wisdom modifier, a barbarian can be attuned to a Longsword, a Battleaxe, and a Dagger; one heavy blade, one axe, and one light blade.

Special (non-proficient weapons): Barbarians can attune themselves to weapons they are not normally proficient with. Non-proficient weapons count as two weapons toward the number of weapons a barbarian can be attuned to. When wielding this weapon, the barbarian treats it as a proficient weapon and gains all familiarity benefits. The proficiency gained from Weapon Familiarity does not count for meeting requirements for Feats.

Special (Shield bash): Barbarians can attune themselves to any shield they are proficient with. A shield so attuned counts as a proficient melee weapon with the following stats: Weapon Shield, Proficiency +2, Damage 1d4, Group Shield. Note: you retain all defensive bonuses when using a shield as a weapon.

Level 1 At-Will Exploits

Speed Strike Barbarian Attack 1

You quickly move into battle.

At-Will ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Special: You can move a number of squares equal to your wisdom modifier (minimum 1) before the attack.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

Killing Blow Barbarian Attack 1

Dropping an enemy with your attack opens another to your attack.

At-Will ♦ Martial, Weapon

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 1[W]. Increase damage to 2[W] at 21st level.

Brutal Warrior: You gain a bonus to the damage roll equal to your strength modifier.

Effect: If you drop the target to 0 hit points or less then you may shift 1 and make a secondary attack

Secondary Target: One creature

Secondary Attack: Strength vs. AC

Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

Brutal Warrior: You gain a bonus to the damage roll equal to your strength modifier.

Enervating Strike Barbarian Attack 1

When you damage your enemies their attacks become less threatening.

At-Will ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and gain temporary hit points equal to your Constitution modifier. Increase damage to 2[W] + Strength modifier at 21st level.

Dual Strike Barbarian Attack 1

You bring down both weapons at once, one will surely hit.

At-Will ♦ Martial, Weapon

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons.

Targets: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level.

Level 1 Encounter Exploits

Smackdown Barbarian Attack 1

Using your bulk, you knock down your opponent making him an easy target.

Encounter ♦ Martial, Weapon

Standard Action **Melee** weapon

Primary Target: One creature your size, smaller than you, or one size category larger

Attack: Constitution vs. Fortitude

Hit: Target is knocked prone. If you are wielding a shield the target takes damage equal to your constitution modifier.

Effect: If the target is prone on an adjacent space you may shift 1 square into its space.

Brutal Warrior: You may make a secondary attack

Secondary Target: Same as Primary

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Box In Barbarian Attack 1

You use your weapons keep your target from moving.

Encounter ♦ Martial, Weapon

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength damage; main or offhand weapon. If both attacks hit, the target cannot shift until the end of your next turn.

Ferocious Assault Barbarian Attack 1

Your fierce nature scares your enemies.

Encounter ♦ Martial, Weapon, Fear

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength damage and the target takes a penalty to attack equal to your wisdom modifier until the end of your next turn.

Recovery Attack Barbarian Attack 1

Hitting your enemy gives you a moment to recover.

Encounter ♦ **Martial, Weapon, Healing**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength damage and you can spend a healing surge.

Level 1 Daily Exploits

Reckless Rage Barbarian Attack 1

You enter a killing rage

Daily ♦ **Martial, Rage**

Minor Personal

Effect: You gain +1 power bonus to damage rolls, a -1 penalty to all Defenses and all attack exploits add the **Rage** keyword. Gain temporary hit points equal to your Constitution modifier.

Special: You can end this Rage as a Free Action on your turn.

Buzzsaw Barbarian Attack 1

More enemies means more fun

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Close** burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Swirling Assault Barbarian Attack 1

You baffle your enemies as you move through the battle

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage and you can shift 1 square.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage and you can shift 1 square.

Secondary Target: One creature

Secondary Attack: Strength vs. AC (main or off-hand weapon)

Hit: 1[W] + Strength modifier damage.

Swift Assault Barbarian Attack 1

You close in on your enemy and make a quick attack

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Special: Before the attack, you can shift a number of squares equal to your wisdom modifier (minimum 1); you may mark the target with your *Fury Challenge* as part of this attack.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage

Level 2 Utility Exploits

Wade Into Battle Barbarian Utility 2

As your enemies close in you skillfully move into position

Encounter ♦ **Martial**

Move Action

Effect: You can shift a number of squares equal to your speed; you must end your turn next to an enemy if possible.

