



CLASS OPTIONS VOL.4 BRUTAL BARBARIANS!

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BRUTAL BARBARIANS

The Pathfinder Roleplaying Game greatly expands the options for barbarian PCs over earlier iterations of the game. Rather than a simple boost to hit points and melee damage, the new barbarian also gains special abilities when he releases his inner fury. Brutal Barbarians expands the class even further. More than just a list of additional rage powers, this supplement presents a new type of rage, an alternate class, and new class abilities suitable for wilderness survival. The new barbarian bloodline option allows a barbarian to acquire specific rage powers inherited from a monstrous ancestor. Several new rage powers and feats are also designed for barbarians who fight from horseback.

RAGE VARIANT: BLACK RAGE

The ability to rage grants the barbarian almost unparalleled prowess in combat. With a seemingly limitless anger, the barbarian crushes enemies, pushes through hazardous terrain, and shrugs off even the most powerful spells. Some barbarians develop the ability to channel this fury in a more controlled way, called black rage. Rather than a screaming maniac, the barbarian with black rage becomes a silent, focused killer.

This better suits barbarians from civilized areas, where rage is just as potent but expressed in a different way. However, any barbarian may opt for black rage instead of the standard rage.

At 1st level, a barbarian can take black rage instead of the normal rage ability. This choice can not be changed at a later level. The barbarian gains the following benefits:

Black Rage (Ex): The barbarian's anger is a dark, controlled fury rather than a wild explosion. He can rage for a number of rounds equal to 4 + his Constitution modifier. At each level after first the barbarian can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from spells such as bear's endurance, do not increase the total number of rounds that he can rage per day. The barbarian can enter a black rage as a free action. The total number of rounds of black rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a black rage the barbarian gains a +4 morale bonus to Dexterity and a +2 morale bonus on Will saves and Wisdom-based skills and checks. The barbarian may use abilities that require patience and concentration, including sneak attacks and finesse fighting, as well as Charisma-, Dexterity- and Intelligence-based skills. He may voluntarily end a black rage at any time. The barbarian may not enter a black rage if he is under the effects of an enraging spell or effect such as rage.

A barbarian can end black rage as a free action and is fatigued afterward 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, his black rage immediately ends.

Greater Black Rage (Ex): At 11th level, when a barbarian enters a black rage, the morale bonus to his Dexterity increases to +6 and the morale bonus on Will saves and Wisdom-based skills and checks increases to +3.

Mighty Black Rage (Ex): At 20th level, when a barbarian enters a black rage, the morale bonus to his Dexterity increases to +8 and the morale bonus on her Will saves and Wisdom-based skills increases to +4.

ALTERNATE CLASS: WILD SHAMAN

The holy man occupies a special place among the wild tribes. He defends his clan against the powers of death and unlife and inspires the warriors to incredible heights in battle. He may not possess all the outward fury of a

MIX AND MATCH

The options presented here replace one ability with another. For example, a barbarian can take ways of the wild instead of trap sense. Some players may want a little bit of both, not giving up trap sense but also desiring some bonus to wilderness skills. This can be accomplished by the following method. The barbarian can gain trap sense +1 at 3rd level and then at 6th level rather than gaining trap sense +2 can choose to take ways of the wild +1 while his trap sense remains at +1. As long as the separate bonuses do not exceed the total bonus of the original class ability there should be no problem. The same can be done with DR and SR. This option is subject to the GM's approval, as with all options presented in Brutal Barbarians.



common barbarian, but that is because his rage infuses other attributes and abilities.

At 1st level a barbarian can choose to become a wild shaman. Once this choice is made it can not be changed. The wild shaman gains the following abilities:

Orisons: At 1st level the wild shaman knows a number of orisons as if he were a druid equal to his barbarian level.

Natural Bond (Ex): At 1st level, a wild shaman forms a close tie to the natural world, granting him access to the powers of one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. A GM may allow access to other appropriate domains. The wild shaman gains use of the domain powers as if he were a cleric equal to his barbarian level. In all cases the wild shaman uses his Constitution modifier instead of his Wisdom modifier when determining how many uses or rounds per day he can use a domain power. The wild shaman does not gain access to domain spells or spell slots.

Turning Rage (Su): The wild shaman can rage like any barbarian but does not gain the morale bonuses to Strength and Constitution. He only gains the morale bonus on Will saves (and Wisdom-based skill checks if he possesses black rage). He may select and employ rage powers as normal.

