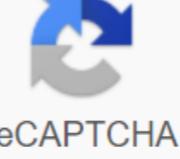


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From the frozen waste of the north and the hellish jungles of the south come brave, even reckless, warriors. Civilized people call them barbarians or berserkers and suspect them of chaos, impurity and atrocities. These barbarians, however, have proven their bravery and their worth to those who will be their allies. Enemies who underestimated them, they proved their cunning, resourcefulness, perseverance and ruthlessness. The appearance is the best chance that barbarians have to find a place in a civilized society. They are not very well suited for the monotony of protection or other everyday tasks. Barbarians also have no problem with the dangers, uncertainties, and wandering that adventure involves. They can adventure to defeat hateful enemies. They have a noted aversion to this, which they consider unnatural, including the undead, demons and devils. The barbarian is a great warrior. Where a fighter's skill in combat comes from training and discipline, however, the barbarian has a powerful fury. In this berserger rage he becomes stronger and tougher, better able to defeat his enemies and resist their attacks. These furys leave him windward, and he has the energy of only a few such impressive displays a day, but those few furys are usually enough. He's home in the wild and he's running at high speed. Barbarians are never legal. They may be honorable, but at heart they are wild. This savagery is their power, and she could not live in a legitimate soul. At best, the barbarians of chaotic alignment are free and expressive. At worst, they are thoughtlessly destructive. Some barbarians do not trust established religions and prefer an intuitive, natural attitude to the cosmos than formal worship. Others devote themselves to powerful deities such as Kord (god of power), Obad-Hai (god of nature) or Ertuluh (god of massacre). The barbarian is capable of a fierce devotion to his god. Barbarians come from uncivilized lands or from barbaric tribes on the fringes of civilization. A barbaric adventurer may have been lured into settled lands by the promise of wealth, perhaps fled after being captured in his homeland and sold into civilized slavery, possibly having been recruited as a soldier, or may have been driven out of his homeland by invaders. Barbarians have no connection with each other unless they are from the same tribe or land. In fact, they don't think of themselves as barbarians, but as warriors. Human barbarians come from distant wild lands on the edge of civilization. Most of the Semi-Orc barbarians lived among the orcs before throwing them on human lands. Dwarf barbarians are rare, usually from the dwarf kingdoms, which fell into barbarism as a result of the recurring war with goblins, orcs and giants. Barbarians of other races are very rare. Among violent humanoids, barbarians are more likely than fighters, Orcs and ogres are particularly likely to be barbarians. As wildlife people, barbarians are the most comfortable companies of rangers, druids and clergy of the deities of nature, such as Obad High or Elrond. Many barbarians admire the talents and spontaneity of the bards, and some are enthusiastic lovers of music. Barbarians don't trust what they don't understand, and that includes witchcraft, which they call a book of magic. They find sorcerers more understandable than wizards, but perhaps that's simply because sorcerers tend to be more charismatic. The monks, with their studied, practiced, deliberate approach to combat, are sometimes difficult to see face to face with the barbarians, but members of these classes are not necessarily hostile to each other. Barbarians have little to do with fighters, paladins, clerics, or crooks. Typical basic role of the barbarian in the group of adventurers as a front-line combat specialist. No other character can match his sheer strength. He can also serve as a good scout, thanks to his speed, skill choices, and sense of trap. Alignment: Anyone is illegal. Hit Die: d12. Class Skills of the Classty Skills of the Barbarian (and Key Skills for Each Skill) are Climbing (Str), Craft (Int), Animal Handle (Cha), Scare (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). Skills points on level 1: 4 - Int Modifier + 4. Skills points on each additional level: 4 and int modifier. Table: The Barbarian Level Base Attack Bonus Fort Save Safe Special 1st +1 +2 +0 +0 Uncanny Dodge 3rd +3 +1 +1 Trap sense +1 4th +4 +1 +1 Rage 2nd /5th +5 +4 +1 Improved Uncanny Dodge 6th +6/1 +5 +2 +2 Trap sense +2 7th +7/2 +5 +2 +2 Damage reduction 1/ - 8th +8/3 +6 +2 +2 Rage 3/day 9th +9/4 +6 +3 +3 Trap sense +3 10th +10/5 +7 +3 +3 Damage reduction 2/- 11th +11/1 +6/1 +7 +3 +3 Greater rage 12th +12/7 +2 +8 +4 +4 Rage 4/day, trap sense +4 13th +13/8 +3 +8 +4 +4 Damage reduction 3/- 14th +14/9 +4 +9 +4 +4 Indomitable will 15th +15/10 +5 +9 +5 +5 Trap sense +5 16th +16/11 +6/1 +10 +5 +5 +5 Damage reduction 4/- Fury 5/day 17th +17/11 +7 +3 +3 No 11 No 6 No 6 Trap No. 6 19th No19 / No 14 / 9 / No 4 No 11 No 6 No 6 Damage Reduction 5/- 20th No 20 / 15 / 10 / No 5 No 12 No 6 No 6 Mighty Fury, Fury 6/day Class Features All the following cool features of the barbarian. Weapons and weapons skills: the barbarian owns all simple and combat weapons, light armor, medium armor and shields (except tower shields). Fast Motion (Ex): The land speed of the barbarian is faster than the norm for his race at 10 feet. This advantage applies only when it does not carry