Get Moving Barbarian Utility 2

You encourage an ally with a gentle push

Encounter ♦ **Martial**

Move Action

Effect: You push an adjacent ally a number of squares equal to your constitution modifier.

Escape Denied Barbarian Utility 2

As your enemy tries to run away you snag him with your weapon

Daily ♦ **Martial**

Immediate Interrupt

Trigger An adjacent enemy moves or shifts

Requirement: The enemy is your size, smaller than you, or one size category larger

Effect: The enemy cannot move this turn.

Is that all you got? Barbarian Utility 2

You shrug off a debilitating effect.

Daily ♦ **Martial**

Free Action **Personal**

Effect: Gain a bonus to a saving throw you just rolled equal to your Constitution modifier; use the new result.

Level 3 Encounter Exploits

Controlled Strike Barbarian Attack 3

You take your time and wait for an opening

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength +2 vs. AC

Hit: 2[W] + Strength modifier damage.

Immobilizing Assault Barbarian Attack 3

You strike low to the foot of the enemy keeping him from moving.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and the target is immobilized until end of your next turn.

Coward's Reward Barbarian Attack 3

Your meek enemy tries to get away, but you're ready.

Encounter ♦ **Martial, Weapon**

Immediate Reaction **Melee** or **Ranged** weapon

Trigger: An enemy adjacent to you that you can see shifts to a non-adjacent square

Special: If you make a ranged attack with a heavy thrown weapon you do not provoke an opportunity attack; you may shift 1 square before this attack.

Target: The shifting creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Wolf Bite Barbarian Attack 3

You strike low, slowing your enemy.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon) two attacks

Hit: 1[W] + Strength modifier damage per attack. If both attacks hit, target is slowed until end of your next turn.

Crashing Blow Barbarian Attack 3

You deliver a blow with your weapon and follow up with a bash from your shield.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Special: If you're wielding a shield you gain a bonus to the damage roll equal to your Constitution modifier.

Dash and Slash Barbarian Attack 3

You move in for quick attacks.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon) two attacks

Special: Before the first attack, you can shift a number of squares equal to your Wisdom modifier.

Hit: 1[W] + Strength modifier damage

Level 5 Daily Exploits

Dazing Blow Barbarian Attack 5

You deliver a blow to your enemies head.

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Target: One creature

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and target is dazed (save ends).

Berserk Frenzy Barbarian Attack 5

You go into frenzy, attacking everything in reach.

Daily ♦ **Martial, Weapon, Rage**

Minor Action **Personal**

Effect: Any creature (allies or enemies) that moves or shifts adjacent to you takes 1[W] + Strength modifier damage as long as you are able to make opportunity attacks. You may deal this damage once a turn.

Special: You may end this rage at any time as a free action.

Total Domination Barbarian Attack 5

Once your enemy is afraid, the end is near.

Daily ♦ **Martial, Weapon, Reliable, Rage, Fear**

Standard Action **Melee** weapon

Primary Target: One creature that is your size, smaller than you, or one size category larger

Special: You must mark the target with your *Fury Challenge* as part of this attack.

Attack: Constitution vs. Will.

Hit: Target is knocked prone and suffers a -2 penalty to attacks (save ends)

Effect: If the target is prone and on an adjacent square you may shift one square into its space.

Brutal Warrior: You may make a secondary attack

Secondary Target: Same as Primary

Secondary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. + Constitution modifier damage

Miss: Half damage.

Level 6 Utility Exploits

Feel no pain Barbarian Utility 6

Pain don't hurt!

Daily ♦ **Martial**

Minor **Personal**

Effect: You gain resist 5.

Relentless Pursuit Barbarian Utility 6

Neither rock nor tree will keep me from thee!

Encounter ♦ **Martial**

Minor **Personal**

Effect: Until the end of your turn you are not slowed by difficult terrain.

Too Hard to Handle Barbarian Utility 6

Sure you can grab him, but can you hold him

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: You are affected by a condition that an *Escape* can end.

Effect: You can take an *Escape* action with a bonus to the check equal to your Wisdom modifier.

Special: If the escape succeeds and the triggering action knocked you prone, you may *Stand Up* as part of the *Escape* action.

Level 7 Encounter Exploits

Roar of Defiance Barbarian Attack 7

Your enemies decide to let others fight you.

Encounter ♦ **Martial, Weapon, Fear**

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Brutal Warrior: You may make a secondary attack.

