



THE GENIUS GUIDE TO

MORE BARBARIAN TALENTS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

The idea of barbarian talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Barbarian*, along with a large number of talents (many adapted from the abilities of barbarian archetypes). The new talents presented here can be used with that book, or added as new options for the traditional barbarian class.

To use these talents with the core barbarian class, simply allow a barbarian to replace any of the following class features with an edge, talent, advanced talent, or grand talent as appropriate. Edges – greater rage, improved uncanny dodge, rage, tireless rage, uncanny dodge. Talents – damage reduction (each point), fast movement, rage power, trap sense. Advanced talents – indomitable will and DR or rage powers gained at 10th level or higher. Grand talents – mighty rage. When an ability from this product says an ability requires the expenditure of a point of primal reserve, a core barbarian instead spends a round from his rounds of rage per day.

EDGES

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. Even edges taken later in a barbarian's career 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 uncanny determination until 5th level, but she has been focusing her will on blocking out hated eldritch influences for years.

A barbarian may not take an edge more than once unless specified otherwise.

Charm Beast (Ex): The barbarian's ability to forge an emotional link with creatures of the wild goes much farther than other beast-whisperers. The barbarian can show her true primal nature to a beast and convince it she is part of its herd, pack, or kith.

If the barbarian successfully influences the attitude of a creature using wild empathy, as a swift action she may expend one point of primal reserve to force the creature to also make a Will save (DC 10 +1/2 the barbarian's class level +the barbarian's Cha bonus) or be affected as by a *charm animal* spell. While this is considered a mind-affecting enchantment ability, it is not magical and does not provoke an attack of opportunity.

A barbarian must have the wild empathy talent to select this edge.

Lay Waste (Ex): The barbarian is able to destroy foes with great sweeping blows of destruction. If the barbarian has the Cleave or Great Cleave feat she does not take a penalty to her AC when using those feats, and may make her second attack (gained if her first Cleave attack connects) against any foe within reach, even if that foe is not adjacent to her initial target.

If the barbarian has Cleaving Finish or Great Cleaving Finish, the barbarian may take a 5-foot step once a round while cleaving (regardless of what Cleave feat she is using) and cleave into a target in reach after taking the step. This is in addition to any other movement she takes (even if she has already taken a 5-foot step in the same round).

A barbarian must have the Cleave feat to take this edge.

Rippling Muscles (Ex): The barbarian treats her Strength score as if it was 4 higher for purposes of determining her carrying capacity, and gains a +2 bonus to Strength checks and Strength-based skills. This increases to treating her Strength as if it was 6 higher for carrying and gaining a +3 bonus at 8th level, and treating her Strength as if it was 8 higher for carrying and gaining a +4 bonus at 16th level.

Uncanny Determination (Ex): The barbarian's sense of self is so great that it is nearly impossible to control her through mystic means. She is immune to any compulsion effect unless it is generated by a creature with a caster level at least 4 higher than her barbarian level (or in the case of supernatural abilities, a creature with at least 4 more HD than the barbarian's level).

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. A barbarian may not take a talent more than once unless specified otherwise.

Beast Voice (Ex): When the barbarian is in the form of an animal (such as with the skinwalking edge), she can speak and understand any of her known languages, and also gains the ability to *speak with animals* at will with animals matching her current animal form.

Blood Pact (Su): The primal spirits of the world are moved by the barbarian's blood pacts. Once per day when the barbarian is at half hit points or less, she may make an oath to do one of the following things, each of which grants a minor bonus. The bonuses last even if the

barbarian is later healed above half her hit point total, ending as specified in each type of pact listed below.

1. Slay one enemy she can see when she swears the oath. She gains a +1 bonus to attack rolls against that enemy until she swears a new oath.
2. Protect an ally she can see when she swears the oath. For 1 round/level, she grants that ally a +1 dodge bonus to AC.
3. Resist the magic of a creature she can see when she swears the oath. She gains a +1 bonus to all saves against the spells, spell-like abilities, and supernatural abilities of that creature until she swears a new oath.
4. Overcome some specific restraint or hazard she is hampered by when she swears the oath. She gains a +4 to her next ability or skill check made to overcome the specific restraint or hazard (such as a Strength check to break bonds or an Escape Artist check to escape a grapple).