armor, light armor, or medium armor and does not carry a heavy load. Apply this bonus before you change the speed of the barbarian because of any load carried or armor worn. Illiteracy: Barbarians are the only characters who can't read or write. The barbarian can spend 2 points for his ability to read and write in all languages in which he can speak. The Barbarian Who Gets any other class automatically receives literacy. Any other character who receives a barbaric level does not lose the literacy that he already had. Rage (Ex): A barbarian can break into a rage a certain number of times a day. Furious, the barbarian temporarily receives a bonus of 4 pounds to the force, a bonus of 4 pounds to the Constitution, and a bonus of 2 moral on Will's saves, but he accepts -2 fines in armor class. The increase in the Constitution increases the barbaric hit points by 2 points per level, but those hit points go off at the end of the fury when his Constitution score falls back to normal. (These extra strike points are not lost the first way the time points of impact.) While raging, the barbarian cannot use any charisma-, Dexterity-, or intelligence-based skills (except balance, artist escape, intimidating, and ride), concentration skill, or any ability that requires patience or concentration, and he cannot spell or activate magical elements that require a commanding word, a trigger spell (such as a wand), or a spell (such as scrolling) to function. He can use any feat he has, except combat expertise, point-creating feats, and metamagic feats. The fit of rage lasts for a number of rounds, equal to the 3 - character (recently improved) Modifier of the Constitution. The barbarian may prematurely put an end to his rage. At the end of the rage, the barbarian loses the modifiers of rage and restraint and becomes tired (-2 penalty to force, -2 penalties Dexterity, can not charge or run) during the current collision (unless he is not a level 17 barbarian, at which point this restriction no longer applies; see below). The barbarian can only break into a rage once in a meeting. On level 1, he can use his fury abilities once a day. On level 4 and every four levels after that, he can use it one extra once a day (a maximum of six times a day at level 20). Entering a rage does not take time itself, but a barbarian can only do so during his action, not in response to someone else's actions. Uncanny Dodge (Ex): On Level 2, the Barbarian retains his Dexterity bonus to the AC (if any), even if he caught a flat foot or an invisible intruder. However, he still loses his Dexterity bonus to ac if immobilized. If the barbarian already has a supernatural dodge from another class, he automatically gets an improved supernatural Dodge (see below) rather than Trap Sense (Ex): Starting from Level 3, the Barbarian receives a bonus of 1 euro on Reflex saves made to avoid traps and Bonus No. 1 to dodge a variable point against attacks made by traps. These bonuses go up by 1 euro every three barbaric levels after that (6th, 9th, 12th, 15th and 18th levels). Trap sense bonuses received from multiple stack classes: Superior Dodge (Ex): At level 5 and above, the barbarian can no longer be flanked. This defense denies the rogue's ability to sneak in to attack the barbarian, flanking him if the striker has at least four more levels of rogue than the goal has barbaric levels. If a character already has a supernatural dodge (dodge above) from the second class, the character automatically receives an improved supernatural Dodge instead, and levels from the classes that provides the supernatural Dodge stack to determine the minimum level of rogue must be the character flank. Damage Reduction (Ex): At level 7, the barbarian receives a reduction in damage. Subtract one of the damage the barbarian takes every time he is harmed by a weapon or a natural attack. At the 10th level, and every three barbaric levels after that (13th, 16th and 19th level), this reduction of damage increases by 1 point. Reducing damage can reduce damage to 0, but not below 0. Big Fury (Ex): On the 11th level, the Barbarian's bonuses to the Force and the Constitution during his fury each increases to 6 pounds, and his moral bonus on Will saves increases to 3 pounds. The fine to AC remains at -2. Indomitable Will (Ex): While furious, the Barbarian uses his bonuses to strength and the Constitution during his fury each increase to 8 pounds, and his moral bonus on Will saves increases to 4 pounds. The fine to AC remains at -2. Former barbarians are barbarians who becomes legitimate loses the ability to rage and can not get more levels as a barbarian. It retains all the other class advantages (damage reduction, rapid movement, trap feeling, and supernatural evasion). BARBARIAN VARIANTS Aquatic Barbarians often live on wild coasts or travel on the high seas. They live in regions inhospitable to most humanoids, whether foul-smelling jungle islands or the gloomy shores of the Arctic seas. Barbarian human tribes can be found almost anywhere, and some of them take to life at sea. Water elves and coastal clans of land-based elves can also be barbarians, while the Darfellans prefer the barbaric class above all others. The barbarians of the waters and coasts are experts in fishing and in traces of seasonal movements of marine animals. They can follow migrating whales by taking to the skin of boat harpoon leviathans, or move up and down rivers with salmon. On outriggers they chase aquatic monsters, while other lines are tidal flat with nets to