Instead, the wild shaman gains the Command Undead or Turn Undead as a bonus feat. He can channel energy a number of times per day equal to 3 + Constitution modifier, but only to use the selected feat. He can take other feats to add to this ability, such as Extra Channel, Improved Channel and Elemental Channel. The DC to save against these feats is equal to 10 + 1/2 barbarian level + Constitution modifier.

Greater Turning Rage (Su): At 11th level, when a wild shaman uses his channel energy ability, he also inflicts damage against undead as if he were a cleric equal to his barbarian level. This channeled energy only deals damage to undead and can not heal creatures as the standard cleric ability.

Mighty Turning (Su): Once per day at 20th level the wild shaman may increase by 50% the amount of damage he deals with his channel energy ability.

NEW RAGE POWERS

Annihilating Blow (Ex): When the barbarian scores massive damage against an opponent, the save DC to avoid instant death increases by +4.

Avenge the Fallen (Ex): When an ally within 30 feet of the barbarian falls unconscious or suffers massive damage, the barbarian gains a +2 morale bonus on attack and damage rolls during the following round. This bonus increases to +4 at 11th level. The barbarian must be aware of his comrade's condition to use this ability.

Brute Charge (Ex): The barbarian is considered one size larger when he performs bull rush and overrun combat maneuvers while raging.

Bloody Slaughter (Ex): The raging barbarian can make his strikes bloodier than normal. As a full-attack action he can make one melee attack at his full base attack bo-

nus. If the attack hits it also inflicts 1d6+1 bleed damage. This effect stacks.

Disruptive Shout (Ex): While raging, a barbarian can shout with such force it breaks the effects of certain spells. Allies within 30 feet of the barbarian who can hear the barbarian gain an immediate saving throw with a +4 morale bonus against any non-instantaneous enchantment or mind-affecting effect currently affecting them. Disruptive shout does not work on effects that don't allow saves. The barbarian may use this ability as an immediate or swift action once per rage.

Enchanter's Foe (Ex): Whenever the raging barbarian succeeds on a saving throw against an enchantment spell or effect he gains a +2 bonus to attack and damage rolls against the caster of the spell or effect. This bonus increases to +4 at 11th level. The attack must be made before the end of the barbarian's next turn.

Fearful Opponent (Ex): While raging, whenever the barbarian's DR would reduce an attack's damage to 0 or lower, the creature making the attack is shaken for the duration of the barbarian's current rage.

Ferocious Bite (Ex): When making a bite attack while raging the barbarian gains a +2 bonus to his attack and damage rolls. This increases to +4 at 11th level. If used as part of the action to maintain or break free from a grapple, any grapple checks made by the barbarian against the target this round are at a +2 bonus. This bonus stacks with the one gained through the animal fury rage power. A barbarian must have animal fury as a rage power or a bite attack as a racial trait to select this rage power.

Fists of Fury (Ex): While raging the barbarian gains the use of the Improved Unarmed Strike feat. He may make one extra unarmed strike each round as a full attack action even if he wields a weapon in both hands. If used as part of a full attack action along with a manufactured melee weapon, the unarmed attack is made at the barbarian's full base attack bonus -5.

Frenzied Smash (Ex): The raging barbarian can make sunder combat maneuvers without provoking an attack of opportunity and also adds double his Strength modifier to damage on a successful sunder attempt.

Frightening Charge (Ex): While raging the barbarian may make an Intimidate check as a free action against the target of his charge. If successful the target becomes frightened for 1 round, plus 1 additional round for every 5 by which the barbarian beats the DC.

Fury's Edge (Ex): The barbarian's rage is so great that even a glancing blow damages an opponent. While in a rage, if the barbarian misses with a melee attack when using Power Attack he still deals damage to the opponent equal to his Strength modifier. This does not occur if the barbarian rolls a natural 1 on his attack. A barbarian must be at least 4th level before selecting this rage power.

Great Hands (Ex): While raging the barbarian may use a weapon one size larger without penalty.

Pain Makes Me Angry (Ex): Whenever the barbarian suffers a critical hit while raging he may rage for 2 ad-

ditional rounds during that rage. These rounds do not increase the length of time he is fatigued or exhausted following a rage.

Raging Dash (Ex): Once per rage the barbarian may move a distance equal to 1/2 his move speed as a swift or immediate action. A barbarian must be at least 6th level to take this ability.

