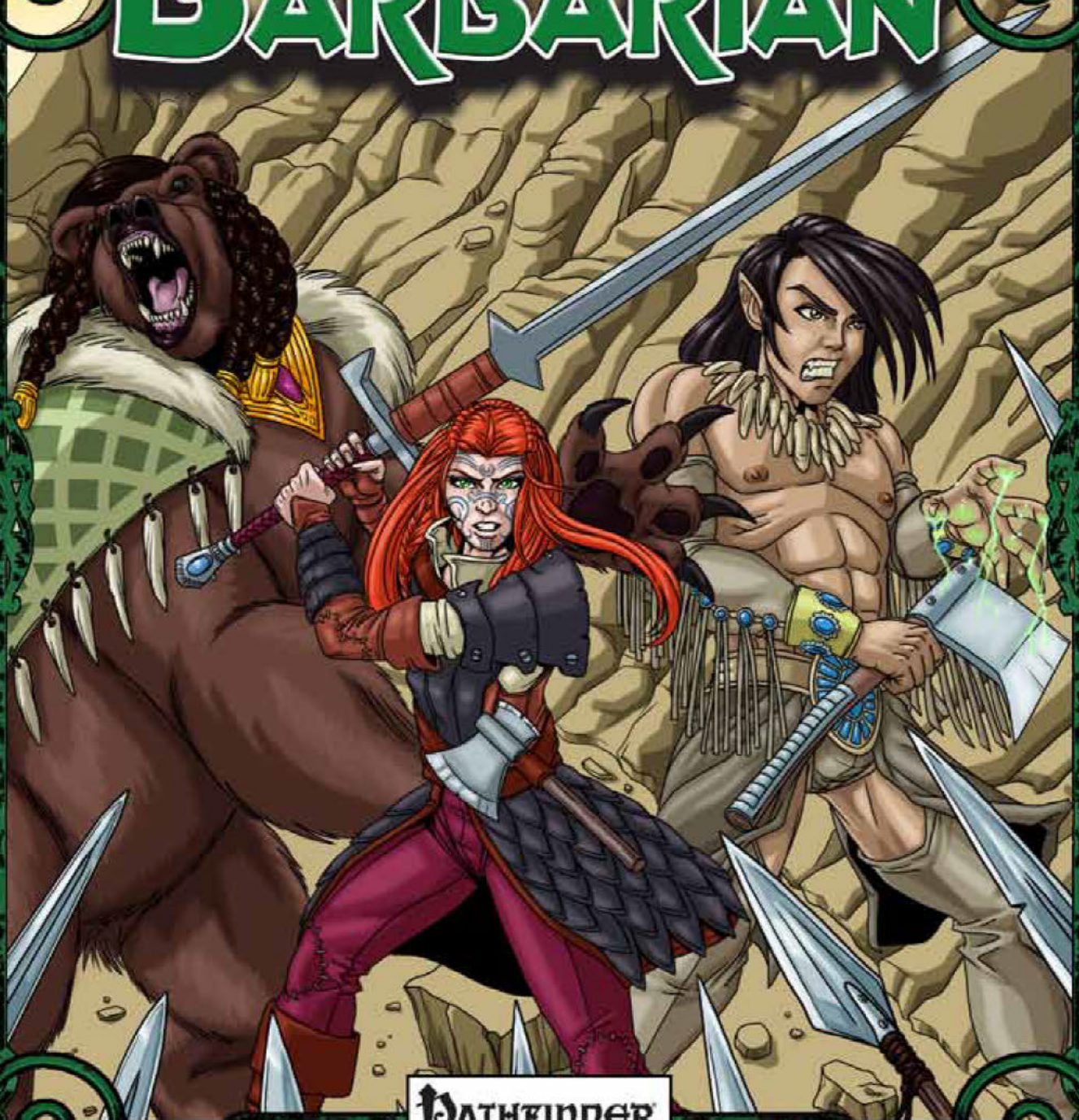




THE GENIUS GUIDE TO

THE TALENTED BARBARIAN



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Barbarians are one of the most popular martial classes, in large part because they have more flexibility than most martial classes. With the option to select a rage power at every other level, barbarians have access to a wide range of potential builds, ranging from fast-and-mobile skirmishers, to heavily defended tanks, to whirling dervishes of mass destruction. If there is a limitation to the barbarian, it's that even when modified by rage powers and archetypes, most barbarians end up looking and playing a lot like each other, because they are all rage-fueled killing machines.

In essence, every barbarian has a single archetype – the berserker. There's nothing wrong with the idea of barbarian berserkers -- they're a strong and popular character concept! But given the depth and breadth of fantasy literature and real world "barbarian" cultures, it seems a narrow focus for the only class named after a cultural designation. Certainly barbarian tribes of fantasy literature have berserkers, but where are the cunning sneaks with cat-like reflexes, spirit-talkers, beast-brothers, and fearless savages who have grown strong by avoiding the soft excesses of civilization? Berserkers are a great iconic character concept, but they should be a type of barbarian, not the only option.

This naturally leads one to wonder, if it is not rage that defines a barbarian, what does? Here, both reality and classic fantasy fiction are very helpful. Barbarians are generally described as tough, strong, savage, and warlike, but also as keepers of lore lost to more developed societies. Civilized groups see barbarians as primitive, but also less touched by the corruption of big cities and advanced economies. Savagery is a common theme when these peoples are described by "civilized" scholars, but so are resilience, cunning, and a deep connection to nature. Barbarian characters can draw from Vikings, Visigoths, Mongols, and real-world native peoples as much as Cimmerians and Lemurians.

So, here are the connective ideas that draw barbarian characters together – durability, might, close connections to primal powers, and (optionally) savage fighting techniques and inhuman fury. With this broader focus, barbarians can become skilled mercenary guards, renowned craftsmen, and even shamans in addition to berserkers and animalistic warriors. Being a barbarian still implies ties to primal forces, but those forces become much more varied than just rage.

With the edge and talent system that has already been applied to so many other classes (see *The Genius*

Guide to the Talented Cavalier, *The Genius Guide to the Talented Fighter*, *The Genius Guide to the Talented Monk*, *The Genius Guide to the Talented Rogue*, *The Genius Guide to More Cavalier Talents*, *The Genius Guide to More Fighter Talents*, *The Genius Guide to More Monk Talents*, and *The Genius Guide to More Rogue Talents*), we've built a new talented barbarian class that can take on any of a large number of "uncivilized" roles. While these most certainly include a number of things that could be considered forms of berserker, they also allow for barbarians seeped in mysticism, trained as guides and scouts, or who have learned to become one with the savage nature they live in.

Many of the edges and talents presented below are adapted from barbarian archetypes, and playtesting has revealed no balance issues with allowing barbarians to



select from talents derived from multiple archetypes. However, there is a broad segment of players who prefer strong niche protection and might prefer even a talent-based barbarian be restricted to one archetype-related concept. For campaigns where this is the standard, talents developed from archetype abilities note what archetype they are adapted from.

Alignment: A talented barbarian may be of any non-lawful alignment.

Hit Die: d12

Starting Wealth: At 1st level, a talented barbarian begins play with 3d6x10 gp.

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.

CLASS FEATURES

All of the following are class features of the talented barbarian.

Proficiencies: A barbarian is proficient with all simple and martial weapons and with light armor.

Primal Reserve (Ex): Being creatures of the savage, untamed lands far from the protection and soft comforts of civilization, barbarians lead harder lives than their counterparts who dwell in more cultured societies. As a result, they build a reserve of primal power, a core of resistance, might, and pure stubbornness that members of civilized settlements lack. A barbarian's primal reserve is equal to 4 + her Constitution modifier. At each level after 1st, she gains 2 additional points of primal reserve. Temporary increases to Constitution, such as those gained from the rage edge and spells like *bear's endurance* do not

increase the total number of points in a barbarian's primal reserve. A barbarian's primal reserve is restored each day after resting for 8 hours, although these hours do not need to be consecutive.

When a barbarian is at negative hit points and must make a check to stabilize, on a failed check the barbarian may spend a point of primal reserve rather than bleed for a hit point of damage. The barbarian can't use primal reserve to avoid bleed damage from any other source. Additionally, many of the barbarian's core abilities (such as rage, savagery, skinwalking, and totems) are fueled by her primal reserve.

Any favored class bonus, talent, feat, racial modifier, or special ability that adds to the number of rounds a barbarian using the core rules can rage per day instead grants the talented barbarian an equal number of additional primal reserve points.

TABLE 1: THE TALENTED BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Barbarian edge, barbarian talent, primal reserve
2	+2	+3	+0	+0	Barbarian edge, barbarian talent
3	+3	+3	+1	+1	Barbarian talent
4	+4	+4	+1	+1	Barbarian talent
5	+5	+4	+1	+1	Barbarian edge
6	+6/+1	+5	+2	+2	Barbarian talent
7	+7/+2	+5	+2	+2	Barbarian talent
8	+8/+3	+6	+2	+2	Barbarian talent
9	+9/+4	+6	+3	+3	Barbarian talent
10	+10/+5	+7	+3	+3	Advanced talents, barbarian talent
11	+11/+6/+1	+7	+3	+3	Barbarian edge
12	+12/+7/+2	+8	+4	+4	Barbarian talent
13	+13/+8/+3	+8	+4	+4	Barbarian talent
14	+14/+9/+4	+9	+4	+4	Barbarian talent
15	+15/+10/+5	+9	+5	+5	Barbarian talent
16	+16/+11/+6/+1	+10	+5	+5	Barbarian talent
17	+17/+12/+7/+2	+10	+5	+5	Barbarian edge
18	+18/+13/+8/+3	+11	+6	+6	Barbarian talent
19	+19/+14/+9/+4	+11	+6	+6	Barbarian talent
20	+20/+15/+10/+5	+12	+6	+6	Grand talent, barbarian talent

BARBARIAN EDGES

Every barbarian develops a unique set of abilities that evolve from her experiences and temperament, as well as the traditions of her homeland. The core of these abilities, known as edges, help a barbarian tap primal forces more civilized characters neither understand nor (in most cases) appreciate. A barbarian may become a raging berserker, learn to change shape, commune with her tribe's totem spirits, or learn the knack of survival in the deep wilderness as a result of her selection of edges. A barbarian gains one edge at 1st level, and another at 2nd level. She picks up additional edges at 5th, 11th, and 17th level.

Edges are similar to barbarian talents, but are more fundamental to her background and worldview, and define that worldview and even her spirituality in very distinct and permanent ways. As a result, there's a limit to how many edges a barbarian can have, and many edges have an additional benefit when taken at 1st level (as they define what kind of early career the

barbarian experiences). Even edges taken later represent refinements to tactics and abilities the barbarian has long had a knack for, possibly even for her entire life. A barbarian might decide to not take the cunning edge until 5th level, but she has been watching and practicing the ability she gains through it for years.

A barbarian may not take an edge more than once unless specified otherwise. Some edges are taken from various barbarian archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Berserker (Ex): [Wild Rager] The barbarian can rage (as the rage edge), except that when she reduces a creature to 0 or fewer hit points, she must attempt a Will save (DC 10 + the barbarian's level + the barbarian's Charisma modifier) or become confused. If this Will save is failed, for the remainder of her current turn she attacks the nearest creature other than herself. On the following round, refer to the *confusion* spell to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The rounds during which she is confused do not count against the rounds she has spent raging that day, but she cannot end her rage voluntarily or use rage powers while confused.

A barbarian who selects this edge at 1st level spent much of her youth being trained to fight in armor (in the hopes an extra-thick layer of skin would keep her alive), and also gains medium armor proficiency and proficiency with all shields (other than tower shields).

The berserker edge qualifies as the rage edge for purposes of prerequisites and using rage powers. A character cannot ever have more than one of the following edges: berserker, cold fury, rage, savagery.

Bestial Mount (Ex): [Mounted Fury]

The barbarian gains the service of a loyal mount. This ability functions as a druid's animal companion, using the barbarian's level -4 as her effective druid level.

This companion must be one that she is capable of riding and is suitable as a mount. A Medium barbarian can select a camel or a horse. A Small barbarian can select a pony or a wolf, but can also select a boar or a dog if she is at least 8th level.

A barbarian must be at least 5th level to take this edge.



Cold Fury (Ex): [Urban Barbarian] Rather than burst into a violent and chaotic rage, the barbarian fuels herself with a cold fury that drives her to extraordinary efforts without clouding her mind. This acts like rage, except rather than the normal bonuses and penalties, when raging she gains a +4 morale bonus to Strength, Dexterity, or Constitution (her choice, made each time she enters a cold fury), or a +2 morale bonus to two of those ability scores. This bonus increases to +6 (or +2 to each of the three ability scores) if the barbarian has greater rage, and to +8 (or +4/+2/+2, or +4/+4) if she has mighty rage.

When using cold fury, the barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage.

A barbarian who selects this edge at 1st level spent much of her youth either in more urban areas, or training to understand and survive among more civilized allies. She gains two of the following skills as bonus class skills: Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), and Profession (Wis). She may choose to not receive Handle Animal (Cha), Knowledge (nature) (Int), or Survival (Wis) as class skills, gaining an additional one of the above bonus class skills for each of these skills she forgoes. She also gains either medium armor proficiency, or proficiency with all shields (other than tower shields).