catch fish when water floods in. Maelstrom barbarians often take to raid, descending in a war of canoes or longboats to devastate the coastlines of civilized lands. These reavers are widely feared and form the basis of many Fairy tales. Fast Motion (Ex): Barbarians who possess racial speed of swimming can choose to apply their quick traffic bonus to their speed of swimming instead of their ground speed. The choice must be made when the character receives the class function and cannot be changed. This advantage is still applied only when the barbarian does not wear armor, light armor or medium armor and does not carry a large load. Berserker Force Decision on when Fury is one of the hardest to face is a barbarian. Choosing a berserker strength class function instead of fury eliminates the need for this often complex tactical solution, replacing it with an automatically activated boost to your combat prowess and durability. In short, when things get tough, you get tougher. Level: 1st. Replaces: If you choose this class feature, you won't get a rage (or any later improvements to this class function). Advantage: Whenever your current hit point is just below $5 \times$ your barbaric level, your berserker force is automatically activated. You get a bonus of 4 pounds to your power account, a bonus of 2 euros per save, a reduction in damage 2/-, and a -2 fine to your AC. Reducing the damage given to the berserker strength stacks with any similar kind of damage reduction. There is no limit to the number of times a day your strength berserker can activate. While the power of the berserker is active, you have the same restrictions on action as the barbarian in the rage. You can voluntarily put an end to your berserker strength, even though you automatically fall out of it while unconscious, helpless, or (most likely) when you get healing to bring your current point of impact above the threshold. On the 11th level (or if you got a great Fury class feature from any class), your berserker power improves instead. The bonus to your strength score is improved to 6 pounds, your bonus on saves improves to 3 pounds and you get a reduction in damage 3/- (or existing damage reductions of the same kind improves by 3). On the 20th level (or if you got a mighty anger class feature from any class), your berserker strength instead improves again. The bonus to your strength score is improved to 8 pounds, your bonus on saves improves to 4 pounds and you get a reduction in damage 4/- (or existing damage reductions of the same kind improves by 4). Any effect that is usually applied only during rage is applied whenever your berserker strength is active. The city of Browler Urban Slums you grew in were just as dangerous as any barbaric desert. Level: 1st. Replaces: If you choose this ability, you do not gain knowledge with combat weapons, medium armor or shields. Advantage: You get an improved unarmed strike as a bonus feat, as well as the consequences of a two-gun combat feat when fighting the unarmed. On level 6, you get the effects of an improved two-mine fight when fighting unarmed and on the 11th level you get the effect of a Big Two-Chronic Fight when fighting unarmed. You only accept a fine -2 when using a homemade weapon (instead of the usual fine). Dashing step you have mastered the technique of rushing into battle. Level: 3rd. Replaces: If you choose this ability, you don't get the ability to sense the trap. Advantage: You don't take a -2 penalty to the Armor class when charging. In addition, you add your barbaric level up to your AC or, charging capability attack. The luck of the devil you end up for your lack of cordiality with astounding luck. Level: 7th. Replaces: If you choose this ability, you will not receive a reduction in damage. Advantage: You apply the number of damage reduction points you would otherwise get as a lucky bonus on all the savings throws. Dusking Barbarian Wildlife dusking lends itself well as a barbarian. She channels embodiment to enhance her speed and defense, drawing the natural connection of her race with this mystical energy rather than pure physical prowess. Although not as difficult as a typical barbarian, she is making up for it with her ferocious determination and strength of incarnation. Hit Die: d10. Requirements to take a dusking barbaric level of replacement: the character is to be dusking about taking her 1st, 7th or 11th level of the barbarian. Class Skills Dusking barbaric replacement levels provide the same class skills as the standard barbaric class as well as knowledge (aircraft). Skill points at each level: 4 - Int Modifier. Class Features All following features the dusking of barbaric racial replacement levels. Incarnum Speed (Su): Twilight Barbarian can channel the incarnation to dramatically improve its land speed and its ability to respond to danger. Each point of essential nested in this class, increases the speed of the base ground of the character by 10 feet, but only while wearing medium, light or without armor and without a large load. It's a bonus boost, and thus doesn't stack up with the racial ability of dusking to increase its speed. Dusking the barbarian also gets an understanding bonus on the initiative checks equal to twice invested essential. This advantage replaces the standard barbarian fast motion class function obtained at level 1. Incarnum Defense (Su): At level 7, the dusking barbarian gets the opportunity to use the incarnation to protect himself from injury. Investing a point of essential in this class