Raging Mount (Ex): When raging, the mounted barbarian can choose to cause his mount to enter a rage as well. The mount can rage as a barbarian for a number of rounds per day equal to 4 + its Constitution modifier, and gains all the usual bonuses and penalties of rage. At 11th level, the barbarian grants his mount a +6 morale bonus to Strength and Constitution and +3 morale bonus to Will saves. A barbarian can end the rage as a free action. His mount is fatigued afterward for a number of rounds equal to 2 times the number of rounds spent in the rage. This power is used as a swift or immediate action, and can be ended as a free action.

Raging Tumble (Ex): When raging, the barbarian adds his level as an enhancement bonus on all Acrobatics skill checks made to move through a threatened square.

Run Like the Wind (Ex): The barbarian's mount gains a 5-foot enhancement bonus to its 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.

Spell Resistance (Ex): The barbarian gains spell resistance equal to his barbarian level + current Constitution modifier. This increase is always active while the barbarian is raging. A barbarian must be at least 12th level before selecting this rage power.

Trample (Ex): The barbarian gains the trample ability while raging.

War Cry (Ex): Once per rage a barbarian may unleash an emboldening shout, granting himself and all allies within 30 feet who can hear him a +1 morale bonus on attack rolls and Will saves against fear effects for a number of rounds equal to his current Constitution modifier (minimum 1). This bonus increases by +1 every 6 barbarian levels possessed.

ALTERNATE CLASS ABILITIES

Men and women of the wilderness, barbarians develop skills and abilities meant to increase the chances of survival in the world's untamed areas. Several of the following abilities account for a lifetime spent close to nature.

Horse Lord (Ex): At 1st level a barbarian may choose horse lord instead of fast movement. He adds +10 feet to the speed of any mount he rides. In all other ways this bonus acts as the fast movement ability it replaces.

Mobility (Ex): At 2nd level, a barbarian becomes skilled at rushing in and out of battle. Instead of uncanny dodge he gains the mobility feat. A barbarian who selects this ability can not later select improved uncanny dodge unless he gains that ability from another class. Instead he gains Superior Mobility at 5th level.

Home Terrain (Ex): At 3rd level a barbarian becomes

more familiar with the terrain where he was born and raised. He may select one terrain from the ranger's favored terrain table. The barbarian gains a +1 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A barbarian traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). This bonus increases by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th and 18th levels). Terrain bonuses from multiple classes stack, such as the ranger's favored terrain. A barbarian may only ever possess one home terrain, and the type of terrain cannot be changed after it is chosen. A barbarian with the home terrain ability does not gain the trap sense ability unless he possesses it from another class.

Ways of the Wild (Ex): At 3rd level a barbarian may choose ways of the wild instead of trap sense. The barbarian may choose to gain a competence bonus to all Handle Animal, Knowledge (nature), and Survival skill checks equal to the bonus normally granted by trap sense.

Superior Mobility (Ex): At 5th level the barbarian can choose superior mobility if he has the Mobility feat. If he moves at least 10 feet he may negate one attack of opportunity provoked with this move action. He must declare the use of this ability before the attack roll is made. A barbarian wearing heavy armor or under a heavy load loses the use of superior mobility.

Spell Resistance (Ex): At 7th level the barbarian can choose to gain spell resistance instead of damage reduction. The barbarian might possess a supernatural ancestor or acquire spell resistance from his surroundings such as through a trace metal in the food or water supply that permanently accumulates in his flesh. The barbarian's spell resistance is equal to 10 + current Constitution modifier + the replaced DR value. The spell resistance does not increase with temporary increases to the barbarian's Constitution such as from rage or spells such as bear's endurance.

Screaming Rage (Ex): At 11th level a barbarian may choose screaming rage instead of greater rage. When raging the barbarian emits an aura of incredible ferocity. All opponents within 30 feet who can see or hear him must make a Will save (DC 10 + 1/2 barbarian level + Constitution modifier) or take a -4 penalty to attack rolls, damage rolls, skill, and ability checks for as long as the barbarian rages and the creature remains in the aura. If the save succeeds the creature is immune to this ability for 24 hours.

Indomitable Body (Ex): At 14th level a barbarian may take indomitable body instead of indomitable will. While in rage, a barbarian of 14th level or higher gains a +4 bonus on Fortitude saves to resist poison, disease, and the staggered condition. This bonus stacks with all other modifiers, including the morale bonus to Constitution he also receives during his rage.