The cold fury edge qualifies as the rage edge for purposes of prerequisites and using rage powers. A character cannot ever have more than one of the following edges: berserker, cold fury, rage, savagery.

Cunning: The sly barbarian has picked up a useful trick not normally associated with the masters of rage and bulging muscles. The barbarian may select one rogue talent (not edge, advanced talent, or grand talent – see *The Genius Guide to the Talented Rogue*), treating her barbarian level as her rogue level for purposes of this talent. She must meet all the talent's other prerequisites.

Dire (Ex): The barbarian can take the form of an animal with larger teeth and claws and thicker skin than a typical creature of its type. When the barbarian is using her skinwalking ability, her natural attacks deal damage as if she was one size category larger than her current size, and her natural armor is increased by 2.

A barbarian must be 11th level and have the skinwalking edge to select this edge.

Evade Reach (Ex): The barbarian may choose one creature within her line of sight. Until the end of her turn, that target's reach is treated as if it were 5 feet shorter with respect to reaching the barbarian (to a minimum of a 5 feet reach). This reduction increases by 5 feet at 10th level, and by another 5 feet for every five levels beyond 10th.

Feral Mount (Ex): [Mounted Fury] Whenever the barbarian is raging while mounted, her mount gains a +2 morale bonus to its Strength.

A barbarian must have the bestial mount edge to select this edge.

Ferocious Fetch (Ex): [Mad Dog] The barbarian's animal companion gains Improved Drag as a bonus feat. It need not meet this feat's prerequisites. As a swift action, the barbarian can command her animal companion to move toward an opponent within 30 feet and attempt a drag combat maneuver to pull the target back toward the barbarian. The animal companion can move before and after performing the maneuver, but this movement counts toward the companion's total movement during its turn.



A barbarian must have an animal companion to select this edge. If her animal companion dies, this edge applies to any replacement animal companion she receives.

Greater Rage (Ex): When the 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.

A barbarian must be 11th level and have the rage edge to select this edge.

Huge Skinwalking (Su): The barbarian can now select any Tiny, Small, Medium, Large, or Huge animal she is familiar with when using her skinwalking ability, and her transformation lasts for ten minutes for each point of primal reserve spent. When her skinwalking ends, the barbarian is fatigued for one round per 5 minutes spent in animal form. This ability otherwise works as *beast form III*.

A barbarian must be at least 11th level and have the skinwalking and improved skinwalking edges to take this edge.

Improved Savage Grapple (Ex): [Brutal Pugilist] The barbarian takes no penalties to Dexterity, attack

rolls, and combat maneuver checks when she has the grappled condition. She also is treated as one size larger than her actual size when determining whether she can grapple or be grappled by another creature.

A barbarian must have the savage grapple talent to take this edge.

Improved Skinwalking (Su): The barbarian can now select any Tiny, Small, Medium, or Large animal she is familiar with when using her skinwalking ability. When her skinwalking ends, the barbarian is fatigued for one round per minute spent in animal form. This ability otherwise works as *beast form II*.

A barbarian must be at least 5th level and have the skinwalking edge to take this edge.

Improved Tolerance (Ex): [Scarred Rager] The barbarian's tolerance ability also applies to effects that would cause her to become dazed, frightened, shaken, or stunned.

A barbarian must have the tolerance edge to take this edge.

Improved Uncanny Dodge (Ex): The barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the character 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 below) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

A barbarian must have uncanny dodge and be at least 5th level to select this edge.

Invulnerability (Ex): [Invulnerable Rager] The 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 stacks with any damage reduction gained from the damage reduction talent or greater damage reduction advanced talent. Additionally, all the barbarian's damage reduction (from any source) is doubled against nonlethal damage.

This edge may be taken a second time, increasing the barbarian's damage reduction by 1. If the edge is taken a second time, the barbarian's damage reduction also increases by one additional point at 8th, and again at 14th and 20th level.



Jotungrip (Ex): [Titan Mauler] The barbarian may choose to wield a two-handed melee weapon in one hand with a –2 penalty on attack rolls while doing so. The weapon must be appropriately sized for her, and it is treated as one-handed when determining the effects of Power Attack, Strength bonus to damage, and the like.

Primal Resilience (Ex): The ability of barbarians to shrug off effects that incapacitate lesser folk is legendary. When the barbarian fails a saving throw against an effect that does something other than hit point damage, as a free action she may spend a number of primal reserve points equal to up to half her level (minimum 1), and add that same number to her saving throw total. This decision is made after she knows if the saving throw was successful or not, but before she learns the consequences of failure. If her new saving throw total is high enough to succeed, she is considered to have made her saving throw as far as the effect's non-hit point results are concerned, but she still takes hit point damage as if she had failed the save (if applicable).

For example, Dalla is a 7th level barbarian with primal resilience and is in the area of a *shout* spell. She rolls a total Fortitude save of 16, and is told by the GM that this result would fail. Before learning the fate to befall her on a failed save, Dalla decides to spend 3 primal resistance, which increases her save total to 19, which is a success. *Shout* causes foes to be deafened for 2d6 rounds and take 5d6 sonic damage. Normally, on a successful save Dalla would ignore the deafening effect and take half damage, but since primal resistance only applies to non-hit-point effects, Dalla ignores the deafness and takes the full 5d6 damage.

Rage (Ex): The barbarian can call upon her inner reserves of strength and ferocity to grant her additional combat prowess by entering rage as a free action. Each round of rage takes one point from the barbarian's primal reserve.

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 double 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.

A barbarian who selects this edge at 1st level spent much of her youth being trained to fight in armor (in the hopes an extra-thick lair of skin would keep her alive), and also gains medium armor proficiency and proficiency with all shields (other than tower shields).

A character cannot ever have more than one of the following edges: berserker, cold fury, rage, savagery.



Rage Conversion (Ex): [Wild Rager] When the barbarian fails a saving throw against any mind-affecting effect, she can attempt a new saving throw at the beginning of her next turn. If the save succeeds, that effect ends and she instead immediately rages and becomes confused (as described in the berserker edge).

A barbarian must be at least 5th level and have the berserker edge to take this edge.

Savagery (Su): The harsh conditions of a barbarian's life give her an opportunity to learn how to cast aside civilized weaknesses and call upon bestial savagery when necessary. The barbarian selects two of the following abilities: Strength, Dexterity, Constitution, Wisdom, or Charisma (i.e. any two ability scores except Int). This choice is made when the savagery edge is selected, and cannot be changed. When making an ability or skill check based on one of the selected abilities, the barbarian may spend a point of primal reserve as a swift or immediate action before the result of the check is known to add 1d6 to the check's total.

Additionally, a character with the savagery edge can spend a point of primal reserve to activate a rage power as a swift or immediate action, even when not raging. If the rage power's only effect is to grant a bonus feat or a bonus to one or more

skill checks or skill uses, attack rolls, damage, or saving throws (and the ability it is not limited to being used once per rage) it has a duration of one minute per level. For any other rage power, it lasts until the beginning of the barbarian's next turn. A barbarian who selects savagery at 1st level spent much of her youth in the wilds, away from civilization. She gains one favored terrain (as the ranger class feature), but may not select urban. She may gain additional favored terrains (even urban) as barbarian edges. Each time she does this, she may choose one favored terrain (including the one just selected) to have its bonus increase by +2.

The savagery edge qualifies as the rage edge for purposes of prerequisites and rage powers, but the barbarian cannot select greater rage or mighty rage. A character cannot ever have more than one of the following edges: berserker, cold fury, rage, savagery.

Skinwalker (Su): The barbarian is so close to the forces of nature, she can leave her humanoid form behind and take the shape of an animal. She can spend one point of primal reserve to turn herself into a Medium or Small animal. The animal must be one that has no forms of movement the barbarian herself does not have (for example, unless the barbarian has natural burrow, climb, fly, or swim rates, she cannot

take the form of an animal that has such forms of movement). She may additionally only take the form of an animal that has no more than one primary attack, and no more than two secondary attacks. The form chosen must be that of an animal the barbarian is familiar with. This ability otherwise functions like the *beast shape I* spell.

The effect lasts for 1 minute, or until she changes back to her original form (a free action). Assuming an animal form is a standard action that doesn't provoke an attack of opportunity. When the duration of an animal form ends, as a free action the barbarian may spend another point of primal reserve to extend the time she stays in that form by an additional minute.

When a barbarian's skinwalking ends, she is fatigued for a number of minutes equal to double the



number of minutes spent in animal form. A barbarian cannot enter a new animal form while fatigued or exhausted, but can otherwise use skinwalking multiple times during a single day. If a barbarian falls unconscious, her skinwalking immediately ends, causing her to return to her true shape.

A barbarian who selects skinwalker at 1st level spent much of her youth running around in animal forms, dedicating much of her time and effort getting used to living and fighting as an animal. She gains Dodge and Improved Unarmed Strike as bonus feats.

A barbarian with this edge cannot also take the totems edge, or any edge that counts as rage for purpose of prerequisites, until 5th level.

Sure-Footed (Ex): [Sea Reaver] The barbarian takes no penalties when moving across slick surfaces, whether natural or magical (e.g., *grease*, *ice storm*, and *sleet storm*). She is not at risk of falling and is not denied her Dexterity bonus when moving across such areas, and does not treat them as difficult terrain.

Tireless Rage (Ex): The barbarian no longer becomes fatigued at the end of her rage.

A barbarian must be at least 17th level and have the rage edge to select this edge.

Tireless Skinwalking (Ex): The barbarian no longer becomes fatigued at the end of her skinwalking.

A barbarian must be at least 17th level and have the skinwalker edge to select this edge.

Tolerance (Ex): [Scarred Rager] If the barbarian fails a save against an effect that causes her to become nauseated, sickened, fatigued, or exhausted she can make a second save to negate the effect on the start of her next turn. Only one additional save is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round).

Totems: The barbarian is a representative of the spirits and primal forces that impact her tribe or clan, and can channel their powers through her physical form. She selects one of the following oracle mysteries: ancestor, battle, bones, flame, juju, metal, nature, stone, waves, wind, winter, or wood. This choice is made when this edge is selected, and cannot be changed. The barbarian adds one skill of her choice from the mystery's list of bonus class skills to her list of barbarian class skills.

The barbarian can cast any bonus spell from her selected mystery that has a spell level no greater than half her barbarian level (minimum 1). She uses her barbarian level as her oracle level when casting such spells. Because channeling the power of primal forces in this way is physically taxing, the barbarian must spend primal reserve points equal to the spell's level +1 each time she casts a totem spell, and cannot cast a totem spell if she does not have at least this many primal reserve points.

The barbarian may also take revelations from her chosen totem as barbarian edges. She uses her barbarian level as her oracle level to qualify for these revelations, and when determining their effect.

This edge may be taken a second time by a barbarian of 11th level or higher, and a third time by a barbarian of 17th level or higher. Each time, the barbarian must select a new oracle mystery.

A barbarian who selects totems at 1st level spent much of her youth speaking to and learning from shamans and the spirits of her tribe. She gains 2 additional skill points/level, and gains Spellcraft as a class skill.



A barbarian with this edge cannot also take the skinwalker edge, or any edge that counts as rage for purpose of prerequisites, until 5th level.

Uncanny Dodge (Ex): The barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC 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.

BARBARIAN TALENTS

As a talented barbarian gains experience, she learns a number of talents that expand her access to primal powers, or represent knacks picked up as a result of surviving the harsh life beyond civilization. Starting at 1st level, a talented barbarian gains one barbarian talent at every level except 5th, 11th, and 17th (when she instead gains

an edge). A barbarian cannot select an individual talent more than once unless the talent specifies otherwise.

Some talents are taken from various barbarian archetypes. These talents include the name of their originating archetype as a descriptor, to allow GMs to limit characters to talents from a single archetype, if desired.

Armored Swiftness (Ex): [Armored Hulk] The barbarian moves faster in medium and heavy armor. When wearing medium or heavy armor with which she is proficient, the barbarian's movement rate is not reduced by the armor (though it can still be reduced by a medium or heavy load). Additionally, if the barbarian has the fast movement talent, it applies even when she is in heavy armor.

A barbarian must be proficient with heavy armor to take this talent.

Battle Scavenger (Ex): [Breaker] The barbarian suffers no penalty on attack rolls when using an improvised weapon or a weapon with the broken condition. In addition, she gains a +1 bonus on damage rolls with improvised or broken weapons. This bonus increased by +1 at third level, and for every three levels beyond 6th.

A barbarian must be 3rd level to take this talent.

Beast Soul (Su): When not in combat (not making attack rolls or having attack rolls made against her, not within 100 feet of allies making attack rolls or having attack rolls made against them), the duration of the barbarian's wild shape is 10 minutes per point of primal reserve. If the barbarian has been in her wild shape for more than 1 minute when she enters combat, her wild shape ends at the beginning of her turn unless she spends a point of primal reserve to extend its duration by another minute.

A barbarian must have the skinwalker edge to take this talent.

Big Game Hunter (Ex): [Titan Mauler] The barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with creatures larger than she is.

Bite and Tear (Ex): When grappled, as a standard action the barbarian may make a single unarmed or natural weapon against her grappler, and then a CMB check to escape the grapple. If her attack successfully damages her grappler, she gains a +5 bonus on her CMB check to escape the grapple.