Secondary Target: Each enemy in a Close burst 2

Secondary Attack: Constitution vs. Will

Hit: Push the target a number of squares equal to your Constitution modifier.

Viper's Strike Barbarian Attack 7

You move in for a quick attack.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Reflex

Special: Before the attack, you can shift a number of squares equal to your Wisdom modifier.

Hit: 2[W] + Strength modifier damage

Circle of Blood Barbarian Attack 7

Bodies pile up around you; blood is everywhere – what fun!

Encounter ♦ **Martial, Weapon**

Standard Action **Close** burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, (you may use either weapon for each attack)

Trampling Rampage Barbarian Attack 7

You trample down your enemies to get to your main target

Encounter ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Primary Target: One creature marked with your Fury Challenge

Primary Attack: Strength vs. AC

Primary Hit: 1[W] + Strength modifier damage

Effect: You move a number of squares equal to your Wisdom modifier +1 directly to the nearest unoccupied square from which you can attack the primary target. You can move through squares occupied by enemies provided that it is your size, smaller than you, or one size category larger; you provoke Opportunity Attacks as normal. Any enemy that makes an Opportunity Attack is subject to a secondary attack by you if you enter a square it occupies.

Secondary Target: Each enemy in your path that makes an attack against you

Secondary Attack: Constitution vs. Fortitude

Secondary Hit: Target is knocked prone

Grab Some Cover Barbarian Attack 7

You need some extra protection, why not that guy?

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Trigger: You are attacked

Target: An adjacent creature that is your size or smaller

Attack: Strength vs. Reflex

Hit: You switch places with the target; the target provides you cover and is restrained until the end of your next turn, as long as it remains adjacent to you. The target does not provide cover against its own attacks.

Level 9 Daily Exploits

Brutal Rage Barbarian Attack 9

Your rage boosts your strength

Daily ♦ **Martial, Rage**

Minor Personal

Effect: You harness your anger into your attacks; you gain +1 power bonus to damage rolls, a -1 penalty to AC, and all attack exploits add the **Rage** keyword. Gain temporary hit points equal to your one half your level + Constitution modifier.

Special: You can end this Rage as a Free Action on your turn.

Thrill of Victory Barbarian Attack 9

As your enemy starts to falter you are charged with energy.

Daily ♦ **Martial, Weapon, Healing**

Standard Action Melee weapon

Target: One creature

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and you can spend a healing surge.

Miss: Half damage and you can spend a healing surge

Shield Bonk Barbarian Attack 9

You knock your enemy prone then bash him in the head with your shield.

Daily ♦ **Martial, Weapon, Reliable**

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target is knocked prone. If you are wielding a shield make a secondary attack.

Secondary Target: Same a primary

Secondary Attack: Strength vs. Fortitude

Secondary Hit: Constitution modifier damage and target is unconscious (save ends)

Pushback Barbarian Attack 9

You need some space to work

Daily ♦ **Martial, Weapon**

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and you push the target 1 square

Miss: Half damage and target is not pushed.

Level 10 Utility

Duck and Cover Barbarian Utility 10

You baffle your enemy when a sure hit misses

Daily ♦ **Martial**

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You drop prone and the attack misses you.

Climb like a Monkey Barbarian Utility 10

Years of living in the wild makes climbing natural

Encounter ♦ **Martial**

Minor **Personal**

Effect: Until the end of your next turn you have a climb speed equal to half your speed.

Defensive Stand Barbarian Utility 10

You trade offence for defense

Daily ♦ **Martial, Stance**

Minor **Personal**

Effect: You may spend a healing surge when you activate this power. Until the end of the encounter you take a -1 penalty to all attacks for a +1 bonus to all defenses; if you are wielding a shield you gain an additional +1 bonus to all defenses (for a total of +2).

Special: You may end this stance with a free action.

Level 13 Encounter

Feinting Trip Barbarian Attack 13

While distracted by one weapon you knock your opponent prone

Encounter ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Primary Target: One creature your size, smaller than you, or one size category larger

Requirement: You must be wielding two melee weapons

Attack (off-hand weapon) Strength vs. Reflex

Hit: 1[W] + Strength modifier damage and target is knocked prone.

Effect: If the target is prone on an adjacent space you may shift 1 square into its space.