Wounded Rage (Ex): At 17th level the barbarian may choose wounded rage instead of tireless rage. Whenever the barbarian is brought below 1/2 his hit point total (including hit points gained from Constitution increases while in a rage) he gains a +4 morale bonus to Strength. This bo-

nus stacks with the morale bonus gained from rage.

CAPSTONE ABILITIES

A barbarian may choose one of these abilities at 20th level instead of mighty rage.

Painless (Ex): At 20th level the barbarian becomes immune to physical pain while raging. He has a 50% chance of ignoring all critical hits and sneak attacks scored against him. Also, while raging the barbarian's DR value increases by 2.

Spell Breaker (Ex): At 20th level the barbarian's rage disrupts magic. While raging he gains a +4 inherent bonus to all saves against spells, spell-like, and supernatural abilities. Once per day during a rage he may declare he has greater spell immunity, as the spell, against one spell cast against him. He must decide to use this before the effects of the spell are known.

Battle Weaver (Ex): While in a rage the barbarian becomes a whirling cloud of death. When making a full attack action, he gains one extra melee attack at his full base attack bonus. Also, he never provokes an attack opportunity when moving or taking a move action.

BARBARIAN BLOODLINES

Legends say gods and monsters mated with the first heroes to produce the barbarian hordes holding sway in the world's wild reaches. Many great tribes trace their ancestry back to a mythical beast or creature.

At 1st level a barbarian may decide to take a bloodline to reflect a special heritage. This choice can not be changed once selected.

A barbarian with a bloodline gains a heritage marking. This marking is usually a constant, visible indication of the barbarian's ancestry. It does not just manifest during a rage, but is always active. Such a marking may cause problems among civilized folk who recognize the physical attribute as barbaric or consider it a shameful mixing of blood. The heritage marking also makes it difficult for the bearer to hide his origin from enemy tribes.

A barbarian bloodline allows the barbarian to access special rage powers and manifest latent abilities inherited from a progenitor. Each time a barbarian can select a new rage power he must take one of the rage powers available to the bloodline. If he has already selected all the rage powers available to the bloodline, he may take a rage power from the Pathfinder RPG Core Rulebook, one of the new rage powers described in this supplement, or rage powers from another source.

BASILISK

Some claim basilisks are related to dragons and that the first of such creatures possessed greater intelligence than the current degenerate versions. You take pride in a venerable ancestry that has turned your clan into a race to be feared.

Heritage Marking: Stone Skin (Ex): Your skin is rough and sandy, like the skin of a basilisk. You gain a +1 bonus



to your natural AC. This bonus increases to +2 at 11th level.

Eyes of the Basilisk (Ex): You immobilize an enemy with a terrifying glare from your eyes of green flame. You may target one enemy up to 30 feet away with a paralyzing gaze. The creature must succeed on a Will save (DC equal to 10 + 1/2 barbarian level + Constitution modifier) or be paralyzed for 1d4 rounds. Once an enemy has made a save versus eyes of the basilisk (successful or not) it is immune to this power for 24 hours. Sightless creatures are immune to eyes of the basilisk. You must be at least 8th level before selecting this rage power.

Heart of Stone (Ex): While raging you gain a +4 racial bonus to saves to resist petrification and polymorph effects.

Other Available Rage Powers: *low-light vision, increased damage resistance, night vision, quick reflexes, roused anger.*

CYCLOPS

Some tribes claim a direct line back to the mythical one-eyed Cyclops.

Heritage Marking: One-Eyed (Ex): You possess a single eye in the middle of your forehead. You gain a +4 racial bonus to Intimidate skill checks, but take a -2 penalty to all other Charisma-based skills and checks.

Penetrating Gaze (Ex): While raging you gain a +2 racial bonus on saves against glamers, patterns, and figments. This increases to +4 at 11th level.

Straight Sight (Ex): During a rage you can focus your eye on a single target as a free action, bringing it into sharp focus. You gain a +2 insight bonus to hit and damage rolls against the target, but take a -2 penalty to attack rolls against other targets. This bonus and penalty increases to +4/-4 at 11th level.

Deathwatch (Su): While raging you gain the ability to use deathwatch, as the spell, as a free action with a range of 30 feet.

Ghost Sight (Su): While raging you gain the ability to see invisible and ethereal creatures and objects out to a range of 60 feet. You must be at least 8th level to take this ability.