If the barbarian also has the animal fury rage power, she may use her bite attack from that rage power when grappled (as part of the check made to escape the grapple) even when not raging.



Crafty (Ex): The barbarian adds half her level to all Craft checks, and doubles the amount of work she does in an 8-hour work day towards the creation of an item with a successful Craft check.

Clamber (Ex): The barbarian has the strong grip and sure balance of a great ape or similar tree-dwelling animal. When in light armor or no armor, the barbarian does not lose her Dex bonus to AC when climbing, does not need to make a Climb check to avoid falling if damaged while climbing, and may take 10 on Climb checks even if stress and distractions would normally prevent her from doing so.

Crowd Control (Ex): [Urban Barbarian] The barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds.

A barbarian must have Diplomacy as a class skill (such as from the cold fury edge) to take this talent.

INTIMIDATE CHECKS TO INFLUENCE CROWDS!

The crowd control talent is based on the ability of the same name from the urban barbarian archetype, and it includes a bonus to Intimidate checks made to influence a crowd. The problem is, Intimidate doesn't seem to have any ability to influence a crowd – all of its uses mention working on “an opponent.” So, what should a GM do? Well, it seems *reasonable* to use Intimidate on a crowd, so if the GM is inclined to allow such checks, just leave the ability as-is. If the GM decides it should instead apply to performance combat (which does track the attitude of crowds), the bonus should be reduced to +1/4 levels for performance combat checks. If the GM doesn't like either option, just ignore that aspect of crowd control – the combat bonuses and movement advantage are good enough without the corner-case crowd Intimidate power.

Damage Reduction (Ex): The 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 damage reduction rises by 1 point at 10th and 16th level. Damage reduction can reduce damage to 0 but not below 0.

A barbarian must be 7th level to take this talent.

Destructive (Ex): [Breaker] Whenever the barbarian makes a melee attack that targets an unattended object

or makes a sunder combat maneuver, she adds half her barbarian level (minimum +1) on the damage roll.

Elemental Fury (Ex): [Elemental Kin] Whenever the barbarian takes an amount of energy damage equal to or greater than her barbarian level while raging (not counting any damage that is reduced or avoided by effects such as energy resistance or *protection from energy*), she adds 1 to her primal reserve for that day. At 6th level, and every three levels thereafter, the number of primal reserve gained per energy attack increases by +1, to a maximum of +6 points per energy attack at 18th level.

A barbarian must be at least 3rd level to take this talent.

Extreme Endurance (Ex): [Invulnerable Rager] The barbarian is inured to either hot or cold climate effects (choose one) as if using *endure elements*. In addition, the barbarian gains 1 point of fire or cold resistance at 6th level, and an additional 1 for every three levels beyond 3rd.

Eyes of the Storm (Ex): [Sea Reaver] The barbarian ignores any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that is less than total concealment, and any penalties weather applies to Perception checks are halved.

Fast Movement (Ex): The 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.

Fast Rider (Ex): [Mounted Fury] The speed of any mount the barbarian rides is increased by 10 feet.

Frenzy (Ex): While skinwalking, the barbarian can spend one point of primal reserve as a swift action to be considered to be in a rage for purposes of what edges, talents, advanced talents, and grand talents function. The frenzy lasts for one minute. This does not actually grant the barbarian any of the normal benefits of rage itself.

Frenzy counts as rage for purposes of prerequisites.

A barbarian must have the skinwalker edge to take this talent.

Greater Resilience (Ex): When the barbarian uses primal resilience, her bonus to a saving throw is equal to 2 + the number of primal reserve she spends. She can still spend a maximum number of primal reserve equal to half her barbarian level.

A barbarian must have the primal resilience edge to take this talent.

Indomitable Stance (Ex): [Armored Hulk] The barbarian gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures.

Keen Senses I (Ex): [Superstitious] The barbarian gains low-light vision (triple normal vision range in dim light if she already has low-light vision).

Marine Terror (Ex): [Sea Reaver] The barbarian can hold her breath for a number of rounds equal to four times her Constitution score. In addition, she can move normally through squares of standing water or bog up to 1 foot deep. It does not cost her extra movement to traverse these terrains. Lastly, the barbarian ignores the normal cover bonus to AC when attacking creatures that are partially immersed in water.

Massive Weapons (Ex): [Titan Mauler] The barbarian becomes skilled in the use of massive weapons looted from her titanic foes. The attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by +1 at 6th level, and by an additional +1 for every three levels beyond 6th (to a minimum of 0).

Naked Courage (Ex): [Savage Barbarian] The barbarian gains a +1 dodge bonus to AC and a +1 morale bonus on saving throws against fear when wearing no armor (shields are allowed). This bonus increases by +1 at 9th level, and by another +1 at 15th level.

Natural Toughness (Ex): [Savage Barbarian] The barbarian gains a +1 natural armor bonus to AC when wearing no armor (shields are allowed). This bonus increases by +1 at 10th level, and by another +1 for every three levels beyond 10th.

A barbarian must be 7th level to take this talent.

Pack Tactics (Ex): [Mad Dog] The barbarian and her animal companion gain a +4 bonus on attack rolls while flanking the same opponent (instead of the normal +2 bonus).

A barbarian must have an animal companion to take this talent.

Pit Barbarian (Ex): [Brutal Pugilist] The barbarian has learned combat tricks from fighting in pit brawls and gladiatorial arenas. She selects one combat maneuver and gains a +1 insight bonus on her CMB or to her CMD in that maneuver. This bonus increases to +2 if the barbarian is wearing no armor (shields are allowed). At 6th level, and every three levels after 6th, the barbarian may select another combat maneuver and add this bonus on her CMB or to her CMD. This bonus can be applied to each maneuver no more than twice, once on CMB and once to CMD.

A barbarian must be 3rd level to select this talent.

Rage Power (Ex): The barbarian gains a rage power. A barbarian gains the benefits of rage powers only while raging (or while using an ability that qualifies as rage), 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.

A barbarian must have the rage edge (or something that qualifies as the rage edge for prerequisites) to select a rage power. A barbarian may take rage power more than once, but may not have more rage powers than half her barbarian level.



Raging Drunk (Ex): [Drunken Brute] While raging, the barbarian can drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion has its normal effect, while an alcoholic drink allows the barbarian to maintain her rage that round without expending a point of primal reserve (instead of the alcohol's normal effects). For each alcoholic drink consumed while raging, the barbarian is nauseated for 1 round when her rage expires, in addition the normal fatigue that follows a rage. Tireless rage does not negate this nauseated condition but the internal fortitude rage power does.

A barbarian must have the rage edge to take this talent.

Resilience of Steel (Ex): [Armored Hulk] The barbarian is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus increases by +1 at 6th level, and every 3 levels beyond 6th (maximum +6 at 18th level).

A barbarian must be 3rd level and be proficient in heavy armor to take this talent.

Savage Grapple (Ex): [Brutal Pugilist] The barbarian takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She can make an attack of opportunity against creatures trying to grapple her even if they possess the Improved Grapple feat or the grab special attack. If she hits with this attack of opportunity, she gains a +2 circumstance bonus to her CMD against the grapple attempt. She cannot make these attacks of opportunity once a grapple has succeeded.

Savage Sailor (Ex): [Sea Reaver] The barbarian gains a +1 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic terrain, including aboard a ship or along shorelines. These bonuses improve by +1 at 6th level, and by an additional +1 every three levels after 3rd.

Scarification (Ex): [Scarred Rager] The barbarian can ignore 1 point of bleed damage per round. This amount increases by +1 at 6th

level, and by an additional +1 every three levels beyond 6th. At 15th level, the barbarian can ignore 1 entire bleed effect each round.

Sea Soul (Ex): The barbarian has the powerful strokes and ease in water of an otter, dolphin, or similar water-dwelling animal. When in light armor or no armor, the barbarian may swim half her move rate as a move action or her full move rate as a full-round action, and may take 10 on Swim checks even if stress and distractions would normally prevent her from doing so.

Sixth Sense (Ex): [Superstitious] The barbarian gains a +1 bonus on initiative and a +1 insight bonus to AC during surprise rounds. This bonus increases by +1 at 6th level, and by an additional +1 for every three levels after 6th.

Skilled Thrower (Ex): [Hurler] The barbarian is skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet.



Stalker (Ex): The barbarian has the light steps and sure, easy movements of a panther or similar predator. When in light armor or no armor, the barbarian adds half her level to Stealth checks, and may take 10 on Stealth checks even if stress and distractions would normally prevent her from doing so.

Terrifying Visage (Ex): [Scarred Rager] The barbarian adds 1/2 her class level on Intimidate checks against humanoids who are not members of barbarian tribes. When dealing with members of such tribes, the barbarian may choose to add this bonus on Diplomacy checks instead. The DC of any fear effect created by the barbarian also increases by 1.

Trap Sense (Ex): The 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. These bonuses increase by +1 at 6th level, and by an additional +1 at every three barbarian levels thereafter (9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.



True Primitive (Ex): [True Primitive] The barbarian is from a background with much less access to metal tools and weapons. A true primitive is proficient only with hide armor and armors made from bone, bone shields, and the following weapons: battleaxe, blowgun, club, greatclub, handaxe, longspear, shortspear, sling, and spear.

A true primitive barbarian cannot read or write, and her superstition about such things leads her to refuse to ever learn to read or write, even if she multiclassed into other classes.

A true primitive barbarian has a favored terrain representing her native homeland. This ability functions as the ranger class feature, and the true primitive's bonuses in that terrain improve by +2 at 5th level and every five levels thereafter. However, she does not gain any additional favored terrains.

A true primitive barbarian collects teeth, bones, hair, and other trophies from vanquished enemies, representing their power and strength. At 3rd level, a true primitive can attach a trophy fetish to one of the traditional true primitive weapons listed above. When wielding that weapon, the true primitive gains a +1 morale bonus on damage rolls. Furthermore, if that weapon has the fragile property, once per day, the true primitive can ignore the effects of a single natural 1 roll. A trophy fetish can also be attached to a suit of hide armor, granting the true primitive a +1 morale bonus on saving throws. Furthermore, if that armor has the fragile property, once per day the true primitive can choose not to have the armor break on the confirmation of a critical hit made against her.

Every five levels beyond 3rd, a true primitive can use an additional trophy fetish. Multiple trophy fetishes can be attached to the same armor or weapon; their effects stack. A trophy fetish can be sundered (hardness 5, 1 hit point) but is not damaged by area attacks or attacks that do not specifically target it. It has no effect if attached to other types of weapons or armor.

True primitive can only be taken as a 1st level character.

War Beast (Ex): [Mad Dog] The barbarian gains the service of an animal companion, calculated as if the barbarian were a 1st-level druid. This talent may be taken a second time

to allow the barbarian to use her barbarian level as her druid level for purpose of her animal companion, to a maximum effective druid level of 5th. The talent may be taken a third time to increase the level cap to 10th level, a fourth time to increase it to 15th level, and a fifth time to remove the maximum effective druid level.

War Totems (Su): As a swift action, the barbarian can spend a point of primal reserve to gain a +2 morale bonus on attacks made as part of a spell, spell-like ability, or supernatural ability. If the spell or ability deals hit point damage, the barbarian also receives +2 bonus damage dealt. These bonuses last for 1 minute.

Additionally, the barbarian can spend a point of primal reserve as a free action to activate a supernatural rage power as a swift or immediate action, even when not raging. If the rage power's only effect is to grant a bonus feat or a bonus to one or more skill checks or skill uses, attack rolls, damage, or saving throws (and the ability it is not limited to being used once per rage) it has a duration of one minute per level. For any other rage power, it lasts until the beginning of the barbarian's next turn.

The war totems talent qualifies as the rage edge for purposes of prerequisites for supernatural rage powers.

A barbarian must have the totems edge to take this talent.

Warrior Clan: The barbarian is from a clan with a strong military tradition. They may serve as mercenary guards in the service of softer, more civilized nations, worship gods of battle, or simply live in lands so harsh that every clan is as much army as community. The barbarian gains one of the following feats as a bonus feat: Alertness, Amplified Rage, Armor Proficiency (heavy), Back to Back, Coordinated Defense, Coordinated Maneuvers, Covering Defense, Demoralizing Lash, Escape Route, Exotic Weapon Proficiency, Improved Back to Back, Lookout, Outflank, Pack Attack, Shake It Off, Shield Wall, Stealth Synergy, Swap Places, and Taskmaster.

The barbarian must meet all of the feat's prerequisites normally except racial prerequisites (which are ignored for barbarians that gain the feat through this talent).

A barbarian may take this talent more than once, but cannot take it more often than half her barbarian level (minimum once).

Wild Fighting (Ex): [Wild Rager] Even when not raging, many barbarians often fight with reckless, savage abandon. When the barbarian uses the full-attack action, she can make one extra attack per round at her highest base attack bonus. Until the beginning of her next turn, however, she takes a -2 penalty on attack rolls and -4 penalty to AC.

A barbarian must have the berserker edge to take this talent.



ADVANCED TALENTS

At 10th level, and every barbarian level thereafter, a barbarian can choose one of the following advanced talents in place of a barbarian talent. Advanced talents otherwise follow the rules for talents. A barbarian should not automatically expect to take advanced talents – many effective barbarian builds will simply select additional talents even at 10th level and higher. Advanced talents represent a higher degree of specialization, rather than options that are expected of higher-level barbarians.