feature provides a reduction of 1/ and 1 point of resistance for all kinds of energy (acid, cold, electricity, fire, and sound); Every additional point essential invested increases this reduction of damage and resistance to energy by one. This advantage replaces the standard function of the barbarian damage reduction class, obtained at the 7th level. The dark barbarian who chooses this level of substitution never gets a reduction in damage from her barbaric class level. Incarnum Rage (Su): Starting from level 11, when the Twilight Barbarian turns into a rage, she gets 2 points of essential. This sense disappears when the rage ends. This advantage replaces the large fury class of the standard barbarian, obtained at the 11th level. If the dusking barbarian later gets a mighty anger class feature, she instead gets a lot of rage. Table: Dusking Barbarian Racial Levels Level Base Attack Bonus Fort Save Safe Special 1st No. 1 No 2 No 0 0 0 The speed of incarnation, Fury 1/day 7th No 7 / No 2 No 5 No 2 Incarnum Defense 11th No. 11 / No 1 No. 7 No 3 Incarnum Fury Fangshields Barbarians of Fangshields have a few worries about traps because they spend most of their time on their home territory rather than crawling under the ground. They train their bodies to their physical peak so they can be the organization's strike troops, relying on their speed and strength to destroy enemy creatures quickly. Other monsters can fight in formation against massive enemies, but the barbarians Fangshields are able to charge opposing monsters and beat them with several powerful hits. Hit Die: d12. Requirements to take Fangshields a barbaric level of substitution, a character must be a non-humanoid being, be a member of the Fangshields, have 1 grade in knowledge (religion), and be about to 3rd, 5th or 7th level of the barbarian. Class Skills Fangshields barbaric replacement levels have the class skills of a standard barbaric class. Table: Fangshields Barbarian Replacement Levels Level Base Attack Bonus Fort Save Safe Will Save Special 3rd No. 3 No. 1 No 1 Fast Charging (No. 10) ft 5th No 5 No 4 No 1 Awesome Charge 7th No 7/2 No 2 No 2 Raging Strength Class Features All following Fangshields Barbaric Charge Requirements Levels. Fast Charging (Ex): On Level 3, Barbarian Fangshields gets a 10-foot bonus to boost his speed when he charges. This applies to any type of movement used by a barbarian. This advantage replaces the trap sense class function obtained by the standard barbarian at level 3. At any level where the standard barbarian gets a bonus to trap the sense (6th, 9th, 12th, 15th and 18th), the Barbarian Fangshields instead increases the bonus increase to his charge rate by 10 feet. Awesome Charge (Ex): On level 5, charging Fangshields Barbarian in Fury can make an attack at the end of the charge as if he had an awesome blow feat, even if he has no normal prerequisites for this feat. (Usually, Awesome Blow requires a standard action; this is a specific exception to this rule.) This advantage replaces the improved supernatural Dodge class function obtained by the standard barbarian at level 5. Raging Vigor (Ex): On level 7, the barbarian Fangshields gets the opportunity to channel his willpower inside, causing his traumatized body to heal itself. As a standard action, he can spend one of his daily uses of rage to heal the damage equal to twice his hit bone. He can even use this ability if he is already raging. This advantage replaces the standard reduction in the damage the barbarian received at the 7th level. Instead, the Fangshields barbarian receives a 1/-10 level reduction, and its damage reduction is seen as 1 point lower than normal from now on. Scary Gaze Your simple look can break a person's will to fight. Level: 7th. Replaces: If you choose this ability, you will not receive a reduction in damage. Advantage: You apply the number of damage reduction points you would otherwise get as a lucky bonus on all the savings throws. Dusking Barbarian Wildlife dusking lends itself well as a barbarian. She channels embodiment to enhance her speed and defense, drawing the natural connection of her race with this mystical energy rather than pure physical prowess. Although not as difficult as a typical barbarian, she is making up for it with her ferocious determination and strength of incarnation. Hit Die: d10. 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This advantage replaces the standard barbarian fast motion class function obtained at level 1. Incarnum Defense (Su): At level 7, the dusking barbarian gets the opportunity to use the incarnation to protect himself from injury. Investing a point of essential in this class feature provides a reduction of 1/ and 1 point of resistance for all kinds of energy (acid, cold, electricity, fire, and sound); Every additional point essential invested increases this reduction of damage and resistance to energy by one. This advantage replaces the standard function of the barbarian damage reduction class, obtained at the 7th level. The dark barbarian who chooses this level