Bloodthirsty (Ex): Whenever the barbarian makes a bite attack (if she has a bite attack) or attacks a creature taking damage from an ongoing bleed effect, she gains a +1 bonus to her attack and damage rolls. This bonus does not stack if she makes a bite attack against a foe taking damage from a bleed effect. Additionally, the barbarian may make a coup-de-grace attack as a standard action.

Bracer Expertise (Ex): The barbarian has trained in a fighting style that blocks numerous blows with bracers or vambraces, normally as a result of training as a gladiator or pit fighter, or as a tribal fighting technique. As long as the barbarian is in light armor or wearing gauntlets or magic items that take the wrist slot, she gains a +1 shield bonus to AC. Anytime she is denied her Dexterity bonus to AC for any reason, she also loses the shield bonus from this talent.

Doze (Ex): The DC of the barbarian's Perception checks is not increased by +10 when the barbarian is asleep. If she perceives a threat, she can awaken and respond as quickly as a character that was not sleeping.

Ear to the Ground (Ex): As a standard action, the barbarian can press her ear to the ground and try to hear the sounds of running and heavy animals. The DC of this check is 15, and it tells her only the rough size, number, and direction of creatures too far away to hear normally. Creatures must be Large or larger, or moving in at least full moves (including charging, running, and springing) for the barbarian to hear them. Only creatures in contact with the same

ground surface the barbarian listens to can be heard. The barbarian gains a +1 bonus to this check for every 3 creatures in a group the barbarian is listening for, and may suffer a -2 to -6 penalty for unfavorable conditions (too many moving creatures nearby to pinpoint any one group, ground too soft to carry noises well, too much ambient noise near the barbarian, etc.) as determined by the GM.

Feral Crouch (Ex): As a swift action, the barbarian can assume a feral crouch—a hunched position resting on the balls of her feet and a single hand—and move like a wild animal. This requires the barbarian to have at least 1 hand free to aid in movement (a hand with a light weapon or a buckler is considered free for this purpose). While in a feral crouch she gains a +4 bonus to AC vs ranged attacks made by creatures not adjacent to her, as if she were prone. She does not have any of the other modifiers for being prone.



Anytime the barbarian would normally be forced to be prone, she may attempt a Reflex save to instead fall into a feral crouch. The DC of this save is equal to the DC of the ability that knocked her prone (if it allowed a save), or 10 + half the attacker's CMB (if she fell prone as the result of a maneuver), or 10 + 1/2 damage dealt (if she falls prone from another damaging effect), or 15 (if the effect that knocked her prone meets none of the other descriptions).

Hard Knocks (Ex): The barbarian bounces back from pain and failure more determined than ever to overcome her foes. When she fails a saving throw, she gains a +2 morale bonus to saves of the same type (Fort, Ref, or Will) for 24 hours. Each time she fails the same kind of saving throw again, this bonus increases by +1. As soon as she makes a saving throw of that type, her bonus resets to 0.

Hate What You Fear (Ex): The barbarian is inspired to dangerous anger when she is frightened or otherwise placed at a disadvantage. She gains bonuses when suffering certain specific conditions, as follows: When dazzled, deafened, entangled, or staggered she gains a +1 bonus to melee damage. When bleeding, blind, confused, disabled, sickened, or shaken she gains a +2 bonus to melee damage (+3 if making an attack to which she adds one-and-a-half times her Strength bonus). When frightened she gains a +3 bonus to melee damage (+4 if making an attack to which she adds one-and-a-half times her Strength bonus). When nauseated or panicked (if the barbarian is able to act normally under these conditions) she may move as directly as possible at the source of her nausea or panic and make a single melee attack against that source each round. When cowering she is actually more like a cornered rat, and can make a single attack as a standard action each round with the same bonus as if she was frightened (but cannot move or take any other actions).

Head Smash (Ex): The barbarian can make one unarmed attack with her head as a move or standard action, though she does not threaten an area with such attacks. Her head smash attacks are treated as armed attacks, and do not provoke attacks of opportunity. She may make such attacks even if grappled or pinned (though not if held or paralyzed). If wearing a helmet, treat this as a gauntlet attack. She takes half the damage she deals with a head smash, though she may apply any DR she has to reduce the damage she takes.