Greater Damage Reduction (Ex): The barbarian's damage reduction increases by 1. This stacks with her damage reduction from the damage reduction talent. This advanced talent may be taken a second time if the barbarian is 16th level or higher, increasing her damage reduction by 1 more.

A barbarian must have the damage reduction talent to select this advanced talent.

High Cunning: The barbarian may select a second rogue talent (not edge, advanced talent, or grand talent – see *The Genius Guide to the Talented Rogue*), treating her barbarian level as her rogue level for purposes of this talent. She must meet all the talent's other prerequisites.

A barbarian must have the cunning edge to take this advanced talent.

High Shaman: The barbarian gains oracle spells known and spells per day equal to a 2nd level oracle. Treat her barbarian level as her oracle level for purposes of caster level and any other calculations regarding these spells.

A barbarian must have the totems edge to take high shaman.

Indomitable Will (Ex): While in rage, the barbarian gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

A barbarian must have the rage edge to take this advanced talent.

Keen Senses II (Ex): [Superstitious] The barbarian gains darkvision 60 feet (or adds 60 feet to the range of any darkvision already possessed).

A barbarian must have the keen senses I talent to take this advanced talent.

Keen Senses III (Ex): [Superstitious] The barbarian gains scent.

A barbarian must have the keen senses I talent and keen senses II advanced talent to take this advanced talent.

Keen Senses IV (Ex): [Superstitious] The barbarian gains blindsense 30 feet.

A barbarian must be 16th level and have the keen senses I talent and keen senses II & III advanced talents to take this advanced talent.

Keen Senses V (Ex): [Superstitious] The barbarian gains blindsight 30 feet.

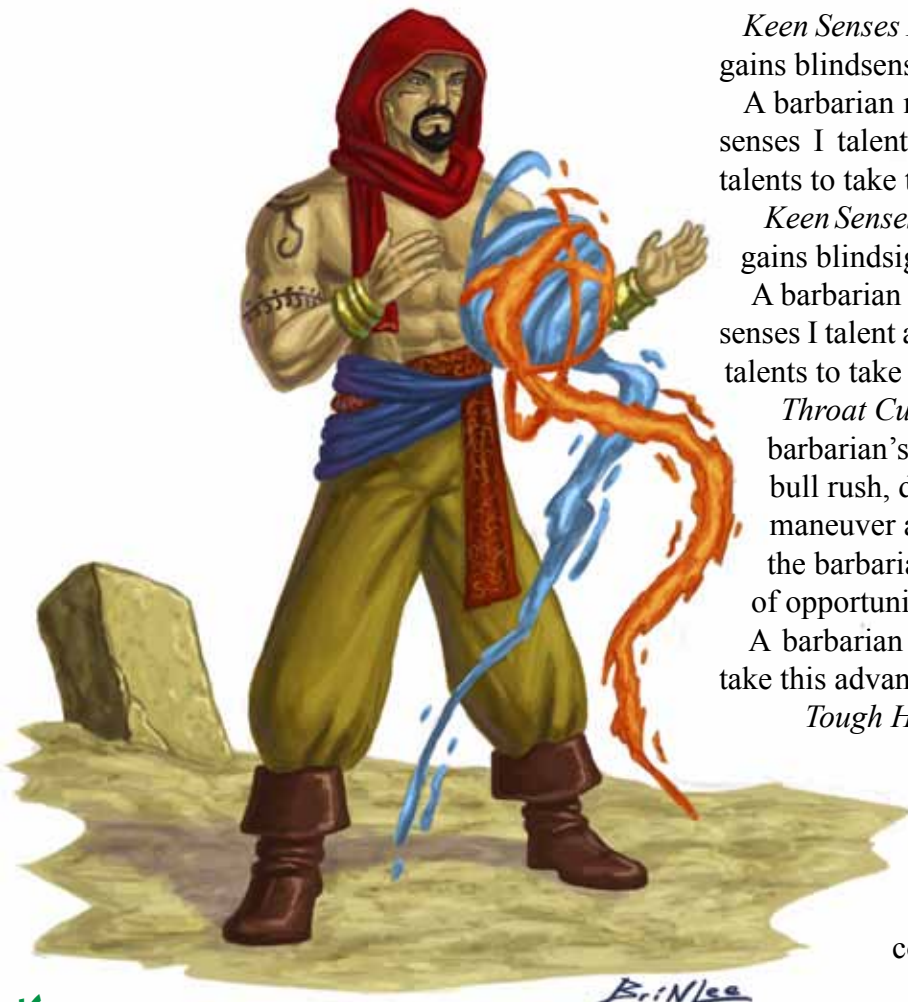
A barbarian must be 19th level and have the keen senses I talent and keen senses II, III, & IV advanced talents to take this advanced talent.

Throat Cutter (Ex): [Mad Dog] Whenever the barbarian's animal companion succeeds at a bull rush, drag, grapple, overrun, or trip combat maneuver against an opponent threatened by the barbarian, the barbarian can take an attack of opportunity against that opponent.

A barbarian must have an animal companion to take this advanced talent.

Tough Hide (Ex): [Mad Dog] The barbarian's animal companion gains the same damage reduction from barbarian edges, talents, and advanced talents as the barbarian does.

A barbarian must have an animal companion to take this advanced talent.



GRAND TALENTS

At 20th level, a barbarian can choose one of the following grand talents in place of a barbarian talent.

Edge (Ex): The barbarian may take a barbarian edge for which she meets the prerequisites.

Grand Beast (Ex): The barbarian may assume an animal form an unlimited number of times per day, and maintain it for an unlimited duration, without spending points from her primal reserve.

A barbarian must have the skinwalker edge to take beast soul.

Grand Cunning: The barbarian may select a third rogue talent, or a single rogue advanced talent (not edge or grand talent – see *The Genius Guide to the Talented Rogue*), treating her barbarian level as her rogue level for purposes of this talent. She must meet all the talent's other prerequisites.

A barbarian must have the cunning edge and high cunning advanced talent to take this advanced talent.

Grand Resilience (Ex): When the barbarian uses primal resilience, her bonus to a saving throw is equal to $2d4 +$ the number of primal reserve she spends. She can still spend a maximum number of primal reserve equal to half her barbarian level.

A barbarian must have the primal resilience edge and greater reserve talent to take this grand talent.

Grand Shaman: The barbarian increases her spells known and spells per day to those of a 7th level oracle. Treat her barbarian level as her oracle level for purposes of caster level and any other calculations regarding these spells. Every 3 additional barbarian levels gained, she adds 1 to her oracle level for purposes of determining spells known and spells per day.

A barbarian must have the totems edge and high shaman advanced talent to take grand shaman.

Mighty Rage (Ex): 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.

A barbarian must have the rage and greater rage edges to take mighty rage.

Unkillable (Ex): When killed, the barbarian does not die for a number of rounds equal to her Constitution modifier. She can act normally during this time. If she was killed as a result of hit point loss, and her hit points are restored before this duration ends, she does not die. If she was killed by some other effect, she dies at the end of the unkillable duration unless affected by something that could restore her to life, in which case she does not die and does not suffer any level loss or similar effects the life-restoration effect would normally create.

Unthinking Fury (Ex): While raging, the barbarian is immune to all language-dependent and mind-affecting effects.

A barbarian must have the rage edge to take unthinking fury.



RAGE POWERS

A barbarian gains rage powers by taking the rage power talent. The barbarian must also meet any prerequisites of the rage power listed. A barbarian must have the rage edge (or another ability that counts as rage for prerequisites) to select a rage power.

A barbarian gains the benefits of rage powers only while raging (or using an ability that allows him to act as raging for purposes of rage powers), 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.

Armor Ripper (Ex): While raging, if the barbarian performs a sunder maneuver with a natural attack, she gains a +2 bonus to her CMB check and damage dealt with the sunder.

Auspicious Mark (Su): The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 points of her primal reserve, the barbarian can call upon the spirits' favor. Using auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

Bestial Climber (Ex): While raging, the barbarian gains a natural climb speed equal to her land speed. A barbarian must have the raging climber rage power and be at least 6th level before selecting this rage power.

Bestial Leaper (Ex): While raging, the barbarian can take a move action to move and can take her normal standard action at any point during the move. A barbarian must have the raging leaper rage power and be at least 6th level before selecting this rage power.

Bestial Swimmer (Ex): While raging, the barbarian gains a natural swim speed equal to her normal land speed. A barbarian must have the raging swimmer rage power and be at least 6th level before selecting this rage power.

Bleeding Blow (Ex): When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Boar's Charge (Ex): While raging, when the barbarian hits with a gore attack as part of a charge, she automatically scores a critical threat. She must still confirm the critical hit as normal. This has no impact on anything other than a natural gore attack. A barbarian must be at least 12th level before selecting this rage power.

Boasting Taunt (Ex): While raging, the barbarian can incite a creature by making an Intimidate check to demoralize. If the check succeeds, the target is shaken as long as the barbarian is visible and raging or until it makes a melee attack against the barbarian. The barbarian receives a +2 circumstance bonus on this check for every alcoholic drink she has consumed during this rage. This

is a language-dependent mind-affecting effect, and it relies on audible components. The barbarian must be at least 6th level to select this power.

Body Bludgeon (Ex): While raging, if the barbarian pins an opponent that is smaller than her, she can then use that opponent as a two-handed improvised weapon that deals 1d8 points of bludgeoning damage, assuming the opponent is sized Small. Larger or smaller creatures used as a bludgeon deal damage based on their size using this base damage. A size Tiny creature deals 1d6 points of damage, a size Medium creature deals 1d10 points of damage, and so on. The barbarian can make a single attack using the pinned opponent as part of the action she uses to maintain the grapple, using her highest attack bonus. Whenever the barbarian hits using the pinned opponent as a weapon, she deals damage to her target normally, and the grappled opponent used as a bludgeon also takes the same damage she dealt to the target. If the pinned opponent is unable to resist being pinned for any reason, the barbarian can use that opponent as an improvised weapon without grappling or pinning the opponent, until the creature is reduced to 0 or fewer hit points, at which point the creature becomes useless as an improvised weapon.

A barbarian must be at least 10th level before selecting this rage power.

Brawler: While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

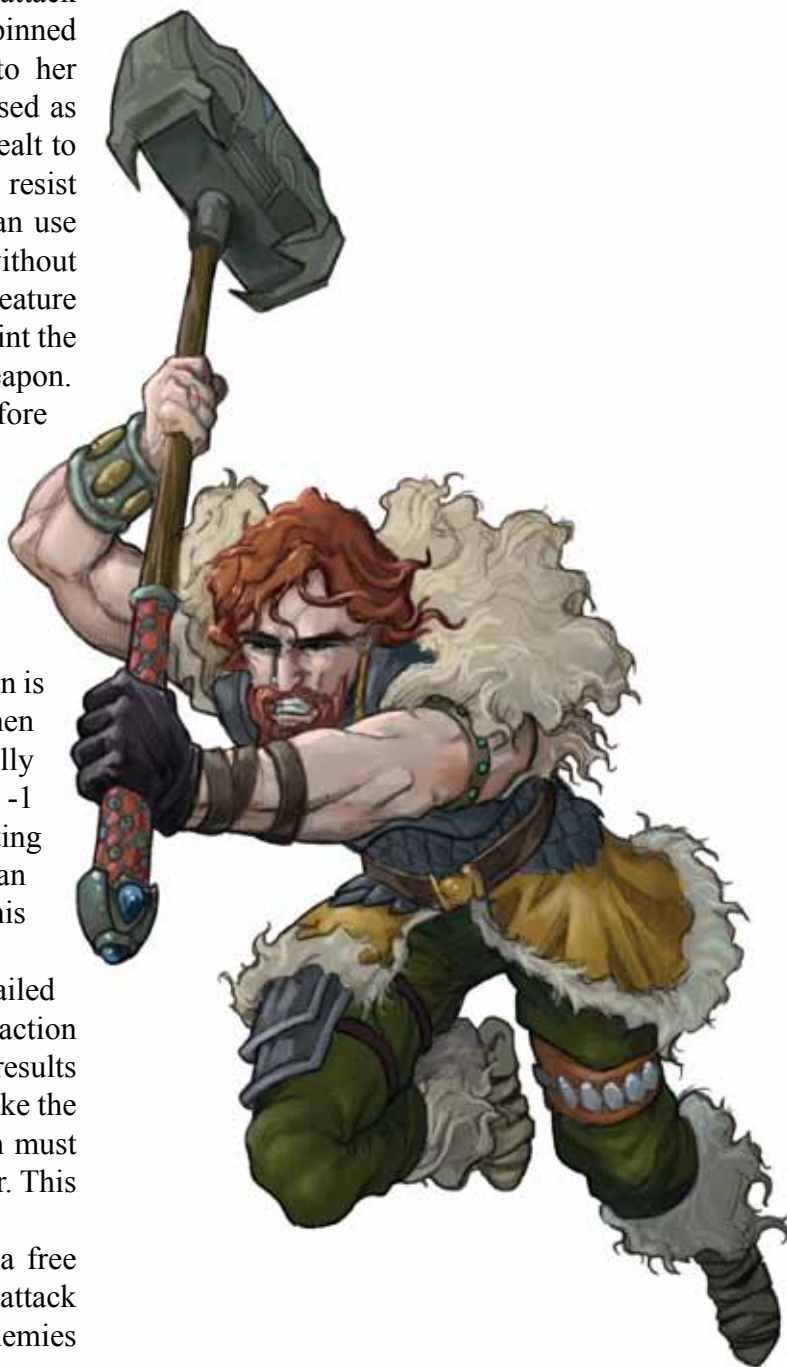
Brawler, Greater: While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks. If she actually has Two-Weapon Fighting, she takes only a -1 to attacks when using Two-Weapon Fighting exclusively with unarmed attacks. A barbarian must have the brawler rage power to select this rage power.