shrug off some additional injuries from each hit or attack made by an outsider or extraplanar creature. Subtract 2 points from the damage the barbarian takes each time he is harmed by a weapon or natural attack made by an outsider or extraplanar creature. In fact, this advantage gives a reduction in damage 2 / - from attacks by foreign or non-planetary creatures. This advantage replaces the 1/- reduction of the standard barbarian at the 7th level. From now on, whenever a barbarian receives a standard barbaric level, which gives an improvement in his damage reduction, he receives a specified amount of minus 1 (1/- on the 10th level, 2/- on the 13th level, and so on). However, planable reduction in the cost of damage stacks with reduced damage to the barbarian from attacks by foreign or non-planetary creatures. For example, a level 10 barbarian will have a reduction in damage 3/- against alien and non-planetary beings, but a reduction in damage 1/- against all other creatures. Formidable (Su): The barbarian gets a particularly powerful rage against unnatural creatures not native to material material. Those who don't have a saving throw take -2 penalties on attack rolls, checks, and saves from the barbarian within 24 hours. It's mind-influenced ability. The creature that makes its initial save does not depend on the formidable fury of the same barbarian for 24 hours. This advantage replaces the great fury class feature obtained by the standard barbarian at the 11th level. If the barbarian later qualifies for the mighty fury class feature, he gets a great rage rather than Relentless Smash Your Powerful Attacks Can Put your opponent in an undesirable state. Level: 20th. Replaces: If you choose this ability, you will not get the mighty anger of ability. Advantage: If you make a successful critical hit against an opponent or hit him at least three times in the same round your opponent is stunned during 1d3 rounds. Also, if your opponent is your size or smaller, he should succeed on Fortitude Save (DC 10 - the total damage you caused him in this round) or be knocked prone. Roof-resident Those who grow on the streets of the city are often equally home above the streets where the roofs provide an invisible highway. Class: Barbarian. Level: 1st. Replaces: If you choose this class feature, you won't get a quick move. Advantage: The barbarian gets a Roofwalker as a bonus feat, even if it doesn't meet the required requirements. Also, with level 6, he doesn't have to meet the premise for a roof jumper feat if he decides to take it, although it's not a bonus feat; The barbarian must still spend the slot to acquire it. Skilled city-dwellers Different wildlife-oriented skills are really valuable, but make less sense - to the urban character. Class: Any class that has one or more skills to replace, as stated below, is on their class skills list. Level: 1st. Replaces: If you choose this class feature, you won't get the skills replaced like learn below. Advantage: An experienced citizen gets one or more skills, like classroom skills, at the expense of other skills. If she doesn't have the proper skill to lose, she can't get the skills she provides as a city benefit. Please note that she doesn't need to change all these skills. An experienced citizen can choose, but later she can not change her mind. Spell Sense Most barbarians and crooks have a supernatural awareness of danger, whether it's the threat of a nearby invisible intruder or the hidden danger of a spear trap. Some, however, fine-tune this Focus on magical attacks that gives them the ability to dodge the balls, rays and eldritch blasts of their enemies. Class: Barbarian or rogue. Level: 3rd place. Special Requirement: Knowledge Of Knowledge 1 rank. Replaces: You don't get trap sense function (or any later improvements to this class function). Advantage: Starting from Level 3, you get a bonus of 1 euro for evading your AC against spell-like spells. This bonus increases by 1 for every three barbaric or rogue levels after that (up to 2 pounds at level 6, No 3 at level 9, and so on to a maximum of 6 pounds at level 18). It's an extraordinary ability. Spiritual Totem Choose a spiritual totem: bear, eagle, fox, lion or wolf. Once you do this, you are forever connected to this animal spirit. Your connection provides you with special abilities based on the totem you have chosen (or that has chosen you as some see it). DM can add more totems to the list above at will, using those presented here as guidelines. Level: 1st. Replaces: This advantage replaces the fast motion class function. Advantage: You get one of the abilities described below, depending on the totem you choose. Each of these effects is an uncanny ability. Bear Totem: The Mighty Bear is known for its crushing embrace, if you accept it as your spiritual totem, you get an improved capture ability. Eagle Totem: The eagle can clearly see over long distances and often notices details that are not obvious. If you accept it as your spiritual totem, you get a bonus of 4 pounds when checking the search and spot. Fox Totem: The cunning fox uses stealth to take over. If you choose her as your spiritual totem, you will receive a bonus of 4 pounds for Hide and Move Silently checks. Leo Totem: Regal and intimidating, the powerful lion is a symbol of nobility among wildlife races. By choosing it as a spiritual totem, you get the ability to pounce. Wolf Totem: The wolf is a loyal ally who uses packing tactics to subdue his enemies. If you choose it as your spiritual totem, you will receive an additional bonus of 2 pounds on attacking rolls on the flank of the enemy. Streetfighter's ability to take a hit is valuable, but on violent and crowded city streets, the winner of a fight or duel is often the one who can hit harder and faster. Class: Barbarian. Level: 7. Replaces: If you choose this class feature, you won't get a reduction in damage on level 7, or any of the improvements to reduce damage at higher levels. Advantage: The barbarian