

Barbarian

Savage warriors tainted by the rage that flows through them. The only glory they find is standing over the wrecked and ruined bodies of their enemies.

Alignment

Any nonlawful

Hit Die

d12

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), Survival (Wis), and Swim (Str).

Skill Ranks Per Level

4 + Int modifier.

Table: The Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Physical Prowess, Rage
2nd	+2	+3	+0	+0	Physical Prowess, Rage Power
3rd	+3	+3	+1	+1	Wild Senses
4th	+4	+4	+1	+1	Rage Power
5th	+5	+4	+1	+1	Physical Prowess
6th	+6/+1	+5	+2	+2	Rage Power, Wild Senses
7th	+7/+2	+5	+2	+2	Physical Prowess
8th	+8/+3	+6	+2	+2	Rage Power
9th	+9/+4	+6	+3	+3	Wild Senses
10th	+10/+5	+7	+3	+3	Physical Prowess, Rage Power
11th	+11/+6/+1	+7	+3	+3	Greater Rage
12th	+12/+7/+2	+8	+4	+4	Rage Power, Wild Senses
13th	+13/+8/+3	+8	+4	+4	Physical Prowess
14th	+14/+9/+4	+9	+4	+4	Indomitable Will, Rage Power
15th	+15/+10/+5	+9	+5	+5	Wild Senses
16th	+16/+11/+6	+10	+5	+5	Physical Prowess, Rage Power
17th	+17/+12/+7	+10	+5	+5	Tireless Rage
18th	+18/+13/+8	+11	+6	+6	Rage Power, Wild Senses
19th	+19/+14/+9	+11	+6	+6	Physical Prowess
20th	+20/+15/+10	+12	+6	+6	Mighty Rage, Rage Power

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).

Physical Prowess

The barbarian gains a trait which augments his physical nature, selected from the following list. Each

ability may only be selected once, unless otherwise noted.

Damage Reduction (Ex)

A barbarian gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. This ability may be selected more than once, up to a total of five times. Damage reduction can reduce damage to 0 but not below 0.

Enough Talk (Ex)

The barbarian gets a +2 bonus to Initiative checks.

Fast Movement (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he 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. This bonus stacks with any other bonuses to the barbarian's land speed.

Improved Uncanny Dodge (Ex)

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. In Addition, 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. The barbarian must have the Uncanny Didge class feature in order to select this ability.

Iron Thews (Ex)

The barbarian gets a +2 bonus to all Strength checks and Strength related skill checks.

Pantherish Grace (Ex)

The barbarian gets a +2 bonus to all Dexterity checks and Dexterity related skill checks.

Stalwart (Ex)

The barbarian gains an additional hit point each level.

Uncanny Dodge (Ex)

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, even 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.

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, she takes 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 is 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.

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.

Animal Fury (Ex)

While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus –5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

Crush Your Enemies (Ex)

Whenever the barbarian kills an enemy, she can make a free melee attack against another adjacent enemy. The attack is made using the barbarian's full base attack bonus. This power is usable once per round.

Driven Before You (Ex)

Whenever the barbarian kills an enemy, he can make an Intimidate check to demoralize all foes within 30 ft. as a free action. This ability can be used once per rage.

Enduring Vigor (Ex)

As a swift action the barbarian gains Fast Healing 3 for a number of rounds equal to the barbarian's current Constitution modifier. Each time this power is used, reduce the total number of rounds the barbarian can rage each day by 1. The barbarian must be at least 8th level and have selected the Renewed Vigor rage power in order to select this power.

Fearless Rage (Ex)

While raging, the barbarian is immune to the shaken and frightened conditions. A barbarian must be at least 8th level before selecting this rage power.

Guarded Stance (Ex)

The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the barbarian has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Increased Damage Reduction (Ex)

The barbarian's damage reduction increases by 1/—. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack. A barbarian must have the Damage Reduction physical prowess trait in order to select this rage power.

Internal Fortitude (Ex)

While raging, the barbarian is immune to the sickened and nauseated conditions. A barbarian must be at least 8th level before selecting this rage power.

Intimidating Glare (Ex)

The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Knockback (Ex)

Once per rage, if the barbarian just hit with a melee attack, she can make a bull rush attempt against the target. The barbarian can use his attack roll as his Combat Maneuver Bonus. If successful, the target takes additional damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Mighty Swing (Ex)

The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 6th level before selecting this power. This power can only be used once per rage.

No Escape (Ex)

The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

Powerful Blows (Ex)

The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. Each time this power is used, reduce the number of rounds the barbarian can rage each day by 1.

Quick Reflexes (Ex)

While raging, the barbarian can make one additional attack of opportunity per round.

Raging Athletics (Ex)

When raging, the barbarian adds her level as an enhancement bonus on all Climb skill checks, Swim skill checks, and Acrobatics skill checks made to jump. When making a jump in this way, the barbarian is always considered to have a running start.

Raging Fury (Ex)

One per round, if the barbarian just made a successful attack against an enemy, he can make a free attack against the same enemy using the same weapon and the same attack bonus.

Rampage (Ex)

If the barbarian just killed an enemy, he can charge another enemy so long as that enemy is not further away than the barbarian's movement speed. The attack is made at the barbarian's full base attack bonus, plus the bonuses granted by a charge. The barbarian must have the Crush Your Enemies rage power in order to select this rage power.

Renewed Vigor (Ex)

As a swift action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

Rolling Dodge (Ex)

Creatures making a ranged attack against the barbarian suffer a -4 penalty to their attack roll.

Roused Anger (Ex)

The barbarian may enter a rage even if fatigued. While raging after using this ability, the barbarian is immune to the fatigued condition. Once this rage ends, the barbarian is exhausted for 10 minutes per round spent raging.

Strength Surge (Ex)

The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

Superstition (Ex)

The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Surprise Accuracy (Ex)

The barbarian gains a +1 morale bonus on one attack roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. Each time this power is used, reduce the number of rounds the barbarian can rage each day by 1.

Swift Foot (Ex)

The barbarian gains a 5-foot enhancement bonus to her speed. This increase is always active while the

barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

Terrifying Howl (Ex)

The barbarian unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not), it is immune to this power for 24 hours. A barbarian must have the intimidating glare rage power to select this rage power. A barbarian must be at least 8th level before selecting this power.

Unexpected Strike (Ex)

The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage.

Wild Senses

The barbarian's senses are accurate and attuned to the world around her. She gains a special ability selected from the following list. An ability cannot be selected more than once unless otherwise noted.

Clear Mind (Ex)

A barbarian may reroll a failed Will save. This ability is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The barbarian must take the second result, even if it is worse. This ability can only be used once per day.

Low-Light Vision (Ex)

The barbarian's senses sharpen and she gains low-light vision.

Moment of Clarity (Ex)

The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against her total number of rounds of rage per day. This ability can be used a number of times each day equal to the barbarian's Wisdom modifier (minimum 1).

Night Vision (Ex)

The barbarian's senses grow incredibly sharp. She gains darkvision 60 feet. A barbarian must have low-light vision as a wild sense ability or a racial trait to select this wild sense ability.

Scent (Ex)

The barbarian gains the scent ability and can use this ability to locate unseen foes (see Special Abilities for rules on the scent ability).

Trap Sense (Ex)

A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attacks made by traps for every three barbarian levels she has. Trap sense bonuses gained from multiple classes stack.

Wild Reflexes (Ex)

The barbarian can add his Wisdom modifier as a bonus to all Reflex saving throws.

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)

The barbarian's will becomes so great, that it is hard for magic to affect her. She gains a +4 bonus to all saving throws made against spells or spell like abilities.

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.