Clear Mind (Ex): A barbarian may reroll a failed Will save. This power 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. A barbarian must be at least 8th level before selecting this power. This power can only be used once per rage.

Come and Get Me (Ex): While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies

gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack. A barbarian must be at least 12th level to select this rage power.

Crippling Blow (Ex): When using her powerful blow rage power, the barbarian can forgo the normal bonus to damage (including any bleed damage granted by the bleeding blow rage power or similar boosts to the damage of the powerful blow rage power) and instead deals 1 point of ability damage to the target's Strength or Dexterity score for every four class levels the barbarian has attained. The



target can attempt a Fortitude saving throw (DC $10 + 1/2$ the barbarian's level + the barbarian's Strength modifier) to halve this ability damage. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.



Deadly Accuracy (Ex): If the barbarian scores a critical threat when using her surprise accuracy rage power, she applies double the surprise accuracy bonus when rolling to confirm the critical. A barbarian must have the surprise accuracy rage power and be at least 4th level before selecting this rage power.

Deathless Frenzy (Ex): While raging, the barbarian ignores the effects of being at 0 or fewer hit points until she has been at 0 or fewer hit points for 1 round, at which point the appropriate consequences for her current hit point total take effect. Even death can be postponed this way, potentially allowing her to survive if she receives sufficient healing before the round is up.

Disruptive: When raging, the barbarian gains Disruptive as a bonus feat. The barbarian must have the superstition rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Eater of Magic (Su): Once per rage, when a barbarian fails a saving throw against a spell, supernatural ability, or spell-like ability, she can reroll the saving throw against the effect (this is not an action). If she succeeds at the second saving throw, she is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage negates them or 1 minute, whichever occurs first. A barbarian must have the superstition rage power or the totems edge and be at least 10th level before selecting this rage power.

Elemental Rage (Su): While raging, all of the barbarian's melee attacks deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire). The type is chosen when the barbarian begins her rage. A barbarian must have the lesser elemental rage power and be at least 8th level to select this rage power. Note that the barbarian can still use her lesser elemental rage power while using this rage power, but she must select a different energy type.

Elemental Rage, Greater (Su): While raging, all of the barbarian's critical hits made with melee weapons deal an additional 1d10 points of energy damage (2d10 if the weapon deals $\times 3$ damage on a critical hit, 3d10 if the weapon deals $\times 4$ on a critical hit). The type of this damage is the same as the type chosen for the elemental rage power. A barbarian must have the elemental rage power and be at least 12th level to select this rage power.

Elemental Rage, Lesser (Su): As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round. A barbarian must be at least 4th level to select this rage power. This power can only be used once per rage.

Energy Absorption (Su): While raging, the barbarian can absorb energy from a single attack of her chosen energy type once per rage. She does not make a saving throw against the effect but takes no damage from it, instead gaining 1 temporary hit point per 3 points of damage the attack would have inflicted. These temporary hit points last until the end of the barbarian's rage. A barbarian must have the greater energy resistance rage power and be at least 12th level to select this rage power.

Energy Eruption (Su): While raging, the barbarian can absorb energy from a single attack and unleash it upon her enemies once per rage. She does not make a saving throw against the effect but takes no damage from it. At any point during the remainder of her rage she can unleash the stored energy as a breath weapon in either a 60-foot line or 30-foot cone. The breath weapon inflicts damage equal to the damage from the attack absorbed by the barbarian, but creatures within the area may make a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) for half damage even if the original effect did not allow a save. A barbarian must have the energy absorption rage power and be at least 16th level to select this rage power.

Energy Resistance (Ex): While raging, the barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). The energy type is chosen when this rage power is selected and it cannot be changed. This rage power can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. This rage power can instead be selected as a supernatural ability.

Energy Resistance, Greater (Ex): Once per rage, a barbarian can reduce damage by half from a single attack against which she has energy resistance (halve the damage, then apply resistance). A barbarian must have the energy resistance rage power and be at least 8th level to select this rage power. This rage power can instead be selected as a supernatural ability.

Fearless Rage (Ex): While raging, the barbarian is immune to the shaken and frightened conditions. A barbarian must be at least 12th level before selecting this rage power.

Ferocious Mount (Ex): While raging and mounted, the barbarian's mount also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is mounted or adjacent to it. While her mount is raging in this way, she must spend one point

of primal reserve per round, in addition to whatever she spends to maintain her own rage. She can elect not to pay this cost, in which case her mount does not rage.

Ferocious Mount, Greater (Ex): While raging and mounted, the barbarian's mount gains the benefits of any rage powers that are constantly in effect when the barbarian is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. A barbarian must have the ferocious mount rage power and be at least 8th level to select this rage power.

Ferocious Trample (Ex): While raging and mounted, the barbarian's mount gains the trample special attack (*Pathfinder RPG Bestiary*). This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1–1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + 1/2 the barbarian's level + the mount's Strength modifier) halves this damage. Creatures in



the mount's path or that threaten squares it passes through may make attacks of opportunity against either the barbarian or the mount, but not both. A barbarian must have the ferocious mount rage power and be at least 8th level to select this rage power.

Ferocious Trample, Greater (Ex): A barbarian's mount can affect creatures up to its own size with its ferocious trample. In addition, it can make an overrun combat maneuver check as a free action against a creature that fails its Reflex save (or chooses not to save in order to take an attack of opportunity) against its trample. A barbarian must have the ferocious trample rage power and be at least 12th level to select this rage power.

Flesh Wound (Ex): Once per rage, the barbarian can try to avoid serious harm from an attack. The barbarian must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The barbarian's armor check penalty applies on this saving throw. If the save succeeds, the barbarian takes half damage from the attack and the damage is nonlethal. The barbarian must elect to use this ability

after the attack roll is made, but before the damage is rolled. A barbarian must be at least 10th level to select this rage power.

Ghost Rager (Su): While raging, the barbarian deals normal damage to incorporeal creatures even when using nonmagical weapons. She also gains a morale bonus to touch AC equal to her saving throw bonus from her superstition rage power. A barbarian must have the superstition rage power or totems edge and be at least 6th level before selecting this rage power.

Good for What Ails You (Ex): While raging, the barbarian who takes a drink of alcohol may attempt a new saving throw against one of the following conditions that may be affecting her: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If she succeeds at the save, the effect is suppressed for the duration of the rage. She also may attempt a new saving throw if poisoned; a successful save counts against those required for a cure, but a failed save has no ill effect.

Greater Bludgeon (Ex): The barbarian can use any foe she has pinned as a weapon with her body bludgeon rage power, as long as the creature weighs less than the barbarian's maximum light load. A barbarian must be 12th level and have the body bludgeon rage power before selecting this rage power.

Ground Breaker (Ex): Once per rage, the barbarian can attack the floor around her as a standard action. This attack automatically hits and deals damage normally. If the barbarian manages to deal more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in these squares, except the barbarian, must make a DC 15 Reflex save or be knocked prone. A barbarian must be at least 6th level to select this rage power.

Ground Breaker, Greater (Ex): When using the ground breaker rage power, the barbarian can extend the radius of the effect by 5 feet. This rage power can be selected up to three times, and its effects stack. A barbarian must have the ground breaker rage power and be at least 8th level before selecting this rage power.



Guarded Life (Ex): While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes.

Guarded Life, Greater (Ex): When using the guarded life rage power, 1 additional hit point of lethal damage per barbarian level is converted to nonlethal damage. A barbarian must have the guarded life rage power and be at least 6th 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.

Hurling (Ex): As lesser hurling, but the barbarian can increase the range increment to 20 feet or increase the size of a hurled object by one size category. A barbarian must have the lesser hurling rage power and be at least 8th level to select this rage power.

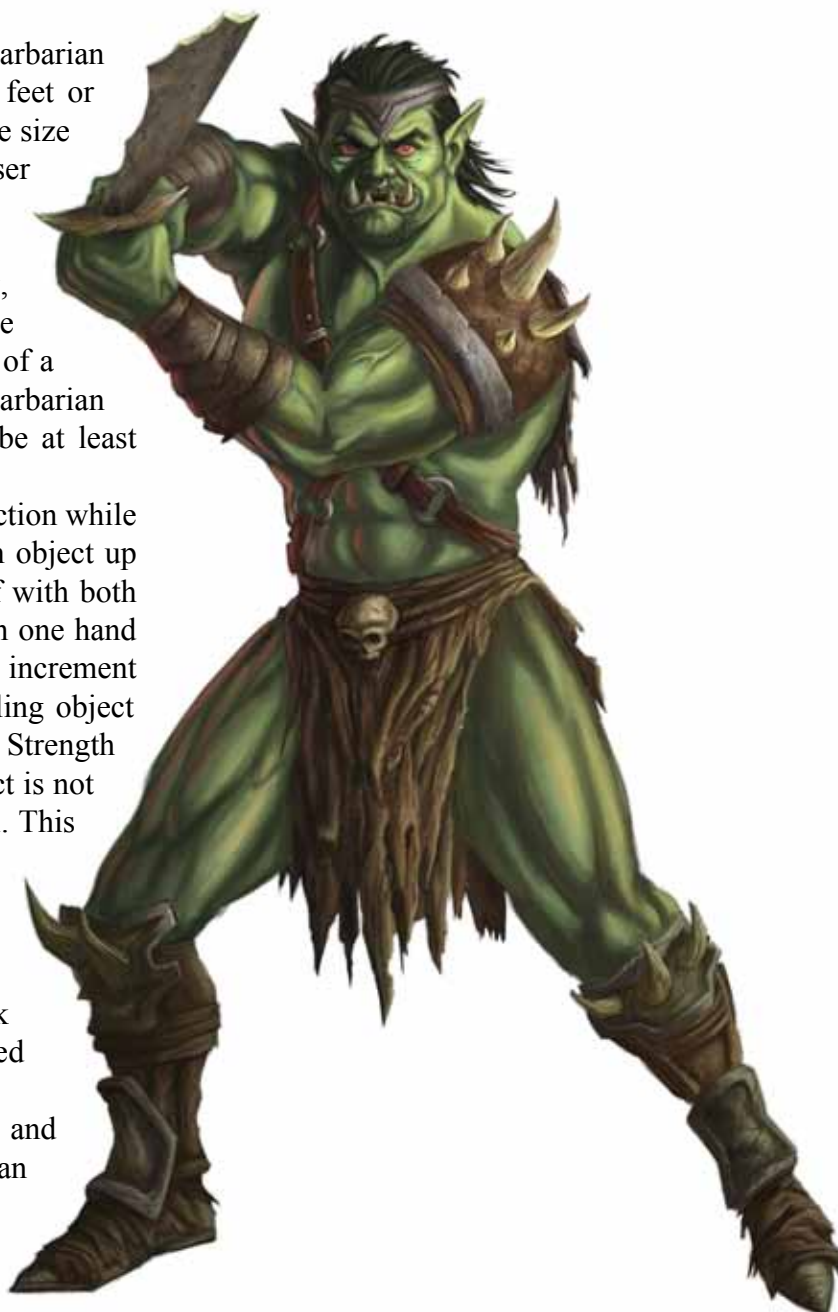
Hurling, Greater (Ex): As hurling, but the barbarian can increase the range increment to 30 feet or increase the size of a hurled object by two size categories. A barbarian must have the hurling rage power and be at least 12th level to select this rage power.

Hurling, Lesser (Ex): As a full-round action while raging, the barbarian can lift and hurl an object up to one size category smaller than herself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This inflicts damage as a falling object (Core Rulebook 443) plus the barbarian's Strength bonus. This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) for half damage. The barbarian may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

Hurling Charge (Ex): While raging and making a charge attack, the barbarian may draw and throw a hurled weapon during her charge, gaining the normal +2 attack roll bonus on the thrown

weapon attack as well as on the melee attack at the end of the charge. The barbarian must move at least 10 feet before using a thrown weapon and at least 10 additional feet before making a melee attack at the end of her charge. The barbarian must have a thrown weapon in hand or have one hand free at the beginning of her charge. A barbarian must have the lesser hurling rage power and be at least 6th level to select this rage power.

Increased Damage Reduction (Ex): The barbarian's damage reduction increases by 1. This increase stacks with all the other DR the barbarian has, but is only active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack. A barbarian must be at least 8th level before selecting this rage power.



Inspire Ferocity (Ex): While raging, the barbarian can use a move action to impart her reckless abandon modifier to all willing allies within 30 feet for a number of rounds equal to her Charisma modifier (minimum 1). A barbarian must have the reckless abandon rage power 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 round, the barbarian can make a bull rush attempt against one target in

place of a melee attack. If successful, the target takes 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.

