

## Barbarian

Level	Base Attack	Save Bonus	AC Bonus	Ability
1	1	2	2	Pure /Savage /Elemental Rage 1/day , Illiteracy
2	2	3	3	
3	3	3	3	
4	4	4	4	Rage 2/day
5	5	4	4	
6	6	5	5	
7	7	5	5	Damage Reduction 1/-
8	8	6	6	Rage 3/day
9	9	6	6	
10	10	7	7	Damage Reduction 2/-
11	11	7	7	Greater Rage
12	12	8	8	Rage 4/day
13	13	8	8	Damage Reduction 3/-
14	14	9	9	Indomitable Will
15	15	9	9	
16	16	10	10	Damage Reduction 4/-, Rage 5/day
17	17	10	10	Tireless Rage
18	18	11	11	
19	19	11	11	Damage Reduction 5/-
20	20	12	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.

**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.

**Illiteracy** - Barbarian must take Common Language as a feat to read or write this despite having a positive bonus Intelligence

**Rage Type** - The player chooses the type of Rage that they wish to use throughout the build granting the following advantages to their rages.

**Pure** – Player Gains +4 Focus +4 Power -2 Avoidance, Plus their Endurance Modifier in extra HP, lasts for 1+level in rounds

**Savage** – Player gets 3 Attack actions that round at a -2 Focus, +Endurance Modifier in extra HP, lasts in 1+level in rounds

**Elemental** – Players attacks do Elemental damage based on their Natural Alignment type, granting them attack bonus of +4 Power of that element, +2 AC -2 Focus +Endurance Modifier in extra HP, lasts for 1+level in rounds

While raging, a barbarian cannot use any Skills outside of Strength and Endurance based ones. After the end of

their rage the Barbarian suffers from a point of exhaustion, making their movement -5 and -1 on Avoidance Saves.

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 1<sup>st</sup> 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

**Damage Reduction** - At 7th level, a Barbarian, gains damage reduction. Subtract 1 from the damage the barbarian takes each time 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, at this level the Barbarian boosts their bonus as follows.

**Pure** – Rage boost is now +5 Focus, +5 Power

**Savage** – Rage now grants 4 attack actions

**Elemental** – Rage boost is now +6 Power and grants a 10ft radius in elemental damage making those in that radius to make a Avoidance Save DC10 + Elemental Damage, +3 AC

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

**Tireless Rage** - Starting at 17th level, a barbarian no longer gains exhaustion at the end of rage.

**Mighty Rage** - At 20th level, The Barbarian achieves mastery over their rage.

**Pure** – Rage boosted to now be +6 Focus, + 6 Power, No more Avoidance decrease

**Savage** – Rage boosted to 5 Attack actions, No Focus decrease

**Elemental** – Rage boosted to +8 power and grants 10ft radius in elemental damage making those in that radius to make a Avoidance Save DC10, +4 AC, -2 Focus

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies:** Light, Medium, Shield

**Hit Die:** 1d12

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

**Class Saves:** Body, Avoidance