gets the opportunity to quickly bring the fight to his enemy and hit him hard. At level 7, the critical threat range of any charge attack he or any attack he makes against a flat enemy increases by 1. (So the big saxophone will threaten a critical blow to the roll of 19 or 20.) This ability stacks with critical feat sharp enhancement of weapons. On the 10th level the barbarian can make one turn, up to 90 degrees, while charging. At the 13th level, a barbarian can charge through squares occupied by his allies or non-combatants. At level 16, the Barbarian can move up to four times his speed when taking a charge attack rather than twice. At the 19th level, the barbarian acquires a split charge. charge. He throws the enemy on the charge of attack and he has at least 10 feet of movement remaining, he can immediately make a new attack charge against the second enemy. If he drops this enemy and still has the movement remaining, he can charge the third, and so on, until he either drops the enemy or runs out. All other standard rules for assault charge still apply, including the fact that it must have at least 10 feet of distance to make a charge. Even if he somehow gets the opportunity to make multiple attacks on the charge (for example, with a lion charge spell from Compellent), he must throw the enemy on the first attack to use this ability. Similarly, he can't use that ability and Clive or the Great Clive in the same round. Totem Barbarian In a barbaric-heavy campaign, you can increase variations between barbaric characters if each barbaric tribe devotes itself to different totem creatures such as a bear or jaguar. The choice of totem must be made at the 1st level, and cannot be changed later, except in extreme circumstances (such as the barbarian accepted by another tribe). If you use this option, the barbarian loses one or more of the following standard class features: fast motion, supernatural evasion, sense of trap, and improved supernatural dodge. Instead of these abilities, the barbarian acquires the cool features defined by his totem. All totems don't necessarily give abilities on the same level, and they are all not given the same amount of ability. These class features are extraordinary abilities, unless otherwise stated. The totem list discussed here is by no means exhaustive. If you prefer to use other totems, you can either replace the totem name with a similar creature (such as changing the Lion Totem to Tiger Totem) or create a new set of totem abilities using the information here as a guide. APE TOTEM CLASS FEATURES Barbarian, dedicated to the monkey's totem, does not receive the standard rapid movement, eerie evasion, sense of traps and improved supernatural features of the Dodge Barbarian class, and instead acquires the following abilities. On level 1, the monkey-totem barbarian gets a climbing speed equal to half his base ground speed (round to the nearest 5-foot interval). For example, a human, an elf, a semi-elf, or a half-horde monkey-totem barbarian has a climbing speed of 15 feet, while a dwarf, dwarf, or half-hearted totem monkey barbarian has a climbing speed of 10 feet. On level 2, the monkey-totem barbarian receives a bonus of 2 pounds on intimidating cheques. The third level of the monkey-totem barbarian receives Power Attack as a bonus feat. At the 5th level, the speed of the ascent of the monkey-totem barbarian is equal to its base speed. BEAR TOTEM CLASS FEATURES Barbarian dedicated to bear totem fails rapid movement, eerie evasion, sense of trap and improved supernatural traits of the Dodge barbarian class, and instead acquires the following abilities. Starting from level 5, the totem-totemed bear barbarian receives a bonus of 4 pounds for bush checks. BOAR TOTEM CLASS FEATURES Barbarian, dedicated to the boar's totem, does not receive the standard rapid movement, eerie evasion, sense of trap and improved supernatural features of the dodge barbarian class, and instead acquires the following abilities. When raging, a level 1 boar totem barbarian is seen as having a Diehard feat, even if it does not meet the normal premise. On the 3rd level and above, the wild boar-totem wildebeest's fury lasts 2 rounds longer than usual. Starting from the 7th level, the reduction of the damage of the boar-totem barbarian is 1 point higher than the usual value. Thus, at the 7th level, the damage to the boar-totem barbarian is 2/-, and it rises by 1 point every three levels after that. DRAGON TOTEM CLASS FEATURES Barbarian, dedicated to the dragon's totem, does not receive the standard fast movement, eerie evasion, sense of trap and improved supernatural features of the dodge barbarian class, and instead acquires the following abilities. The 1st level dragon-totem barbarian gets a Blind Fight as a bonus feat. On level 2, the dragon-totem barbarian receives a bonus of 2 pounds on saves from paralysis and sleep effects. On the 5th level, the dragon-totem barbarian gets a terrible ability to be present. Save DC is equal to 10 and J2/J2 barbaric level and Barbarian Cha modifier. EAGLE TOTEM CLASS FEATURES Barbarian, dedicated to the totem of the eagle, does not receive the standard rapid movement and trap sense of barbaric class features, and instead acquires the following abilities. On level 1, the sharp vision of an eagle-totem barbarian gives him a bonus of 2 pounds for point cheques. Eagle-totem barbarian gets lightning-fast reflexes as a bonus feat on the 3rd level. HORSE TOTEM CLASS FEATURES Barbarian, dedicated to the horse, does not receive