Knockdown (Ex): Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Lethal Accuracy (Ex): When using her surprise accuracy rage power, the barbarian's critical multiplier for damage increases by 1 (a $\times 2$ multiplier becomes $\times 3$, a $19-20/\times 2$ multiplier becomes $19-20/\times 3$, a $\times 3$ multiplier becomes $\times 4$, and a $\times 4$ multiplier becomes $\times 5$). A barbarian must have the surprise accuracy and deadly accuracy rage powers and be 16th level before selecting this rage power.

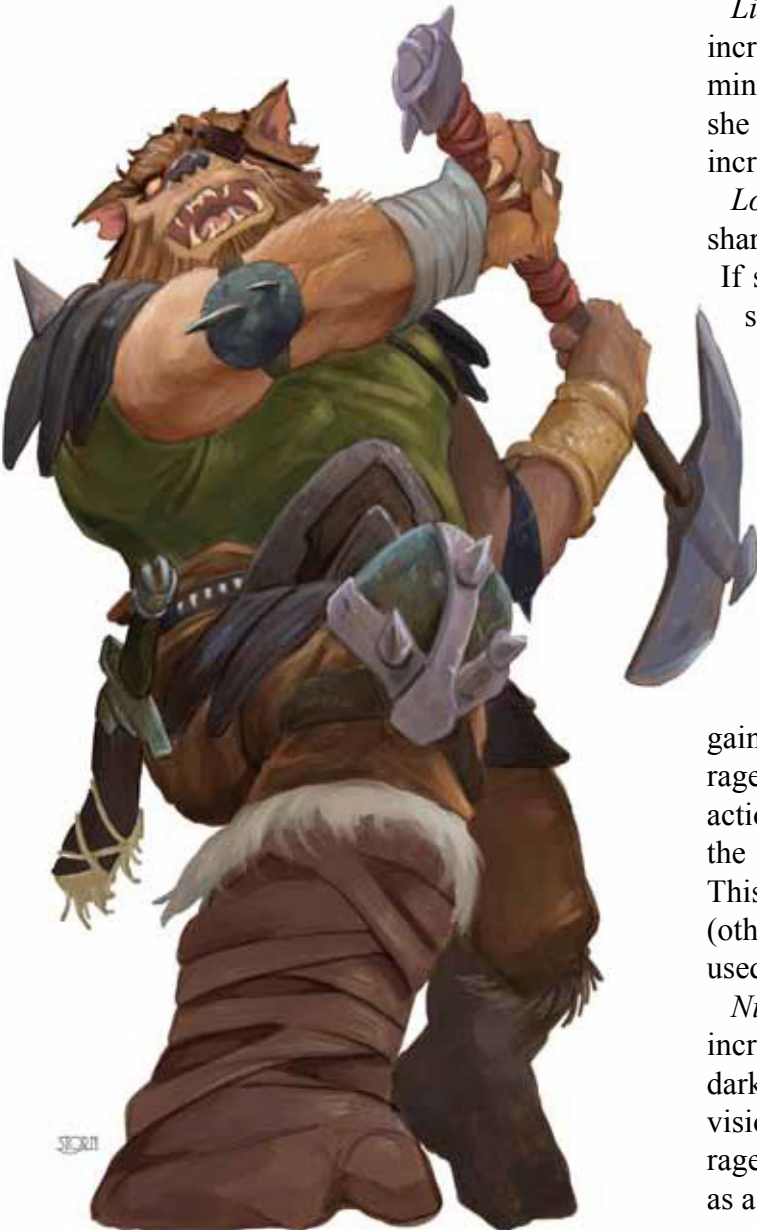
Liquid Courage (Ex): While raging, the barbarian increases her morale bonus on saving throws against mind-affecting effects by +1 for each alcoholic drink she consumes during her rage, to a maximum of +1 increase per four barbarian levels.

Low-Light Vision (Ex): The barbarian's senses sharpen and she gains low-light vision while raging. If she already has low-light, when raging she can see three-times as far as a human in conditions of dim lighting. This rage power can instead be selected as a supernatural ability.

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 12th level before selecting this power. This power can only be used once per rage.

Moment of Clarity (Ex): The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. Activating this power is a swift action. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still costs 1 point of primal reserve (otherwise the rage ends). This power can only be used once per rage.

Night Vision (Ex): The barbarian's senses grow incredibly sharp while raging and she gains darkvision 60 feet. A barbarian must have low-light vision as a rage power or a racial trait to select this rage power. This rage power can instead be selected as a supernatural ability.



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.

Overbearing Advance (Ex): While raging, the barbarian inflicts damage equal to her Strength bonus whenever she succeeds at an overrun combat maneuver.

Overbearing Onslaught (Ex): While raging, the barbarian may overrun more than one target per round, with a -2 penalty on her CMB for each overrun check after the first. A barbarian must have the overbearing advance rage power and be at least 6th level to select this rage power.

Perfect Clarity (Ex): While using her moment of clarity rage power, the barbarian can roll twice for any miss chance or Will saving throws to disbelieve illusions, taking the better result. A barbarian must have the moment of clarity rage power before selecting this rage power.

Powerful Blow (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. This power can only be used once per rage.

Primal Scent (Ex): When using her scent rage power, the barbarian adds half her barbarian level on Survival checks made to track by scent and on Perception checks to pinpoint the location of creatures she cannot see. If she pinpoints the location of a creature that has total concealment, she treats it as having concealment. A barbarian must have the scent rage power and be at least 8th level before selecting this rage power. This rage power can instead be selected as a supernatural ability.

Quick Reflexes (Ex): While raging, the barbarian can make one additional attack of opportunity per round.

Raging Climber (Ex): When raging, the barbarian adds her level as an enhancement bonus on all Climb skill checks.

Raging Leaper (Ex): When raging, the barbarian adds her level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the barbarian is always considered to have a running start.

Raging Swimmer (Ex): When raging, the barbarian adds her level as an enhancement bonus on all Swim skill checks.

Reckless Abandon (Ex): While raging, the barbarian can take a -1 penalty to AC to gain a $+1$ bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by $+1$ at 4th level and every four levels thereafter.

Reflexive Dodge (Ex): While using her rolling dodge rage power, the barbarian may apply her dodge bonus to AC as a bonus on Reflex saving throws. A barbarian must have the rolling dodge rage power and be at least 6th level before selecting this rage power.



Regenerative Vigor (Ex): After using her renewed vigor rage power until her current rage ends, the barbarian gains fast healing 1 for every 6 barbarian levels she has (maximum fast healing 3). She regains hit points from fast healing at the start of each of her turns. A barbarian must have the renewed vigor rage power and be at least 6th level before selecting this rage power. This rage power can instead be selected as a supernatural ability.

Renewed Life (Ex): While raging, the barbarian ignores the effect of one temporary negative level per four barbarian levels she has (maximum 5). Once per day, when a barbarian with temporary negative levels ends her rage, she can attempt saving throws to remove a number of negative levels equal to the number of levels she could ignore while raging. A barbarian must have the renewed vitality rage power and be at least 6th level before selecting this rage power. This rage power can instead be selected as a supernatural ability.

Renewed Vigor (Ex): As a standard 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. This rage power can instead be selected as a supernatural ability.

Renewed Vitality (Ex): While raging, the barbarian ignores the effect of 1 point of ability penalty or damage per two barbarian levels she has (maximum 10). Once per day, when a barbarian with ability penalties or damage ends her rage, she can reroll a saving throw, if any, against an effect that imposed an ability penalty or dealt her ability damage. If successful, she removes an amount of ability penalty or damage equal to the amount she can ignore while raging. A barbarian must have the renewed vigor rage power and be at least 4th level before selecting this rage power. This rage power can instead be selected as a supernatural ability.

Roaring Drunk (Ex): While raging, the barbarian gains a +1 morale bonus on Intimidate checks and to the save DC of any fear effects she creates for each alcoholic drink she has consumed during her rage, to a maximum of +1 per four barbarian levels.

Rolling Dodge (Ex): The barbarian gains a +1 dodge bonus to her Armor Class against ranged 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.

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.

Savage Intuition (Ex): The barbarian's bestial senses allow her to sense danger and become enraged before she has time to consciously react to danger. When combat begins, if the barbarian has points left in her primal reserve she may automatically enter a rage at the start of the first round of combat (or at the start of the surprise round, if there is one). This does not take an action, and may be done even if the barbarian is not otherwise aware that combat has begun.



Scent (Ex): The barbarian gains the scent ability while raging and can use this ability to locate unseen foes. This rage power can instead be selected as a supernatural ability.

Sharpened Accuracy (Ex): When using her surprise accuracy rage power, the barbarian ignores the miss chance for concealment and treats total concealment as concealment. She also ignores cover penalties except those from total cover. A barbarian must have the surprise accuracy rage power and be at least 8th level before selecting this rage power.

Smasher (Ex): Once per rage, whenever the barbarian makes an attack against an unattended object or performs a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Spell Sunder (Su): Once per rage, the barbarian can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the barbarian must make her combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the barbarian must succeed at a normal sunder combat maneuver against the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If successful, the barbarian suppresses the effect for 1 round, or 2 rounds if she exceeded the CMD by 5 to 9. If she exceeds the CMD by 10 or more, the effect is dispelled. A barbarian must have the totems edge or witch hunter rage power and be at least 6th level before selecting this rage power.

Spellbreaker: When raging, the barbarian gains Spellbreaker as a bonus feat. A barbarian must have the disruptive rage power and be at least 12th level to select this rage power.

Spirit Steed (Su): While raging and mounted, the barbarian's mount gains DR/magic equal to 1/2 the barbarian's level. The mount's natural weapons count as magical for the purpose of overcoming damage reduction. A barbarian must have the totems edge or ferocious mount rage power and be at least 6th level to select this rage power.

Sprint (Ex): Once per rage, the barbarian can use a single full-round run action to move up to 6 times her speed or a single full-round charge action to move up to 3 times her speed. A barbarian must have the swift foot rage power and be at least 4th level before selecting this rage power.

Staggering Drunk (Ex): While raging, a barbarian gains a +1 dodge bonus to AC against attacks

of opportunity for each alcoholic drink she has consumed during her rage, to a maximum of +1 per four barbarian levels.

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, and can only be used once per rage.

Sunder Enchantment (Su): While raging, whenever the barbarian succeeds at a sunder combat maneuver on a magical item, that item's magical abilities are suppressed for 1 round, plus 1 round for every 5 points by which her combat maneuver check exceeded the target's CMD. A barbarian must have the spell sunder rage power and be at least 8th level before selecting this rage power.



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 attack roll is made. This power can only be used once per rage.

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 and be at least 8th level before selecting this rage power.

Titanic Rage (Su): The barbarian may choose to gain the benefits of *enlarge person* when she enters a rage. She must spend 1 point of primal reserve per round to maintain the *enlarge person* effect, and she becomes exhausted rather than fatigued when the rage ends.

A barbarian must be at least 14th 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.

A barbarian must be at least 8th level before selecting this power.

Witch Hunter (Ex): While raging, the barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels the barbarian has obtained. A barbarian must have the totems edge or superstition rage power to select this rage power.

TOTEM RAGE POWERS

Totem rage powers are rage powers (accessed through the rage power talent) that grant powers related to a theme. A barbarian cannot select from more than one group of totem rage powers; for example, a barbarian who selects a beast totem rage power cannot later choose to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title). They otherwise follow the rules for rage powers.

A barbarian that has taken the totems edge more than once may select from a number of rage totem groups equal to the number of times he has taken the totems edge (though he still must qualify to take rage powers, such as with the war totems talent).

Beast Totem (Su): While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have two natural claw attacks (such as from the lesser beast totem rage power, although the skinwalking edge also qualifies) to select this rage power. A barbarian must also be at least 6th level to select this rage power.

Beast Totem, Greater (Su): While raging, the barbarian gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases one step (from 1d6 to 1d8, and so on) and she deals $\times 3$ damage on a critical hit. A barbarian must have the beast totem rage power and be at least 10th level to select this rage power.

Beast Totem, Lesser (Su): While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier.

Celestial Totem (Su): While raging, the barbarian shines with a righteous light. This effect bestows upon the barbarian a halo of gleaming light that shines as if it were daylight and triggers an *invisibility purge* effect in the barbarian's square and each adjacent square. The *invisibility purge* only affects non-good creatures. A barbarian must be at least 8th level to select this rage power.

Celestial Totem, Greater (Su): While raging, the barbarian gains spell resistance equal to 11 + the barbarian's class level against spells with the evil descriptor. She also gains a +2 bonus on all saving throws against spells and effects from evil creatures.

A barbarian must be at least 12th level to select this rage power.

Celestial Totem, Lesser (Su): While raging, the barbarian benefits from increased magical healing. Whenever she is subject to a spell that cures hit point damage, she heals 1 additional point of damage per caster level. In the case of non-spell healing effects (such as channeled energy or lay on hands), she heals a number of additional points equal to the class level of the character performing the magical healing. This does not affect fast healing or regeneration.