Horse Archer (Ex): The barbarian knows how to fire from a moving mount in such a way as to

add the velocity of her steed to the velocity of her ammunition. When she makes a ranged attack while mounted and her mount takes a double move action, she gains a bonus to damage equal to 1/15th her steed's movement rate (to a maximum of her Dexterity bonus). If her mount runs, the damage bonus is equal to 1/10th her steed's movement rate (to a maximum of 150% of her Dexterity bonus).

A barbarian must have the fast rider talent, the Mounted Archery and Mounted Combat feats, and 1 rank of Ride to select this talent.

Lope (Ex): The barbarian can combine the bounding steps of a nimble quadruped with an easy gait that covers distance efficiently. When calculating her overland movement, she treats her movement rate as being 10 higher. She can also hustle for a number of additional hours per day equal to her Constitution bonus without taking nonlethal damage. Additionally, the barbarian can take 10 on Acrobatics checks made to jump, even when stress or distraction would normally prevent her from doing so.

Merciless Blows (Ex): The barbarian can take advantage of foes' unsteady footing. She gains a +2 bonus on attack rolls against foes in difficult terrain. If the foe can ignore the difficult terrain, her bonus is halved. Also, once a round when in an environment that has items that can be used as improvised weapons, in place of an attack the barbarian can knock things over to create one square of difficult terrain. This terrain may be cleared by others as a standard action that provokes an attack of opportunity.

Pack Howl (Ex): The barbarian can make animal howls that encourage her allies and dishearten her foes. She may use the aid another combat action (to grant one ally a bonus to melee attacks against one foe, or a bonus to AC against attacks from that foe) for an ally up to 60 feet away.

Pantherlike Reflexes (Ex): As long as the barbarian is conscious at the end of a fall, she lands on her feet (rather than fall prone). She takes half damage from all falls, and can ignore a number of feet of a fall equal to her result on an Acrobatics check. She also gains a +2 bonus on her CMD against trip attacks (increasing the bonus to +4 if she has 10 or more ranks of Acrobatics).

Rebound (Ex): When the barbarian throws a slashing or bludgeoning weapon that does not return to her, it bounces around for a bit, forcing nearby creatures to pay attention to its unpredictable trajectory. If the barbarian hits a foe with such a

thrown weapon, the foe's space and all adjacent squares become difficult terrain for 1 round. This does not apply to attacks made with thrown weapons that return to the barbarian.

Roughcrafting (Ex): The barbarian is an expert at making things from vines, rocks, trees, bits of bone, and similar natural materials. She is treated as having Craft (armor, baskets, bows, carpentry, traps, and weapons) with a bonus equal to her Survival skill bonus. Additionally, when in a wild setting she can make an item with a base cost of 15 gp or less in an hour with no materials cost. The barbarian is not restricted to making items normally made from wood, stone, and vines, but anything she roughcrafts is constructed of such materials (a roughcrafted short sword, for example, might be a length of shaped wood with sharpened pieces of flint or volcanic glass imbedded to form cutting edges).

Anything made with a roughcrafting check is fragile (as the weapon quality for weapons, and having only half its normal hit points for any other item), and can never be masterwork. Items created with roughcrafting are not normally suitable for sale.

Snarl (Ex): The barbarian can expend a point of primal reserve to use the aid another combat action as a swift action, gaining the benefits of the pack howl talent as usual.

A barbarian must have the pack howl talent to take this talent.

Steel Claw (Ex): The barbarian can fight as a savage animal, treating a single light melee weapon as if it were her natural claws. When the barbarian is armed with one light melee weapon and her other hand is free, she may add 150% of her Strength modifier to her damage with that weapon. Additionally, if she succeeds at a combat maneuver while armed with only a single light weapon, she may automatically deal damage with the weapon.

Trap Cunning (Ex): The barbarian can attempt a Perception check to determine the Disable Device DC, damage, and attack bonus or saving throw of any trap she is aware of and can examine. The DC of the check is determined by how long she takes to analyze the trap – one hour (DC 15), one minute (DC 20), one full round (DC 25), or a move action (DC 30). Additionally, if she successfully analyzes the trap, she may also immediately make an appropriate Knowledge check to identify the creature type, subtype, and hit dice of whoever built the trap, using the same DC she would use to identify its abilities and weaknesses.