the standard supernatural evasion, sense of trap and improved supernatural features of the Dodge Barbarian class, and instead acquires the following abilities. At level 2, the totem horse barbarian benefits run as a bonus feat. The 3rd level horse-totem barbarian receives a bonus of 2 pounds on handle animal checks made against horses and a bonus of 2 pounds on ride checks made by ride on horseback. At the 5th level, an equestrian totem barbarian acquires endurance as a bonus feat. JAGUAR TOTEM CLASS FEATURES Barbarian, dedicated to the jaguar totem, is a standard barbarian and acquires standard barbaric class features. LION TOTEM CLASS FEATURES Barbarian, dedicated to the lion's totem, does not receive the standard rapid movement, supernatural evasion and improved supernatural features of the barbaric Dodge class, but this is what the following abilities are. At level 1, the lion-totem barbarian benefits Run as a bonus feat. The 2nd level lion barbarian receives a bonus of 2 pounds on Hide cheques. The Level 5 lion-totem barbarian receives a bonus of 2 pounds on damage rolls whenever he charges. SNAKE TOTEM CLASS FEATURES BARBARIAN BARBARIAN Totem snake does not acquire the standard rapid movement, supernatural dodging, feeling of traps, and improved supernatural features of the Dodge Barbarian class, and instead gets the following abilities. On level 1, the snake-totem barbarian receives a bonus of 2 pounds for durability saves from poison. The Level 2 snake-totem barbarian receives a bonus of 2 pounds on Move Silently checks. On level 3, snake-totem barbarian benefits Improvement Grapple as a bonus feat, even if it doesn't meet the normal premise. Snake totem barbarian gets Improved initiative as a bonus feat at level 5. WOLF TOTEM CLASS FEATURES Barbarian, dedicated to the wolf's totem, does not receive the standard supernatural evasion, sense of trap and improved supernatural features of the Dodge barbarian class, and instead acquires the following abilities. The 2nd level wolf-totem barbarian gets the Improved Journey as a bonus feat, even if it does not meet the normal premise. The level 5 wolf-totem barbarian gets track as a bonus feat. Totem Manifestation As the connection between you and your totem becomes closer, the spirit of the chosen animal is revealed more strongly. Level: 7th. Replaces: This advantage replaces the damage reduction class function, including all the damage increases received at higher levels of the barbaric class. If you have not yet chosen a spiritual totem, you should do so now, but you only get those abilities described here, not those for the spiritual totem of the alternative function of the class. Each of these effects is an uncanny ability. Bear Totem: A powerful bear rewards your loyalty. If you choose her as your spiritual totem, you will receive one extra blow to the barbaric level. Eagle Totem: A sharp-eyed eagle gives you low light vision if you take it as a spiritual totem. If you've previously chosen an eagle as a spiritual totem, the surf and point check bonus increases by 1 at each level, where your damage reduction will increase (10th, 13th, 16th and 19th levels). Fox Totem: Fast Fox gives you a bonus of 1 euro evasion from armor class if you choose it as your spiritual totem. This bonus increases by 1 at each level, where your damage reduction will increase (10th, 13th, 16th and 19th levels). Any condition that causes you to lose the Dexterity bonus to Armor Class (if any) also negates this Dodge bonus. Leo Totem: If you choose a lion as a spiritual totem, it rewards you with the ability to lose a powerful and frightening roar. As standard action, you can roar by requiring that every creature within a 30 foot radius to excel on will save (DC 10 and 1/2 of your barbaric level and your Str modifier) or be shaken during a series of rounds equal to your barbaric level. This ability can be used once a day and you get use per day at each level at which your damage reduction will increase (10th, 13th, 16th and 19th levels). Wolf Totem: Wolf is a clever hunter who can track prey with supernatural precision and understanding. If you choose her as your spiritual totem, you will get the track as a bonus feat. In addition, you receive a sacred bonus of 2 euros for a survival check. Trapkiller You have the ability to avoid and disable traps. Your sharp instincts will help you avoid danger, while your greater power allows you to disrupt dangerous devices. Level: 3rd. Replaces: If you choose this alternative class function, you won't get the ability to trap the sense. Advantage: Starting from Level 3, you get trapfinding, except that you can use survival instead of searching to find traps. However, you take a -5 fine for such checks because of your comparative unfamiliarity with the mechanisms and triggers involved. Once you find a mechanical trap, you can try to disarm it by making a roll attack. You succeed if the result exceeds the dc of the disabled device of this trap. Thus, you can disarm only traps with moving mechanisms or gears (such as shifting floor panels, resetting the gate of the portcullis or arrow-traps); Simple traps and most magic traps have no mechanism to be so broken. You have to be able to reach the traps with melee attacks to disarm the attempt. If you are unable to disarm the trap, you will automatically spring it. Supernatural bravery Many barbaric tribes revere dragons, while others see them as akin to natural disasters. Even so, some barbarians are learning to become themselves against