Other Available Rage Powers: *intimidating glare, low-light vision, moment of clarity, night vision, surprise accuracy.*

DRAGON

Not all dragons bestow arcane power upon their scions. A few inherit the beast's formidable physical attributes. You are of the dragon clan, ferocious and mighty.

Heritage Marking: Native Intelligence (Ex): You possess the enlarged cranium of the dragon. You gain a +2 inherent bonus to Intelligence.

Fearsome Charge (Ex): When you charge all foes within 30 feet must make a Will save or become shaken for 1d4+1 rounds. This only affects creatures with fewer Hit Dice than you who fail on a Will save (DC 10 + 1/2 barbarian level + Strength modifier). A creature that succeeds on the save is immune to your frightful presence for 24 hours.

Fiery Flesh (Ex): When you rage you radiate with the element of your forbearer. Choose either acid, cold, fire, or lightning when you gain this ability. Any creature striking you with an unarmed strike or a melee weapon without reach takes your Constitution modifier in damage of that energy type. Once the energy type is selected it can not be changed.

Dragon Immunity (Ex): While raging you are immune to paralysis. You must be at least 12th level to take this ability.

Other Available Rage Powers: *clear mind, low-light vision, night vision, spell resistance.*

GENIE

Among the tribes of the desert, the greatest boon is kinship with the djinn. Your pride burns with a visible light.

Heritage Marking: Desert Child (Ex): A crimson hue colors your skin. You gain a +4 racial bonus on Fortitude saves to resist the effects of hot environments.

Sand Devil (Su): While raging the air about you becomes turbulent. Ranged attacks against you take a -1 penalty. This increases by 1 for every five barbarian levels you pos-

sess, to a maximum of -4. You must be at least 4th level before selecting this rage power.

Waste-Walker (Ex): When raging you don't take movement penalties from rubble, light undergrowth, or sandy terrain in the desert. This ability is always active while you rage.

Djinn Call (Su): While you are raging, a large fire elemental joins you in battle as if it was summoned by summon monster V with a caster level equal to your barbarian level. It follows your directions and remains on your plane for as long as you rage. You must be at least 8th level to select this rage power. At 14th level, you can either summon two large fire elementals or one huge fire elemental. This rage power can be used once per day.

Other Available Rage Powers: *clear mind, guarded stance, moment of clarity, no escape, rolling dodge, swift foot, terrifying howl.*

GIANT

When the world was young, the great race of Jotunheim dallied with lesser mortals. You trace your heritage back to the giants of old, when mighty titans shook the earth with their very steps.

Heritage Marking: Brute Strength (Ex): Your muscles bulge and swell, and you are much taller than others of your kind, making your heritage obvious. You can rage a number of rounds per day equal to 4 + your Strength modifier instead of Constitution modifier. In all other ways your rage is the same as the rage ability.

Meat Hooks (Ex): While raging you can wield weapons meant for creatures one size larger than you without penalty. Also, your unarmed strike deals lethal damage on a hit (but still provoke an attack of opportunity unless you have Improved Unarmed Strike).

Mountain Shoulders (Ex): When raging your carrying capacity doubles and all armor you wear is considered one step lighter for determining your movement.

Bulwark (Ex): While raging your strength and hardiness are so great you can stand and take brutal onslaughts. You add your Constitution modifier as well as your Dexterity modifier to Reflex save rolls.

Rock Thrower (Ex): You can throw rocks and other large objects while raging. You gain the ability to hurl rocks as a giant (see page 303 of the Pathfinder RPG Bestiary) with a range increment of 30 feet.

Other Available Rage Powers: *knockback, mighty swing, powerful blow, strength surge.*

LINNORM

Your tribe reveres the dragons of the fey realm. This worship sometimes requires a member of your clan bear a linnorm's child. You are that child.

Heritage Marking: Scales (Ex): Your skin sprouts scales granting you a +1 bonus to your natural AC. This bonus increases to +2 at 11th level.

Boundless Step (Su): When raging you can teleport a distance equal to your movement. You may do this once per day and must be at least 8th level to take this ability.

Second Sight (Ex): While raging you tap the power of the first realm. You can see ethereal and invisible creatures and objects out to a range of 60 feet. You must be at least 12th level to take this ability.

Wrym Bile (Ex): When raging your skin exudes a viscous poison. Any creature touching you must make a Fortitude save (DC = 10 + 1/2 barbarian level + Con modifier) or take 1d3 Strength damage. Once an enemy has made a save against wrym bile (successful or not) it is immune to the poison for 24 hours.