Berserker: You may make a secondary attack

Secondary Target: Same as Primary

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Terrorizing Blow Barbarian Attack 13

You enemy fears you, now to finish him

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage and target suffers a -2 penalty to AC until the end of your next turn

Defensive Assault Barbarian Attack 13

As enemies close in you get defensive

Encounter ♦ **Martial, Weapon**

Standard Action **Close** burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

Shifting Assault Barbarian Attack 13

You move to your enemies and dance away before they can react

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Special: You may shift 1 square before this attack

Hit: 1[W] + Strength modifier damage

Effect: Repeat this attack twice more picking a new target each time; you may shift 1 square before each attack.

Hit and Run Barbarian Attack 13

You take a deep breath then lay your enemy low

Encounter ♦ **Martial, Weapon, Healing**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength damage and target is slowed

Effect: You can shift a number of squares equal to your Wisdom modifier.

Level 15 Daily

Two Tiger Pounce Barbarian Attack 15

You strike with both your weapons then shift and try it again

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons

Special: You may mark the primary or secondary target with your *Fury Challenge* as part of this attack.

Primary Target: One creature

Attack: Strength vs. Reflex (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength damage

Miss: Half Damage

Effect: After the attack you may shift one square and make a secondary attack

Secondary Target: One creature

Secondary Attack: Strength vs. Reflex (main weapon and off-hand weapon), two attacks

Secondary Hit: 1[W] + Strength damage

Secondary Miss: Half Damage

Mind Blow Barbarian Attack 15

Once your enemy is afraid, the end is near.

Daily ♦ **Martial, Weapon, Reliable, Rage, Fear**

Standard Action **Melee** weapon

Primary Target: One creature that is your size, smaller than you, or one size category larger

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Attack: Strength vs. Will.

Hit: Target is knocked prone and suffers a penalty to attack equal to your Constitution modifier (save ends).

Effect: If the target is prone and on an adjacent square you may shift one square into its space.

Brutal Warrior: You may make a secondary attack

Secondary Target: Same as Primary

Secondary Attack: Strength vs. AC

Secondary Hit: 3[W] + Strength modifier damage + constitution modifier damage.

Secondary Miss: Half damage.

Scorpion's Sting Barbarian Attack 15

Your attack catches your enemy off guard.

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Target: One creature

Attack: Strength vs. Reflex

Special: Before the attack, you can shift a number of squares equal to your Wisdom modifier.

Hit: 3[W] + Strength modifier damage and you gain combat against the target (save ends)

Miss: Half damage and no combat advantage

Level 16 Utility

Healthy Recovery Barbarian Utility 16

Years of abusing your body lets you shake off effects that bother others

Encounter ♦ **Martial**

Minor **Personal**

Effect: You may spend a healing surge; also, you may make a saving throw with a power bonus equal to your Constitution modifier.

Danger Sense Barbarian Utility 16

You notice details that others may miss

Encounter ♦ **Martial**

Free Action **Personal**

Trigger: You roll a Perception check and dislike the result

Prerequisite: You must be trained in Perception.

Effect: Reroll the Perception check

Relentless Stride Barbarian Utility 16

You've learned to move unhindered by terrain when you need to

Daily ♦ **Martial**

Minor **Personal**

Effect: You are not slowed by difficult terrain.

Level 17 Encounter

Two Weapon Vivisection Barbarian Attack 17

Your weapons move so fast your enemy can't react

Encounter ♦ Martial, Weapon, Rage

Standard Action **Melee** weapon

Target: One creature

Requirement: You must be wielding two melee weapons

Attack Strength vs. Reflex (main and off-hand weapons)

Hit: 1[W] damage

Berserker: If either attacks hits you may repeat both attacks (for a total of four attacks).

Dazed and Confused Barbarian Attack 17

You deliver a blow that knocks your enemy silly.

Encounter ♦ Martial, Weapon,

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and target is dazed until the end of your next turn.

Effect: If wielding a shield you may knock the target prone and do additional damage equal to your Constitution modifier.

Hamstring Cut Barbarian Attack 17

As your enemy moves away you hit him low to keep him near.

Encounter ♦ Martial, Weapon

Immediate Interrupt **Melee** weapon

Trigger: An enemy adjacent to you that you can see shifts to a non-adjacent square

Target: The shifting creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage and the target is slowed until the end of your next turn

Controlled Blow Barbarian Attack 17

You take your time and wait for an opening

Encounter ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength +2 vs. AC

Hit: 3[W] + Strength modifier damage.