A barbarian must have the trap sense talent to take this talent.

Tribal Weapon (Ex): The barbarian has learned secret fighting techniques for using weapons common to her tribe, often passed down mother-to-daughter and father-to-son. The barbarian selects a single one-handed or two-handed simple weapon. Once this choice is made it cannot be changed. The barbarian may wield the one-handed simple weapon as if it was a light martial weapon, or the 2-handed simple weapon as if it was a 1-handed martial weapon. This talent may be taken more than once. Its effects do not stack. Instead, each time it applies to a different 1- or 2-handed simple weapon.



Unslayable (Ex): The barbarian believes she is destined to never die, and thus is driven to shrug off wounds whenever she forgoes basic protections. When the barbarian has no armor or natural armor bonus to AC, she calculates her hit points and Fortitude saves as if her Constitution score is 2 higher. Hit points gained from this ability disappear if the barbarian gains an armor or natural armor bonus, and are not lost first like temporary hit points.

Wild Empathy (Ex): The barbarian can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The barbarian rolls 1d20 and adds her class level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the barbarian and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A barbarian can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Worldly Raider (Ex): The barbarian has been part of raids and wars in numerous lands, and has gained a familiarity with the customs, valuables, and weaknesses of many different cultures. The barbarian may make a special Appraise check to determine the value of a nonmagical object, a special Knowledge (local) check to recognize laws, customs, and traditions, and a special Linguistics check to communicate simple messages to creatures that speak a language the barbarian does not (requiring a DC 20 check to communicate a simple concept of no more than 5 words). The barbarian cannot use these special checks for other purposes. The bonus for these checks is equal to the barbarian's class level + her Wisdom bonus, and she is treated as being trained in these skills for this purpose.

GREATER 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 necessarily expected of higher-level barbarians.

Ferocious Assault (Ex): As a standard action, the barbarian may perform 2 combat maneuvers on a creature that is a legal target for both maneuvers. The maneuvers cannot counteract one another (she cannot both bull rush and drag a foe). This provokes an attack of opportunity unless the barbarian would not provoke when performing each maneuver individually (such as if she has the appropriate Improved maneuver feats). She uses the lowest of her two CMBs for the maneuvers (if they are different) with a -2 penalty. If the CMB check is successful, she performs both maneuvers (such as disarming and sundering a weapon, or bull rushing and tripping a foe).

Greater Bracer Expertise (Ex): The barbarian's shield bonus to AC from bracers or vambraces increases to +2.

A barbarian must have the bracer expertise talent to take this greater talent.

Spit and Twist (Ex): Even when grappled, the barbarian can buck, writhe, and twist enough to make attacks of opportunity, though she takes a -2 penalty to the attack rolls and she may only make attacks she can perform with one limb. She loses this ability if pinned.

Vengeful Strike (Ex): A foe that knocks the barbarian unconscious or kills her also provokes an attack of opportunity from her. She may make this attack of opportunity even though she is unconscious or dead.

GRAND TALENTS

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

Grand Bracer Expertise (Ex): The barbarian's shield bonus to AC from bracers or vambraces increases to +4.

A barbarian must have the bracer expertise talent and greater bracer expertise advanced talent to take this grand talent.

Savage Assault (Ex): Once per round, the barbarian may add a combat maneuver to any melee attack or combat maneuver she makes. She uses the lower of the attack bonus or CMB of all the attack rolls and maneuver checks that would normally be used, and takes an additional -2 penalty. If the attack roll or CMB check is successful, she performs all the selected attacks and maneuvers on her opponent. This otherwise follows the rules for the ferocious assault greater talent.

A barbarian must have the ferocious assault greater talent to select this grand talent.

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 her 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.

Chaos Warrior (Ex): While raging, the barbarian's movements are wild and unpredictable. In any round in which she makes an attack against a foe, she gains a +4 bonus to her CMD.

Chaotic Retribution (Ex): While she is raging, if a foe attempts a combat maneuver against the barbarian that does not normally provoke an attack of opportunity (such as when using the appropriate Improved maneuver feat), and the CMB check fails to meet or exceed the barbarian's CMD, the foe attempting the maneuver provokes an attack of opportunity from the barbarian.

