

FANTASTIC FEATS

- VOLUME VII -

BARBARIANS



Preface

Fantastic Feats {Volume 7 – Barbarian Feats}

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is about feats for Barbarians, those rage filled engines of destruction and battle.

As with any new feats please consider carefully before allowing them to be taken, or give them to NPCs as well to help maintain balance.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

This product uses material from one or more of the following:

- Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)

Credits & Legal



www.enneadgames.com

Go here for free rpg resources, samples and news about upcoming products

Twitter: @enneadgames

Facebook: EnneadGames

Copyright

Ennead Games ©2013

Cover background

Publishers Choice Quality Stock Art

©Rick Hershey/Fat Goblin Games

Contents

Preface	2
Credits & Legal	2
Feats.....	3
Decreased Fatigue	3
Improved Trap Sense	3
Increased Rage Duration.....	3
Increased Will	3
Rapid Rage Recovery	4
Rapid Movement	4
OPEN GAME LICENSE	5

Feats

All these feats have Barbarian as a prerequisite in addition to anything else they require, including Rage Power level requirements.

Clearer Mind

Sometimes, in the heat of rage, you get moments of clarity.

Prerequisites

9th level, Rage Power (Clear Mind)

Benefit

The barbarian gains +2 to the second Will roll made using Clear Mind

Decreased Fatigue

Your recovery time from fatigue is better than other barbarians, allowing you to rage again faster.

Prerequisites

2nd level

Benefit

Reduces the fatigue recovery time by 1 round.

Special

May be taken multiple times, but only once per level.

Improved Animal Fury

You are more in touch with your baser, animalistic side than other barbarians, making your animal fury more prevalent than other barbarians

Prerequisites

Str or Dex 14, Rage Power (Animal Fury)

Benefit

The bite attack is made at the barbarian's full base attack bonus -3 (instead of -5) and increases the damage done by 1. Grapple

checks in the same round gain a +3 bonus instead of +2.

Improved Defence

Normally while raging your defence is worse.

Prerequisites

3rd level

Benefit

The penalty to AC when raging is -1 instead of -2

Improved Trap Sense

Your keen senses have become adept at alerting you to traps. Your body can move before your mind even becomes aware there is a trap.

Prerequisites

4th level

Benefit

+1 to Reflex saves to avoid traps and +1 to dodge AC against traps in addition to that provided by Trap Sense

Special

May be taken multiple times, increasing the minimum level by +2 each time taken.

Increased Rage Duration

Your rage lasts longer than most, making you more dangerous in combat

Prerequisites

2nd level

Benefit

Grants an extra round to rage duration

Special

May be taken multiple times, increasing the minimum level by +2 each time taken.

Increased Will

Your rage grants you strength of mind that gives an increase to your will.

Prerequisites

In Rage

Benefit

+1 to Will saving throws when in Rage

Special

Can only be taken once

Rapid Rage Recovery

You require less time than other barbarians to fully recover from the effects of rage.

Prerequisites

4th level

Benefit

The number of hours needed to fully restore rage per day is reduced to 7 hours from 8.

Special

Can only be taken once

Rapid Movement

Sacrificing protection for speed allows you to run faster in bursts.

Prerequisites

Wearing Light or no armor

Benefit

+5 to speed when wearing light or no armor. May be used a number of times per day equal to CON mod. Lasts 1d4 rounds, with the same duration before it can be used again

Special

May be taken multiple times, each time it increases the number of uses and duration by 1.

Screaming Rage

Your rage and fury knows no bounds and your scream at your opponent while glaring at them, breaking the nerves of lesser beings.

Prerequisites

Rage Power (Intimidating Glare)

Benefit

The effect of Intimidating Glare lasts an extra 1d 4 rounds.

Special

If the character cannot speak or be heard by the one Intimidating Glare is being used on, this feat cannot be used and gives no bonus.

Coming Soon

Keep eyes out for these products coming soon.

Fantastic Feats Volume 7 – Bards

Feats for bards and their instruments

Drug/Medicine Generator

Aimed at the sci-fi genre, this generator will help you in making drugs or medicines

Fantastic Feats Volume 8

Stupid & Overpowered 2

More stupid or overpowered feats for your villains and npc

Fantastic Feats Volume 9 – Clerics

Feats for the most devout servants of the gods

Fantasy/Medieval Armour Kit

The sequel to Fantasy Weapon Kit, helps you flesh out your armor

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation

and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Fantastic Feats VII – Barbarian Feats, Copyright 2013 Ennead Games; Author Christopher Kentlea