Smash and Toss Barbarian Attack 17

You attack then send your enemy flying.

Encounter ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage

Brutal Warrior: You slide the target a number of squares equal to your Constitution modifier.

Level 19 Daily

Bloody Rage Barbarian Attack 19

Your rage makes you feel invulnerable

Daily ♦ **Martial, Rage**

Minor Personal

Effect: You harness your anger into your attacks; you gain +2 power bonus to damage rolls and all attack exploits add the **Rage** keyword. Gain temporary hit points equal to your level + Constitution modifier.

Special: You can end this Rage as a Free Action on your turn.

Shifting Rampage Barbarian Attack 19

You slice up your enemies as you move among them

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Target: Any adjacent creature you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You may shift a number of squares up to your wisdom modifier (minimum 1) and attack any adjacent creature; you may make only one attack per creature.

Hateful Blow Barbarian Attack 19

You pour all your fury into attacking this enemy

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half Damage

Leaping Pounce Barbarian Attack 19

You jump down on your enemies with both your weapons, knocking them prone

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons

Target: Two adjacent creatures

Attack: Strength vs. Fortitude (main weapon and off-hand weapon), two attacks

Hit: 3[W] + Strength damage

Miss: Half Damage

Level 22 Utility

Die Hard Barbarian Utility 22

You get a surge of energy when you become bloodied

Daily ♦ **Martial**

Free Action **Personal**

Trigger: You become bloodied

Effect: You gain your level + Constitution modifier temporary hit points

Quick Parry Barbarian Utility 22

You parry an enemy's attack.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Melee** weapon

Trigger: You or an ally is hit by an adjacent creature's melee attack

Target: The attacking creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage and the attack misses

Healthy Athlete Barbarian Utility 22

You push yourself beyond your normal limits

Encounter ♦ **Martial**

Free Action **Personal**

Trigger: You roll an Athletics or Endurance check and dislike the result

Effect: Re-roll the check and add a bonus equal to your Constitution modifier to the roll, take the higher result,

Level 23 Encounter

Resounding Blow Barbarian Attack 23

You deliver a blow that stuns your enemy silly.

Encounter ♦ **Martial, Weapon,**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and target is Stunned until the end of your next turn.

Effect: If wielding a shield you may knock the target prone and do additional damage equal to your Constitution modifier.

Low Blow Barbarian Attack 23

You strike low to immobilize your enemy

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One or two creatures

Requirement: You must be wielding two melee weapons

Attack Strength vs. Reflex (main and off-hand weapons)

Hit: 2[W] + Strength modifier damage and target is slowed until the end of your next turn; if both attacks hit the same target then the target is immobilized until the end of your next turn.

Two for One Barbarian Attack 23

You take a mighty swing hitting two enemies at once

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: Two adjacent creatures

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Make one attack roll and apply it to both targets

Ram's Horn Barbarian Attack 23

You throw your enemy back with your attack.

Encounter ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Fortitude

Special: Before the attack, you can shift a number of squares equal to your Wisdom modifier + 1.

Hit: 3[W] + Strength modifier damage and push the target a number of squares equal to your Constitution modifier

Scattering Strike Barbarian Attack 23

You attack strikes fear into your enemies.

Encounter ♦ **Martial, Weapon, Fear**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage

Brutal Warrior: Make a secondary attack

Secondary Target: All enemies in a close burst 2

Secondary Attack: Strength vs. Will

Secondary Hit: The target moves a number of squares equal to your Wisdom modifier away from you, it avoids unsafe squares and difficult terrain if it can; the movement may provoke opportunity attacks.

Level 25 Daily

Whirling Blades Barbarian Attack 25

You swing your weapons in a whirling blur striking at nearby enemies

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons

Special: You may mark one target with your *Fury Challenge* as part of this attack.

Target: Two creatures

Attack: Strength vs. Reflex (main weapon and off-hand weapon), two attacks

Hit: 3[W] + Strength damage

Miss: Half Damage

Hitters Respite Barbarian Attack 25

Your attack sends your enemies back giving you time to recover your strength

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage and you may spend a healing surge

Miss: Half damage you may spend a healing surge

Cut and Trample Barbarian Attack 25

You knock your enemies' prone then step over their bodies.

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Brutal Warrior: Knock the target prone and you may shift 1 square

Effect: You may repeat this attack a number of times equal to your Wisdom modifier choosing a different target each time.