Chaos Totem (Su): While raging, the barbarian's form becomes infused with chaos. She gains a +4 bonus on Escape Artist checks and has a 25% chance to ignore extra damage from critical hits and sneak attacks. A barbarian must have the lesser chaos totem rage power and be at least 6th level to select this rage power.

Chaos Totem, Greater (Su): While raging, the barbarian gains DR/lawful equal to 1/2 her barbarian level. Her weapons and natural weapons are considered chaotic for the purpose of overcoming damage reduction. A barbarian must have the chaos totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

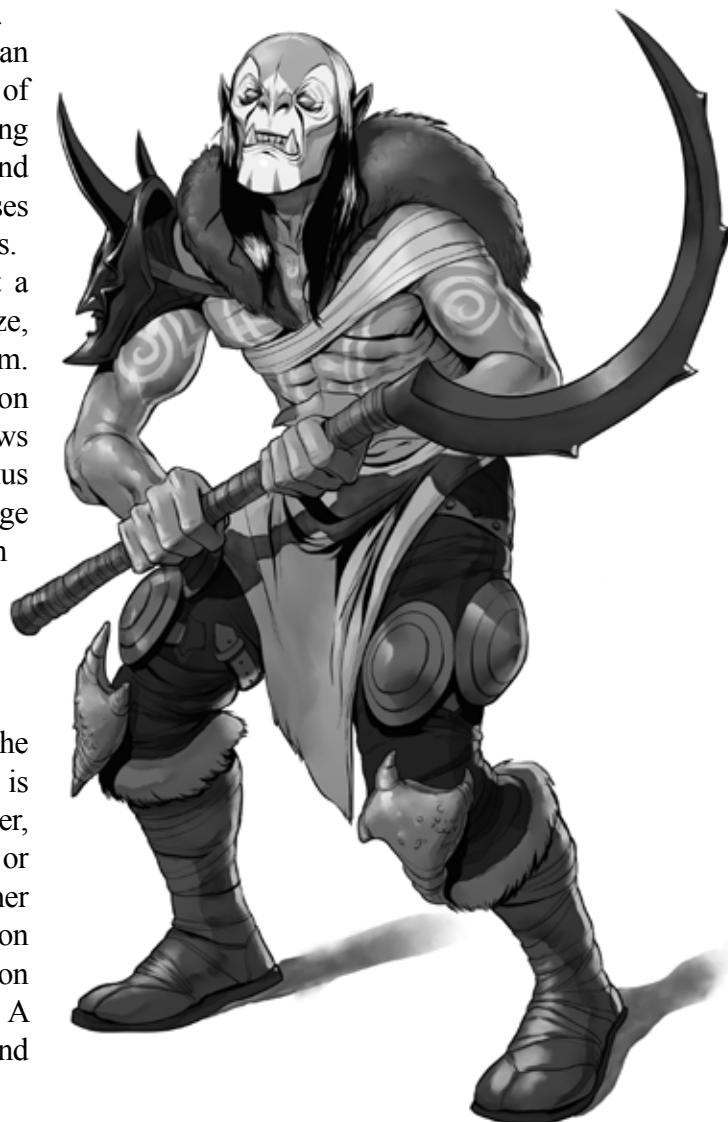
Chaos Totem, Lesser (Su): While raging, the barbarian gains a +1 deflection bonus to AC against the attacks of lawful creatures and a +1 resistance bonus on saving throws against confusion, insanity, polymorph, and effects with the lawful descriptor. This bonus increases by +1 for each chaos totem rage power she possesses.

Dragon Totem (Su): The barbarian must select a single color of dragon (black, blue, brass, bronze, copper, gold, green, red, silver, or white) as her totem. While raging, she gains a +1 bonus on Perception checks and a +1 morale bonus on saving throws against fear, paralysis, and sleep effects. This bonus increases by +1 for each additional dragon totem rage power (such as dragon totem resilience and dragon totem wings) the barbarian possesses. A barbarian must have the animal fury and intimidating glare rage powers or the totems edge and be at least 6th level before selecting this rage power.

Dragon Totem Resilience (Su): While raging, the barbarian gains resistance to the energy type that is associated with her dragon totem—acid (black, copper, green), cold (silver, white), electricity (blue, bronze), or fire (brass, gold, red). This resistance equals double her current DR/— from her barbarian damage reduction class feature; this DR increases by 2 for each dragon totem rage power she possesses, including this one. A barbarian must have the dragon totem rage power and be at least 8th level before selecting this rage power.

Dragon Totem Wings (Su): When a barbarian selects this rage power, the Fly (Dex) skill becomes a class skill for her. While raging and wearing medium or lighter armor, the barbarian can spend a standard action to manifest a pair of spiritual dragon wings that grant her a fly speed equal to her base speed (average maneuverability). She can expend 2 points of primal reserve to instead spend an immediate action to gain this fly speed. She can end her fly speed at any time, even when it is not her turn. Each round she spends flying requires 1 point of primal reserve, in addition to any primal reserve spent to maintain her rage. Her ability to fly ends automatically when she ceases raging. A barbarian must have the dragon totem and dragon totem resilience rage powers and must be at least 10th level before selecting this rage power.

Fiend Totem (Su): While raging, the barbarian sprouts dozens of wicked barbs from her body. Anyone striking the barbarian with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. A barbarian must have the lesser fiend totem rage power and be at least 6th level to select this rage power.



Fiend Totem, Greater (Su): While raging, the barbarian is surrounded by an aura of menace. Good creatures adjacent to the barbarian are shaken and take 2d6 points of slashing damage at the beginning of the barbarian's turn as dozens of small cuts open across their flesh. Neutral creatures that are adjacent to the barbarian are shaken, but do not take any damage. Evil creatures are unaffected. A barbarian must have the fiend totem rage power and be at least 10th level to select this rage power.

Fiend Totem, Lesser (Su): While raging, the barbarian grows a pair of large horns, gaining a gore attack. This attack is a primary attack (unless she is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (–5 if it is a secondary attack). The gore attack deals 1d8 points of piercing damage (1d6 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack).



Hive Totem (Su): While raging, the barbarian takes half damage from attacks by swarms of vermin, including spells and effects that act like a swarm of vermin (like *summon swarm* used to summon spiders or *insect plague*). She also gains a +1 bonus on Strength ability checks and to CMD against bull rush, drag, and trip attacks for every four barbarian levels she has (maximum +5). A barbarian must have the animal fury power or totems edge and be at least 4th level before selecting this rage power.

Hive Totem Resilience (Su): While raging, the barbarian takes no damage from attacks by swarms of vermin, preventing harmful secondary effects of such attacks like poison or bleed. She also gains a +1 bonus on combat maneuver checks and to CMD when grappling for every four barbarian levels she has (maximum +5). A barbarian must have the hive totem rage power and be at least 6th level before selecting this rage power.

Hive Totem Toxicity (Su): While raging, the barbarian increases her bite damage die type with the animal fury rage power by one die type and decreases the penalty on attack rolls with that bite to –2. Once per rage, a bite that hits can deliver an injury toxin that has a frequency of once per round for 4 rounds, deals 1d3 points of Constitution damage, and has a cure of one save. The saving throw has a Fortitude save DC of 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier. A barbarian must have the hive totem and hive totem resilience rage powers and be at least 8th level before selecting this rage power.

Spirit Totem (Su): While raging, the spirits that surround the barbarian make it difficult for her enemies to see her. The spirits grant the barbarian a 20% miss chance against ranged attacks and melee attacks made by creatures that are not adjacent to the barbarian (typically due to reach). A barbarian must have the lesser spirit totem rage power and be at least 6th level to select this rage power.

Spirit Totem, Greater (Su): While raging, the spirits that surround the barbarian become dangerous to any enemy adjacent to the barbarian. Living enemies adjacent to the barbarian at the start of her turn take 1d8 points of negative energy damage. In addition, the spirit wisps can now attack foes that are up to 15 feet away from the barbarian, and the slam attack deals 1d6 points of negative energy damage. A barbarian must have the spirit totem rage power and be at least 10th level to select this rage power.

Spirit Totem, Lesser (Su): While raging, the barbarian is surrounded by spirit wisps that harass her foes. These spirits make one slam attack each round against a living foe that is adjacent to the barbarian. This slam attack is made using the barbarian's full base attack bonus, plus the barbarian's Charisma modifier. The slam deals 1d4 points of negative energy damage, plus the barbarian's Charisma modifier.

World Serpent Totem (Su): While raging, the barbarian gains a +1 insight bonus to AC against outsiders and aberrations. This bonus increases by +1 for each world serpent rage power the barbarian possesses, excluding this one.

World Serpent Spirit (Su): While raging, the barbarian's weapons are considered to be chaotic-, evil-, good-, and lawful-aligned for the purposes of overcoming damage reduction. She also gains a +1

resistance bonus on saving throws against spells and effects that have an alignment descriptor or come from an outsider or aberration. This bonus increases by +1 for each world serpent rage power the barbarian possesses, excluding this one. A barbarian must have the world serpent totem rage power and be at least 6th level before selecting this rage power.

World Serpent Totem Unity (Su): While raging, the barbarian doubles any bonus to her land speed gained from barbarian edges or talents, and cannot be knocked prone. She also doubles her world serpent totem insight bonus to AC against attack rolls made by an outsider or aberration to confirm a critical hit against her. A barbarian must have the world serpent totem and world serpent totem spirit rage powers and be at least 10th level before selecting this rage power.

SAVE VS WALL OF TEXT

Because it includes more than 200 edges, talents, advanced talents, grand talents, rage powers, and totem rage powers, getting through the talented barbarian's options can be daunting. Once a character has been written up it's easy to look up any selected edges and talents if they are presented alphabetically, but when thinking about what talent to take next the abilities can form a nigh-impenetrable "wall of text."

To help with this issue we've categorized all the edges, talents, and rage powers into the following themes and sub themes, based on common barbarian character concepts: Battle Expertise (offensive and defensive), Combat Maneuvers, Craft and Cunning, Durability and Resistance, Mounts and Animal Companions, Movement, Perception, Primitive and Primal, Rage and Intimidation, Shapeshifting, Spells and Mysticism. Each option gives its name and notes if it is an edge, advanced talent, grand talent, rage power or totem rage power. This allows a GM or player looking for a new option to see which abilities are most likely to match his desired character concept without reading through the entire list of options.

Battle Expertise (Offensive)

Battle scavenger (talent)
Big game hunter (talent)
Bleeding blow (rage)
Body bludgeon (rage)
Brawler (and greater) (rage)

Come and get me (rage)
Crippling blow (rage)
Crowd control (talent)
Deadly accuracy (rage)
Destructive (talent)
Greater bludgeon (rage)
Ground breaker (and greater) (rage)
Hurling (and greater and lesser) (rage)
Hurling charge (rage)
Lethal accuracy (rage)
Massive weapons (talent)
Mighty swing (rage)
Powerful blow (rage)
Jotungrip (edge)
Quick reflexes (rage)
Reckless abandon (rage)
Sharpened accuracy (rage)
Skilled thrower (talent)
Smasher (rage)
Spirit totem (greater and lesser) (totem rage)
Surprise accuracy (rage)
Unexpected strikes
Warrior clan (talent)
Wild fighting (talent)
World serpent spirit (totem rage)
Battle Expertise (Defensive)
Evade reach (edge)
Guarded stance (rage)
Improved uncanny dodge (edge)
Indomitable stance (talent)
Naked courage (talent)
Reflexive dodge (rage)

Sixth sense (talent)
Spirit totem (totem rage)
Staggering drunk (rage)
Uncanny dodge (edge)
World serpent totem (totem rage)
World serpent totem unity (totem rage)

Combat Maneuvers

Armor ripper (rage)
Bite and tear (talent)
Improved savage grapple (edge)
Indomitable stance (talent)
Knockback (rage)
Knockdown (rage)
Overbearing advance (rage)
Overbearing onslaught (rage)
Pit barbarian (talent)
Resilience of steel (talent)
Savage grapple (talent)
Strength surge (rage)
Sunder enchantment (rage)

Craft and Cunning

Crafty (talent)
Cunning (edge)
Disruptive (rage)
Edge (grand talent)
Grand cunning (grand talent)
High cunning (advanced talent)
Moment of clarity (rage)
Perfect clarity (rage)
Savage intuition (rage)
Spellbreaker (rage)
Stalker (talent)
Trap sense (talent)

Durability and Resistance

Beast totem (totem rage)
Chaos totem (and greater and lesser) (totem rage)
Clear mind (rage)
Damage reduction (talent)
Deathless frenzy (rage)
Dragon totem (totem rage)
Dragon totem resilience (totem rage)
Eater of magic (rage)
Energy resistance (and greater) (rage)
Extreme endurance (talent)
Fearless rage (rage)
Flesh wound (rage)
Good for what ails you (rage)
Grand resilience (grand talent)
Greater damage reduction (advanced talent)

Greater resilience (talent)
Guarded life (and greater) (rage)
Hive totem (totem rage)
Hive totem resilience (totem rage)
Improved tolerance (edge)
Increased damage reduction (rage)
Indomitable will (advanced talent)
Internal fortitude (rage)
Invulnerability (edge)
Liquid courage (rage)
Natural toughness (talent)
Primal resilience (edge)
Regenerative vigor (rage)
Renewed life (rage)
Renewed vigor (rage)
Renewed vitality (rage)
Rolling dodge (rage)
Scarification (talent)
Superstition (rage)
Tolerance (edge)
Unkillable (grand talent)