Draw Aggression (Ex): While raging, if a foe the barbarian threatens takes an action that targets a creature other than the barbarian with an attack, or with a spell or ability that affects a number of specific targets (as opposed to an area) where the barbarian is not among the targets affected, the foe provokes an attack of opportunity from the barbarian.

Embrace the Pain (Ex): When the barbarian is raging, if a foe scores a critical hit against her she can maintain her rage on her next turn without expending a point from her primal reserve.

Infectious Rage (Ex): Once per rage, as a swift action the barbarian can bring out the anger in an adjacent creature. The target must make a Will save (DC 10 + 1/2 the barbarian's class level + the barbarian's Charisma modifier), or take the penalties of rage (-2 AC, cannot use any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics, Fly, Intimidate, and Ride, cannot use any ability that requires patience or concentration) for 1 round. The foe does not gain any of the benefits of rage, although if the foe has a rage or fury ability it may start it as a free action if it fails its save.

This is considered a mind-affecting extraordinary emotion ability.

Mind Storm (Su): While raging, the barbarian's mind is such a cauldron of chaos and anger that it becomes dangerous for others to attempt to affect it through eldritch means. If the barbarian makes a save against a mind-affecting effect, the creature that targeted the barbarian must make a Fortitude save (DC 10 + 1/2 the barbarian's level + the barbarian's Charisma modifier) or be shaken for a number of rounds equal to the barbarian's Constitution modifier.

Visage of Fury (Ex): When activating her rage, the barbarian may, as a swift or immediate action, make an Intimidate check to demoralize one foe that she can see. The barbarian gains a bonus to the Intimidate check equal to the bonus to Will saves she gains from her rage.



TALENTS BY THEME

While an alphabetical list makes it easy to take a completed barbarian character sheet and look up what each talent does, when thinking about what talent to take next, the list of abilities can form a nigh-impenetrable “wall of text” for players and GMs alike. To help with this issue, we’ve categorized all the talents into themes and sub themes, based on common barbarian character concepts. This allows a GM or player looking for a new option to see which talents are most likely to match a desired character concept without reading through the entire list of new options.

BATTLE EXPERTISE (OFFENSIVE)

- Bloodthirsty (talent)
- Draw aggression (rage)
- Head smash (talent)
- Horse archer (talent)
- Lay waste (edge)
- Merciless blows (talent)
- Steel claw (talent)
- Tribal weapon (talent)

BATTLE EXPERTISE (DEFENSIVE)

- Bracer expertise (talent)
- Feral crouch (talent)
- Grand bracer expertise (grand talent)
- Greater bracer expertise (greater talent)

COMBAT MANEUVERS

- Chaos warrior (rage)
- Chaotic retribution (rage)
- Ferocious assault (greater talent)
- Savage assault (grand talent)
- Steel claw (talent)

CRAFT AND CUNNING

- Doze (talent)
- Roughcrafting (talent)
- Trap cunning (talent)
- Worldly raider (talent)

DURABILITY AND RESISTANCE

- Embrace the pain (rage)
- Hard knocks (talent)
- Uncanny determination (edge)
- Unslayable (talent)
- Vengeful strike (greater talent)

MOUNTS AND ANIMAL COMPANIONS

- Charm beast (edge)
- Wild empathy (talent)

MOVEMENT

- Lope (talent)
- Pantherlike reflexes (talent)
- Rippling muscles (edge)

PERCEPTION

- Ear to the ground (talent)

PRIMITIVE AND PRIMAL

- Bloodthirsty
- Embrace the pain (rage)
- Feral crouch (talent)
- Pack howl (talent)
- Snarl (talent)
- Steel claw (talent)

RAGE AND INTIMIDATION

- Hate what you fear (talent)
- Infectious rage (rage)
- Mind storm (rage)
- Visage of fury (rage)

SHAPESHIFTING

- Beast voice (talent)

SPELLS AND MYSTICISM

- Blood pact (talent)

YET MORE TALENTS?

Need even more barbarian talents? All the feats from **Rogue Genius Games’ #1 With a Bullet Point: 8 Barbarian Feats** can be used as talents with prerequisites matching those listed for the feat.

CREDITS

Designer: Owen K.C. Stephens

Cover Illustration: Eric Lofgren

Interior Illustrations: Eric Lofgren, and Ryan Rhodes and Tamas Baranya, courtesy Purple Duck Games

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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