the bloodied fear that these great beasts can create in demented purposes. This ability also benefits the rogues who try to rob dragon hoards. Although they hope to complete the task without waking up the dragon, only the truly stupid do not plan such an opportunity. Class: Barbarian or rogue. Level: 5th (barbarian) or 8th (rogue). Replaces: If you choose this class feature, you won't get an improved supernatural Dodge. Use: You are immune to the terrible presence of dragons. You get a bonus of 4 pounds for saving throws against all other forms of fear. Wicked Fury When the barbarian taps into his buried anger, he unleashes his anger and turns into a brutal killing machine. While many barbarians learn to control this violence, some rejoice in it, enjoying the carnage they create. Class: Barbarian. Level: 1st. Special requirement: To choose this alternative class function, you must be a chaotic evil. If your alignment changes to anything else, this ability returns to the standard fury ability until your alignment is restored to chaotic evil. Replaces: If you choose this class feature, you won't get the standard ability of the barbarian to move fast. Benefit: Once in a time of rage, you can unleash your wicked rage to a non-chaotic evil creature. You add your Charisma bonus to your attack roll and apply an extra 1 point of damage to the barbaric level. If you accidentally use this ability against a creature that is a chaotic evil, the smite has no effect, but the ability is still used for the duration of your anger. Unwavering You're not afraid of anything. Level: 5th. Replaces: You choose this ability, you don't get an improved supernatural ability to evade. Good: You are immune to the effects of fear. Viewing the Spiritual World your connection with the divine gives you a supernatural understanding of the intricacies of the spiritual world. This unique perception allows us to expand their feelings into spheres that few mortals can perceive. Level: 5th. Replaces: This advantage replaces the improved supernatural function of the Dodge class. Advantage: Once a day, as a quick action, you can peer into the spirit world during a series of rounds equal to half of your barbaric level (rounded down). With this, you get darkvision up to 60 feet, you can see invisible creatures, and get a bonus of 2 pounds on search and spot checks. It's an uncanny ability. Desert barbarians are common in waste, where survival often comes down to having a few basic skills and the ability to overtake or outplay predators. In very few places of waste any law is applied - apart from tribal codes and customs - so the barbarians are perfectly at home. This version of the barbarian gets all the cool features of a standard barbarian, except as noted below. Wasteland Trap Sense (Su): On level 3, Waste Barbarian adds a bonus from his trap sense to the class feature Reflex saves from natural waste hazards as well as its Armor class from attacks made by natural disasters. Waste hazards include hazards such as lava pools, slipsand, softsand, and other features of the area. This ability replaces the benefits that a standard barbarian gets from having a sense of trap. Bonus feat: Level 5 waste barbarian gets a bonus feat that should be compiled from the following list: blazing Berserker, Endurance, Great Resilience, Thermal Endurance, Improved Endurance, Judging by Aurifar, Sandskimmer, Scorpion Resolve, and Self-Sufficient. The wasteland barbarian must satisfy all the prerequisites for the bonus feat in order to choose it. This ability replaces the improved supernatural ability to dodge the standard barbarian. Wasteland Damage Reduction (Su): The waste barbarian tightens his body from injuries sustained by the severity of the waste. On level 8, the wasteland barbarian gets a reduction in damage 1/- against wasteland creatures and dangers. This is an advantage stacks with a normal reduction in the damage of the barbarian. This advantage replaces the third day use of the standard savage fury ability obtained at level 8. From now on, the waste barbarian can rage once a day. Whirlwind Frenzy Barbarian with this version of Form Fury doesn't get normal bonuses when he goes into a rage. Instead, when a barbarian with a whirlwind frenzy infuriates, he temporarily receives a bonus of 4 pounds to the force and a bonus of 2 pounds in the armor class and Reflex saves. While in a whirlwind frenzy, the barbarian can make The Extra attack in the round is on its highest base attack bonus, but this attack takes -2 penalties as each other's attack did this round. This punishment applies during round 1, so it also affects the opportunity the barbarian might make up before his next action. The whirlwind madness is otherwise identical to the standard barbaric rage in all other respects. On the 11th level (when the standard barbarian gets a lot of rage), the Power bonus increases to 6 pounds, and the bonus of evading the Armor Class and on Reflex saves increases to 3 euros. On level 20 (when the standard barbarian acquires a mighty rage), the Power bonus increases to 8 pounds, and the bonus of evading the Armor Class and on Reflex saves increases to 4 euros. The barbarian using this option does not gain an indomitable will on the 14th level. Instead, he gets dodging, but only while in a whirlwind frenzy. The character cannot use vortex madness at the same time that he uses any other form of rage (or similar abilities). ability. d&d 3.5 barbarian handbook.pdf

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