

Barbarian

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	0	0	2	Fast Movement, Illiteracy, Rage 1/day
02	2	3	0	0	3	Uncanny Dodge
03	3	3	1	1	3	Trap Sense +1
04	4	4	1	1	4	Rage 2/day
05	5	4	1	1	4	Improved Uncanny Dodge
06	6/1	5	2	2	5	Trap Sense +2
07	7/2	5	2	2	5	Damage Reduction 1/-
08	8/3	6	2	2	6	Rage 3/day
09	9/4	6	3	3	6	Trap Sense +3
10	10/5	7	3	3	7	Damage Reduction 2/-
11	11/6/1	7	3	3	7	Greater Rage
12	12/7/2	8	4	4	8	Trap Sense +4, Rage 4/day
13	13/8/3	8	4	4	8	Damage Reduction 3/-
14	14/9/4	9	4	4	9	Indomitable Will
15	15/10/5	9	5	5	9	Trap Sense +5
16	16/11/6/1	10	5	5	10	Damage Reduction 4/-, Rage 5/day
17	17/12/7/2	10	5	5	10	Tireless Rage
18	18/13/8/3	11	6	6	11	Trap Sense +6
19	19/14/9/4	11	6	6	11	Damage Reduction 5/-
20	20/15/10/5	12	6	6	12	Mighty Rage, Rage 6/day

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.

Fast Movement - A 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. This bonus stacks with any other bonuses to the barbarian's land speed.

Illiteracy - Barbarian must take Common Language as a feat to read or write

Rage - A barbarian can fly into screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Endurance, and a +2 morale bonus on Will saves, but he takes a -2 penalty to PS score. The increase in Endurance increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Endurance score drops back to normal.

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, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and power enhance feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Endurance modifier.

A barbarian may prematurely end his 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 he is a 17th-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 he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Endurance, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck

Uncanny Dodge - 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 surprised by reflex attacks, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A barbarian with this ability can still lose her Stat bonuses to PS score 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.

Trap Sense - At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to PS Score against attacks made by traps. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - 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.

Damage Reduction - At 7th level, 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. 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.

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

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

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

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

Green Lightning Alpha Rules

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Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d12

Skills: (points per level 30 + INT MOD), Animal Empathy, Climb, Craft, Intimidate, Jump, Notice, Ride, Survival, Swim, Taunt, Use Magic Device

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