Mounts and Animal Companions

Bestial mount (edge)
Fast rider (talent)
Feral mount (edge)
Ferocious fetch (edge)
Ferocious mount (and greater)(rage)
Ferocious trample (and greater) (rage)
Pack tactics (talent)
Spirit steed (rage)
Throat cutter (advanced talent)
Tough hide (advanced talent)
War beast (talent)

Movement

Armored swiftness (talent)
Bestial climber (rage)
Bestial leaper (rage)
Bestial swimmer (rage)
Clamber (talent)
Crowd control (talent)
Dragon totem wings (totem rage)
Fast movement (talent)
Marine terror (talent)
No escape (rage)
Ranging climber (rage)
Raging leaper (rage)
Raging swimmer (rage)
Sure-footed (edge)
Savage sailor (talent)

Sea soul (talent)

Sprint (rage)

Swift foot (rage)

Perception

Eyes of the storm (talent)

Keen senses (talent)

Keen senses II (advanced talent)

Keen senses III (advanced talent)

Keen senses IV (advanced talent)

Low-light vision (rage)

Night vision (rage)

Primal scent (rage)

Scent (rage)

Primitive and Primal

Naked courage (talent)

Natural toughness (talent)

Savagery (edge)

Superstition (rage)

True primitive (talent)

Rage and Intimidation

Berserker (edge)

Boasting taunt (rage)

Cold fury (edge)

Elemental fury (talent)

Frenzy (talent)

Greater rage (edge)

Inspire ferocity (rage)

Intimidating glare (rage)

Mighty rage (grand talent)

Rage (edge)

Rage conversion (edge)

Rage power (talent)

Raging drunk (talent)

Roaring drunk (rage)

Roused anger (rage)

Terrifying howl (rage)

Terrifying visage (talent)

Tireless rage (edge)

Unthinking fury (grand talent)

Shapeshifting

Animal fury (rage)

Beast soul (talent)

Beast totem (great and lesser) (totem rage)

Boar's charge (rage)

Dire (edge)

Fiend totem (and greater and lesser) (totem rage)

Frenzy (talent)

Grand beast (grand talent)

Hive totem toxicity (totem rage)

Huge skinwalking (edge)

Improved skinwalking (edge)

Skinwalker (edge)

Tireless skinwalking (edge)

Spells and Mysticism

Auspicious mark (rage)

Celestial totem (and greater and lesser) (totem rage)

Eater of magic (rage)

Elemental rage (and greater, and lesser)(rage)

Energy absorption (rage)

Energy eruption (rage)

Ghost rager (rage)

Grand shaman (grand talent)

High shaman (advanced talent)

Spell sunder (rage)

Titanic rage (rage)

Totems (edge)

War totems (talent)

Witch hunter (rage)



BARBARIANS FIGHTERS AND CAVALIERS

Patrons who have *The Genius Guide to the Talented Barbarian* and either or both of *The Genius Guide to the Talented Fighter* and *The Genius Guide to the Talented Cavalier* may recognize some strong similarities between the three classes. All have talents, access to bonus combat feats and similar abilities, and all are built primarily on concepts of martial combatants who depend on martial training and personal determination rather than magic powers or spells. Given this, it seems reasonable to ask if the barbarian, fighter, and cavalier should be allowed to select each other's edges and talents. To which the answer is a very cautious "maybe."

While unrestricted combinations of edges and talents is at best problematic, it is possible to allow more limited cross-selection to give players of these classes more flexibility without having as strong an impact as unlimited cross-selection. Three specific options are given below – Unrestricted Combination, Cross-Class Talent, and Restricted Offense – each with a few pros and cons. A fourth option, the heroic warrior hybrid class, is also discussed later on.

In addition to these possibilities, a GM may decide to make specific talents available to any character who joins a specific group or comes from a specific background. Deciding the Oroc-Urken clan of orcs are renowned for hunting dinosaurs and any character originally from (or later trained by) that clan may take the big game hunter talent is a good way to add some flavor to a campaign without opening the floodgates on cross-class options.

Unrestricted Combination: Allowing unrestricted combinations of barbarian, cavalier, and fighter talents and edges results in more powerful characters than the core rules for those classes can produce. Such characters may be interesting and exciting – but they also may be overpowered concept-hogs. As just one example, a character with unlimited access to edges and talents from all three classes would be able to take armor training, weapon training, challenge, and rage – creating a character capable of massive amounts of damage and able to shrug off many foes' attacks. If your group's style of play

has resulted in universal agreement that barbarians, cavaliers and fighters are all underpowered, this might be a useful way to boost their effectiveness. But if core versions of these classes seem either fine or close-to-fine as-is, it'd be a bad idea to allow this kind of cross-selection. Further, groups who prefer that each class retain a strong, distinct identity and flavor should disallow any cross-class selections to keep the classes from becoming too similar.

Cross-Class Talents: One simple way to allow some blending of barbarian, cavalier, and fighter abilities is to create the Cross-Class Talents option. In essence, fighters are allowed to take a single barbarian or cavalier edge in place of being allowed to take feats that require fighter levels as a prerequisite, and may take a single barbarian or cavalier talent as an advanced talent and a single barbarian or cavalier advanced talent as a grand talent. Similarly, barbarians and cavaliers are allowed to take a single fighter talent as an edge, and another one as an advanced talent.

Restricted Offense: This is a more complex middle-ground option that allows barbarians, cavaliers, and fighters to share a lot of abilities, but still keeps the classes distinct in some ways. If a GM decides to take the restricted offense option, each of the three classes may take talents from the other two (but not edges) that do not grant bonuses to any attack rolls or damage, or access to spells or spell-like abilities. This prevents fighters from gaining trademark cavalier abilities such as challenge and banner, barbarians from picking up both rage and weapon specialization, or cavaliers granting rage options to their mounts. A similar result can be achieved with somewhat less restriction using the heroic warrior hybrid class (see below).

HEROIC WARRIOR

The heroic warrior is a hybrid-class, a combatant designed to be able to draw from barbarian, cavalier, and fighter edges, talents, advanced talents and grand talents to design unique combinations of fighting skills. The heroic warrior is very much an optional class, and no player should assume it is allowed in a campaign even if the GM is generally using the talented class books.

In general, the heroic warrior should produce a character on-par with typical fighting-class characters even if allowed to freely choose among barbarian, cavalier, and fighter class options (from this book,

The Genius Guide to the Talented Cavalier, and *The Genius Guide to the Talented Fighter*). It's not possible to perfectly recreate all those classes from this hybrid-class (heroic warriors focusing on fighter options tend to be a little more flexible than a talented fighter, while heroic warriors focusing on cavalier options tend to do a little worse than a talented cavalier), but even with the added flexibility the end results should fall within the range of optimized characters built using only the core rules.

Even if a GM doesn't wish to allow unrestricted access to the heroic warrior, this can be used as a framework for creating custom classes for specific backgrounds. If a GM liked the idea of a barbarian clan that had served as mercenaries to the battlefields of the world for generations, he might decide to build a Savage Mercenary class for characters from that background, by taking the heroic warrior and selecting those barbarian, cavalier, and fighter talents and edges he felt were appropriate to his concept.

Skills: Select any 10 skills as class skills

Skill Points Per level: 2 + Int modifier

Base Attack Bonus: +1/level

Saves: Base saving throws as a barbarian

Armor Proficiency: Light armor and all shields except tower shields

Weapon Proficiency: All simple and martial weapons

Special: At 1st level, the heroic warrior gains 3 edges and 2 talents.

At 4th level they gain 1 edge

At 7th level they gain 1 edge

At 10th level they gain access to advanced talents

At 13th level they gain 1 edge

At 16th level they gain 1 edge

At 20th level they gain access to grand talents and 1 talent

At every other level, they gain 1 talent.

Edges

A heroic warrior may take any barbarian, cavalier, or fighter edge he meets the prerequisites for, using its heroic warrior level as the appropriate class for purposes of edge prerequisites. It is worth noting that a heroic warrior without the primal reserve edge has no way to use barbarian abilities dependent on spending points from a primal reserve or being in a rage.

Additionally, the heroic warrior may select from the following edges.

Fighter Feats (Ex): The heroic warrior may take fighter feats, using his class level as his fighter level for purposes of prerequisites.

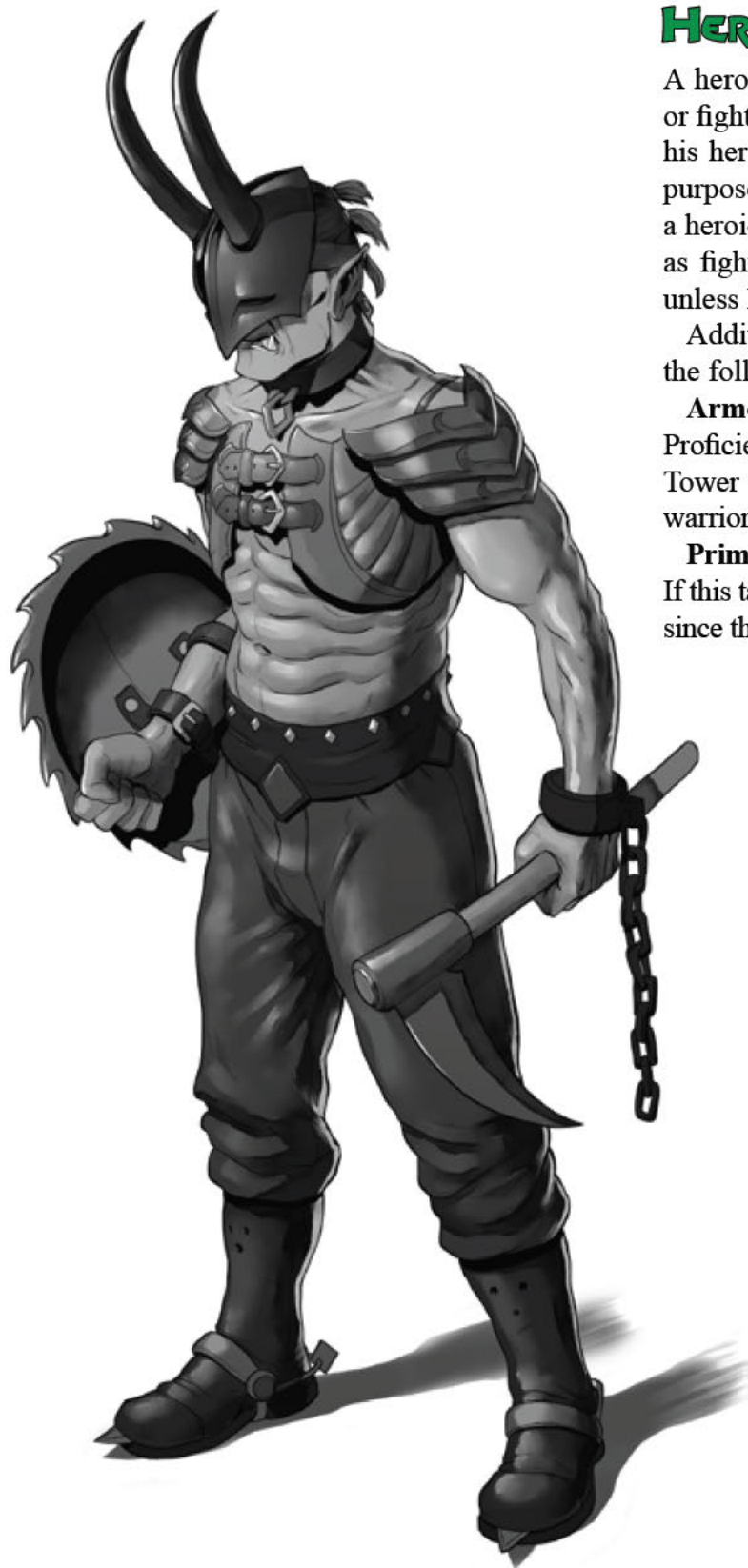
Primal Reserve: The heroic warrior gains a primal reserve, as a barbarian of the same level.

Skilled: The heroic warrior gains 2 additional skill points per level. If this edge is not taken at 1st level, only levels gained since this edge has been taken grant 2 extra skill points.

Talented: The heroic warrior can take any barbarian, cavalier, or fighter talent he meets the prerequisites for as a bonus talent. Alternatively, he may take one of the heroic warrior talents listed below as a bonus talent.

This edge may be taken more than once.





HEROIC WARRIOR TALENTS

A heroic warrior may take any barbarian, cavalier, or fighter talent he meets the prerequisites for, using his heroic warrior level as the appropriate class for purposes of edge prerequisites. It is worth noting that a heroic warrior does not get to count his class level as fighter levels for purposes of fighter-only feats, unless he has taken the fighter feats edge.

Additionally, the heroic warrior may select from the following talents.

Armored: The heroic warrior gains Armor Proficiency (medium), Armor Proficiency (heavy), or Tower Shield Proficiency as a bonus feat. The heroic warrior must meet the feat's prerequisites normally.

Primal Vitality: The heroic warrior has a d12 hit die. If this talent is not taken at 1st level, only levels gained since this edge has been taken are treated as d12s.

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