Level 27 Encounter

Weakening Blow Barbarian Attack 27

You deliver a blow that saps your enemy's will to fight

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Will

Hit: 4[W] + Strength modifier damage and target is Weakened until the end of your next turn.

Two Weapon Surprise Barbarian Attack 27

You strike low to immobilize your enemy

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Requirement: You must be wielding two melee weapons

Attack Strength vs. AC (main and off-hand weapons)

Hit: 2[W] + Strength modifier damage and target is slowed until the end of your next turn; if wielding a shield you may knock the target prone

Effect: You may shift 1 square and repeat the attacks on another target

Defensive Sweep Barbarian Attack 27

You take a mighty swing hitting two enemies at once

Encounter ♦ **Martial, Weapon**

Standard Action **Burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Brutal Warrior: Gain temporary hit points equal to your half your level + Constitution modifier and a +1 bonus to all defenses until the end of your next turn.

Controlled Combination Barbarian Attack 27

You make a series of attacks that confuse your enemy's defenses

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Strength +2 vs. AC

Hit: 3[W] + Strength modifier damage and make a secondary attack

Secondary Target: Same as primary

Secondary Attack: Strength +4 vs. AC

Secondary Hit: 3[W] + Strength modifier damage

Level 29 Daily

Deadly Rage Barbarian Attack 29

Your rage makes all your attacks deadly

Daily ♦ **Martial, Rage**

Minor Personal

Effect: You harness your anger into your attacks; you gain +3 power bonus to damage rolls and all attack exploits add the **Rage** keyword. Gain temporary hit points equal to your level + Constitution modifier.

Special: You can end this Rage as a Free Action on your turn.

Final Assault Barbarian Attack 29

You knock your enemy down then finish him off

Daily ♦ **Martial, Weapon, Rage, Reliable**

Standard Action **Melee** weapon

Special: You may mark the target with your *Fury Challenge* as part of this attack; you can shift 1 square before the attack.

Primary Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, knock the target prone, and make a secondary attack.

Secondary Target: Same as primary

Secondary Attack: Strength vs. AC

Secondary Hit: 4[W] + Strength modifier damage

Secondary Miss: Half damage

Double Cyclone Barbarian Attack 29

You take a mighty swing hitting two enemies at once

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Close Burst 1**

Requirement: You must be wielding two melee weapons

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Miss: Half damage

Effect: You can shift a number of squares equal to your Wisdom modifier and repeat the attack.

PARAGON PATHS

Lone Wolf

"I'm an army of one."

Prerequisite: Barbarian class

You become totally self sufficient; a defensive stalwart and an offensive juggernaut.

Lone Wolf Path Features

Healthy Warrior (11th level): When you spend an action point to take an additional action you may spend a healing surge.

Armor Optimization (11th level): You have learned to make the most of the armor you wear. You gain a +1 bonus to AC whenever you wear any kind of armor.

Tough Hide (16th level): You gain resistance to damage equal to your wisdom modifier.

Lone Wolf Exploits

Cruel Blow Lone Wolf Barbarian Attack 11

You use your cunning to deal a devastating blow to your enemy before he is ready.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Special: You may move a number of squares equal to your Wisdom modifier before the attack

Attack: Strength vs. AC, add your Wisdom modifier to the attack roll

Hit: 2[W] + Strength modifier damage + Wisdom modifier damage.

Shake it Off Lone Wolf Barbarian Utility 12

Willpower helps you shake off harmful affects

Encounter ♦ **Martial**

Minor Action **Personal**

Effect: You make saving throw against every effect that a save can end. Gain a bonus to your saving throw equal to your Wisdom modifier until the end of your next turn.

Shock and Awe Lone Wolf Barbarian Attack 20

You smack your foe around, every time you approach he gets weak in the knees.

Daily ♦ **Martial, Weapon, Fear, Rage, Reliable**

Standard Action **Melee** weapon

Target: One creature

Special: You may mark the target with your *Fury Challenge* as part of this attack.

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage + Constitution modifier damage and knock the target prone; anytime you hit the target with a melee attack you may knock it prone.

Slasher

"You control the battlefield striking all that you can reach"

Prerequisite: Barbarian class.

You have learned that the best defense is battlefield control, this means killing multiple foes at once.

Slasher Features

Frenzied Warrior (11th level): When you spend an action point to take an additional action, until the end of your next turn all attacks add the **Rage** keyword.