Other Available Rage Powers: *fearless rage, intimidating glare, raging climber, raging leaper, superstition.*

LICH

Not all ancestry begins with the living. Your tribe locates its origin in the foul, dank laboratory of an ancient undead creature.

Heritage Marking: Ivory Skin (Ex): Your skin is cold and pale. You gain resist cold 5. At 11th level this increases to resist cold 10.

Eater of the Dead (Ex): With a successful bite attack while raging you gain temporary hit points equal to your original Constitution modifier. You may not possess more total hit points than those allowed through Constitution increases gained while raging or under the effects of spells such as bear's endurance. These hit points disappear when the rage ends.

Deadened Flesh (Ex): While raging your flesh loses vulnerability to precision damage. You have a 25% chance to ignore any sneak attacks or critical hits scored against you, but you also only gain half the normal number of hit points from healing effects such as channel energy or spells such as cure light wounds. This ability is always active while you rage. You must be at least 8th level to select this power.

Lifestealer (Su): On a successful critical melee attack while raging you inflict one negative level unless the target makes a Fort save (DC 10 + 1/2 barbarian level + Constitution modifier). You must be at least 12th level to select this ability.

Other Available Rage Abilities: *animal fury, fearless rage, low-light vision, night vision, increased damage resistance.*

TROLL

Barbaric humanoids often do not recognize a distinction between themselves and creatures of other races, making half-breeds common in the wilderness. Your troll heritage is a concrete example of this attitude.

Heritage Marking: Rubbery Limbs (Ex): Your long arms and legs bend in the wrong places. You gain a +2 racial bonus on Escape Artist skill checks and CMD to resist or escape grapples. This increases to +4 at 11th level.

Claws (Ex): While raging you can grow claws as a free action. These claws are natural weapons and allow you to make two claw attacks as a full attack action using your full base attack bonus. Each claw deals 1d4 points of damage plus Strength modifier (1d3 for Small barbarians). If

a claw is used as an off-hand attack after an attack with a manufactured weapon you take the normal two-weapon fighting penalties for both attacks. At 11th level the damage increases to 1d6 (or 1d4 if you are Small).

Rending Talons (Ex): If you strike a creature with both of your claws while raging you can tear off a piece of the target's flesh. You automatically deal 1d4 points of damage plus 1-1/2 Strength modifier (or 1d3 if you are Small). At 11th level the damage increase to 1d6 (or 1d4 if you are Small). You must first have a natural claw attack as a rage power or racial trait to select this rage power.

Wound Bearer (Ex): When raging you gain fast healing 1. Fire and acid damage heals normally. At 14th level this increases to fast healing 2. You must be at least 8th level to take this ability.

Other Available Rage Powers: *internal fortitude, renewed vigor, scent.*

NEW FEATS

AN ANCIENT HERITAGE

You are well-versed in the history of your tribe.

Benefit: You gain a +2 bonus to Knowledge (history) and Knowledge (nature) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

BRAWLER (COMBAT)

You know how to knock a guy out.

Prerequisite: Str 15, Improved Unarmed Strike, base attack bonus +1

Benefit: If you choose to deal non-lethal damage with your unarmed strike you add +1d6 to the damage.

CAROUSER

You can party with the best of them.

Benefit: You gain a +4 bonus on all saves to counter or resist intoxication and the effects of drunkenness.

CORPSE-KIN

The dead do not bleed.

Prerequisite: Lich barbarian bloodline

Benefit: You reduce the amount of damage you take each round from bleed effects by an amount equal to your original Constitution modifier to a minimum of 0.

DESPERATION BREEDS HEROES

You can perform incredible feats of physical or mental fortitude when you most need it.

Prerequisite: Barbarian 4th level

Benefit: As a swift or immediate action you can give up 2 rounds of rage to gain the use of one rage power you do not possess until the end of your next turn. You must meet the rage power's prerequisites, if any.

FORESIGHT

Images of the future let you anticipate an opponent's actions.

Prerequisite: Cyclops barbarian bloodline

Benefit: Once per day you can declare when you will act in the initiative order. You can do this any time after the initiative check is made. This ability does not allow you to act more than once in a round.

GLOWERING EYES

You possess the eyes of a dragon.

Prerequisite: Dragon barbarian bloodline

Benefit: You gain a +2 bonus to Perception and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

IMPOSING PHYSIQUE

Your muscles are impressive and attractive to others.

Prerequisite: Str 13

Benefit: Add your Strength modifier to Diplomacy skill checks in addition to your Charisma modifier.

IRON VITALITY

You have a vitality that can exceed your own physical limitations.

Prerequisite: Rage class feature

Benefit: While raging you may increase your Strength and Constitution by an additional +2 bonus for a number of rounds equal to 1/4 your barbarian level. However, at the end of the rage you take 1d4 Strength and Constitution damage.

Normal: A barbarian is fatigued at the end of his rage.

LINNORM BLOOD

You have inherited the strengths and weaknesses of the northern wyrms.

Prerequisite: Linnorm barbarian bloodline, DR class feature

Benefit: You add 1 to your damage reduction value, but cold iron overcomes all DR you possess. You may take this feat up to three times. Its effects stack.

MASTER RIDER

You have excellent control of your mount.

Prerequisite: Ride 3 ranks

Benefit: Your mount gains the benefit of your trap sense and uncanny dodge class abilities as long as your ride it.

MOUNTED STEALTH

You know how stay quiet when riding an animal.

Prerequisite: Handle Animal 3 ranks, Ride 3 ranks

Benefit: Your mount uses your Stealth skill check when you ride it.

NAKED SAVAGE

Your disdain for armor and clothing unsettles others.

Benefit: When wearing no armor or light armor, creatures with an Intelligence of 4 or higher suffer a -2 penalty to melee attacks against you. Blind creatures and creatures immune to fear do not suffer this penalty.

NETBREAKER

You refuse to be bound.

Benefit: When restrained by an inanimate object such as a net, manacles, or rope you add one-half your barbarian level to Strength checks to burst the restraints.

ON THE RUN (COMBAT)

Battle experience has taught you how to quickly treat wounds so you can keep fighting.

Prerequisite: Heal 1 rank

Benefit: As a move action you can use the Heal skill on yourself to use first aid or to treat wounds (including deadly wounds).

PILLAR OF STONE

You are a rock, immovable.

Prerequisite: Giant barbarian bloodline

Benefit: You add your Constitution modifier to your CMD when resisting bull rush, overrun, trip, and grapple attempts.

POWER THROW (COMBAT)

The weapons you throw punch through an opponent's armor.

Prerequisite: Str 13

Benefit: You add your Strength modifier instead of your Dexterity modifier to attack rolls with thrown weapons.

PRIMITIVE APPEARANCE

You scare the civilized folk.

Benefit: Add a +4 circumstance bonus to Intimidate skill checks against creatures with a lawful alignment.

QUICKENED RECOVERY

You recover from a rage much quicker than normal.

Benefit: After raging you reduce by 2 rounds the number of rounds you are fatigued. At 11th level you reduce by 4 rounds the number of rounds you are fatigued. This can not reduce your recovery time below 1 round.

THE SCENT OF BLOOD (COMBAT)

When blood is spilled it only increases your ferocity.

Benefit: Whenever you score a critical hit or inflict massive damage against an opponent, you gain a +4 bonus to hit and damage rolls against the foe until the end of your next turn.

SLOW TO ROUSE

The natural torpidity of the basilisk means you take longer to anger, but recover faster.

Prerequisite: Basilisk barbarian bloodline

Benefit: You enter a rage on the round following your decision to use rage. You must rage for at least 1 round after this choice is made. However, you renew your total number of rage rounds after only four hours of rest.

Normal: Rage rounds are renewed after eight hours of rest.

STAND AND TAKE IT

You tough it out when others duck and cover.

Benefit: Instead of a Reflex save you can make a Fortitude save when determining if you take half damage or no damage from an area-effect attack or damage from an attack by a trap. You can do this even if you have lost your Dexterity bonus due to a heavy load but not if you are helpless.

SUPERIOR CLEAVE (COMBAT)

The momentum from a single blow carries you across the battlefield to strike another foe.

Prerequisite: Str 13, Cleave, Great Cleave, Power Attack, base attack bonus +8

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is no more than 10 feet away. This movement does not provoke an attack of opportunity from the original target. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

UNKILLABLE

The troll's regenerative ability keeps you alive long after the point at which others die.

Prerequisite: Troll barbarian bloodline

Benefit: You do not die unless reduced to negative hit points equal to your Constitution score plus your Constitution modifier. When taking a full night's rest you regain an extra number of hit points equal to 3 + your Constitution modifier.

WISH MASTER

Your ancestry has granted you some little bit of magic.