Spoils of War (11th level): When you drop a creature to 0 hit points you gain temporary hit points equal to your Constitution modifier.

Victory Surge (16th level): When you score a critical hit with a daily or encounter power you may spend a healing surge.

Slasher Exploits

Frenzied Slashing Slasher Attack 11

You cut your way to your enemy striking all to get at him.

Encounter ♦ **Martial, Weapon, Rage**

Standard Action **Close** burst 1

Target: All creatures in the burst you can see (allies and enemies)

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and knock the target prone

Unrestrained Slasher Utility 12

Nothing can stop you from you quest

Daily ♦ **Martial**

Immediate Reaction **Personal**

Effect: You end any affect that *Immobilizes, Restrains, Slows, or Grabs* you that can be ended with a saving throw or an *Escape* action. If you are prone you may stand up and shift one square.

Two Foe Salute Slasher Attack 20

You stalk the battlefield between two foes

Daily ♦ **Martial, Weapon, Rage**

Standard Action **Melee** weapon

Special: You may mark either target with your *Fury Challenge* as part of this attack.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage

Effect: You may shift a number of squares equal to your Wisdom modifier and repeat the attack on another target.

Death Stalker

"You stalk the battlefield killing selecting only those you deem worth fighting"

Prerequisite: Barbarian class; berserker build.

You have learned to avoid lesser foes in order to strike at those they protect

Death Stalker Features

Mobile Warrior (11th level): When you spend an action point to take an additional action you also gain a special move action, you can shift a number of squares equal to your Wisdom modifier; you must take this move action before the end of your turn or lose it.

Angry Rage (11th level): You gain a +1 bonus to damage rolls when you use a power with the *Rage* keyword.

Dominate the Fallen (16th level): When you knock a creature prone you may do additional damage equal to your Constitution modifier.

Death Stalker Exploits

Wild Cut Death Stalker Attack 11

You attack wildly, making mighty swings with both weapons.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** Weapon

Target: One or two creatures

Requirement: You must be wielding two melee weapons.

Special: You may shift 1 before or after this attack

Attack: Strength -2 vs. AC (main weapon and off-hand weapon) two attacks

Hit: 3[W] + Strength modifier damage; if both attacks hit one target or you hit with a shield, knock the target prone.

Trading Places Death Stalker Utility 12

You move quickly before your enemies surround you

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy moves adjacent to you

Effect: You trade places with an adjacent enemy that is your size or smaller.

Duel Rend Death Stalker Attack 20

You give your enemy a taste of both weapons

Daily ♦ **Martial, Weapon, Rage, Reliable**

Standard Action **Melee** weapon

Special: You may mark target with your *Fury Challenge* as part of this attack.

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks. Make two attack rolls, take the higher result, and apply it to both attacks.

Hit: 2[W] + Strength modifier damage.

Blood Warrior

"You're never truly living unless you're cheating death"

Prerequisite: Barbarian class; Brutal warrior.

You've been through so many battles that you don't get interested unless you're really hurt.

Blood Warrior Features

Action Energy (11th level): When you spend an action point to take an additional action you also gain temporary hit points equal to your level.

Bloody Rage (11th level): While bloodied, all attacks have the Rage keyword.

Blood Defense (16th level): While bloodied you gain a +2 bonus to all defense scores.

Blood Warrior Exploits

Blood Pool Blood Warrior Attack 11

You fling your enemies blood into the eyes of its allies

Encounter ♦ Martial, Weapon

Standard Action **Melee** Weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and make a secondary attack

Secondary Target: All enemies in a close burst 1

Secondary Attack: Strength vs. Reflex

Secondary Hit: Target takes a -2 penalty to its attacks until the end of your next turn

Retributive Strike Blood Warrior Utility 12

You react viciously to an enemy that strikes you.

Daily ♦ Martial, Weapon, Rage

Immediate Reaction **Melee or Ranged** weapon

Trigger: You take damage from a melee or ranged attack

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage

Special: If making a ranged attack with a heavy thrown weapon this attack does not provoke an Opportunity Attack.

Bleeding Cut Blood Warrior Attack 20

Your enemy doesn't last long after bloodied

Daily ♦ Martial, Weapon, Rage

Standard Action **Melee** weapon

Special: You may mark target with your *Fury Challenge* as part of this attack.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and the target takes 10 points of ongoing damage (save ends).

Miss: Half damage and no ongoing damage.

Effect: If the target is bloodied it takes an additional 1[W] of damage.