Prerequisite: Genie barbarian bloodline

Benefit: Once per day you can select the exact result of one die roll before the roll is made. This effect can alter any action taken by another creature you can see or hear except for yourself.



TABLE 1:A: ALTERNATE CLASS ABILITIES

ALTERNATE CLASS ABILITY	LEVEL	REPLACES
Horse Lord	1st	Fast Movement
Mobility	2nd	Uncanny Dodge
Home Terrain	3rd	Trap Sense
Ways of the Wild	3rd	Trap Sense
Superior Mobility	5th	Improved Doge Uncanny Doge
Spell Resistance	7th	Damage Reduction
Screaming Rage	11th	Greater Rage
Indomitable Body	14th	Indomitable Will
Wounded Rage	17th	Tireless Rage
Painless	20th	Mighty Rage
Spell Breaker	20th	Mighty Rage
Battle Weaver	20th	Mighty Rage

TABLE 1:B: RAGE POWERS AND BENEFITS

RAGE POWER	BENEFIT
Avenge the Fallen	+2 bonus to hit and damage when ally falls
Brute Charge	Bonus to bull rush and overrun maneuvers
Blood Slaughter	Attacks cause bleed damage
Disruptive Shout	Grant allies additional save to spells
Enchanter's Foe	+2 bonus to hit and damage against enemy spellcaster
Fearful Opponent	Foes are shaken
Ferocious Bite	+2 bonus to attack and damage with bite attack
Fists of Fury	Make off-hand unarmed strike
Frenzied Smash	Make sunder attempt with extra damage
Frightening Charge	Frighten opponents when charging
Fury's Edge	Still deal damage on a miss
Great Hands	Use weapon one size larger
Pain Makes Me Angry	Gain extra rage when hit with critical hit
Raging Dash	Move as a swift action
Raging Mount	Cause mount to enter rage
Raging Tumble	Bonus to Acrobatics checks to move through threatened square
Run Like the Wind	Mount gains +5 bonus to speed
Spell Resistance	Gain spell resistance while raging
Trample	Gain trample ability while raging
War Cry	Bolster allies with heartening shout

TABLE 1:C: FEATS

FEATS	PREREQUISITES	BENEFITS
An Ancient Heritage	—	+2 bonus on Knowledge (history) and (nature) checks
Brawler*	Str 15, Improved Unarmed Strike, base attack bonus +1	+1d6 to non-lethal unarmed strike
Carouser	—	+4 bonus on saves vs. intoxication
Corpse-Kin	Lich barbarian bloodline	Reduce effects of bleed
Desperation Breeds Heroes		
4th-level barbarian	Sacrifice rage to gain extra rage power	
Foresight	Cyclops barbarian bloodline	Determine your initiative order
Glowing Eyes	Dragon barbarian bloodline	+2 bonus on Perception and Intimidate checks
Imposing Physique	Str 13	Add Str to Diplomacy in addition to Cha
Iron Vitality	Rage class feature	Additional increase to Str and Cha
Linnorm Blood	Linnorm barbarian bloodline, DR class feature	Increase your DR by 1
Master Rider	Ride 3 ranks	Mount gains trap sense and uncanny dodge
Mounted Stealth	Handle Animal 3 ranks, Ride 3 ranks	Mount becomes more stealthy
Naked Savage	—	Scare creatures with your savageness
Netbreaker	—	Add 1/2 barbarian level to checks to break bonds
On the Run*	Heal 1 rank	Render first aid as a move action
Pillar of Stone	Giant barbarian bloodline	Add Con modifier to CMD vs. certain maneuvers
Power Throw*	Str 13	Use your Str bonus instead of Dex for thrown weapon attack rolls

TABLE 1:C: FEATS CONT.

Primitive Appearance	—	+4 bonus on Intimidate checks to frighten civilized creatures
Quickened Recovery	—	Reduce the number of rounds fatigued after rage
The Scent of Blood*	—	+4 bonus to hit and damage after scoring a critical hit
Slow to Rouse	Basilisk barbarian bloodline	Recover rage rounds faster
Stand and Take It	—	Make Fort save in place of Ref save
Superior Cleave*	Str 13, Great Cleave, Power Attack, base attack bonus +8	Make additional attack after each attack hits
Unkillable	Troll barbarian bloodline	Die at negative hp equal to Con plus Con modifier, heal faster
Wish Master	Genie barbarian bloodline	Select one die roll once per day

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