ANCESTRIES

DWARF

ELF

GNOME

GOBLIN

HALFLING

HUMAN



Dwarves are a short, stocky people who are often stubborn. fierce, and devoted.



Elves are a tall, slender, long-lived people with a strong tradition of art and magic.



Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.



Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free Two free ability boosts

ABILITY FLAW

Charisma Constitution Strength

BARBARIAN

Wisdom

Strength

CLASSES

BARD





The alchemist throws alchemical bombs and drinks concoctions of their own making.



The barbarian flies into a rage on the battlefield, smashing foes with abandon.



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

KEY ABILITY SCORE*

Intelligence Strength Charisma

Strength or Dexterity

SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

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^{*} A character receives an ability boost to their class's key ability score.

CHAPTER 3: CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combatoriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- · Leveling Up on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- Animal Companions and Familiars on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- · Archetypes on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

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ALCHEMIST PAGE 70

The alchemist uses their skill at crafting to create alchemical items-such as bombs, elixirs, and poisons-that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

PAGE 140 FIGHTER With calculated daring and fearless

determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

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BARBARIAN **PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is guick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

RANGER

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

BARD PAGE 94

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

PAGE 104

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanguishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

PAGE 116

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

SORCERER **PAGE 190** The intense magic the sorcerer commands comes from neither study nor worship-it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

PAGE 128

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury. WIZARD

PAGE 202 The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.

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ANCESTRIES &

BARBARIAN

Rage consumes you in battle. You delight in wreaking havoc and using powerful weapons to carve through your enemies, relying on astonishing durability without needing complicated techniques or rigid training. Your rages draw upon a vicious

instinct, which you might associate with an animal, a spirit, or some part of yourself. To many barbarians, brute force is a hammer and every problem looks like a nail, whereas others try to hold back the storm of emotions inside them and release their rage only when it matters most.



KEY ABILITY

STRENGTH

At 1st level, your class gives you an ability boost to Strength.

HIT POINTS

12 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You summon your rage and rush to the front lines to smash your way through. Offense is your best defense—you'll need to drop foes before they can exploit your relatively low defenses.

DURING SOCIAL ENCOUNTERS...

You use intimidation to get what you need, especially when gentler persuasion can't get the job done.

WHILE EXPLORING...

You look out for danger, ready to rush headfirst into battle in an instant. You climb the challenging rock wall and drop a rope for others to follow, and you wade into the risky currents to reach the hidden switch beneath the water's surface. If something needs breaking, you're up to the task!

IN DOWNTIME...

You might head to a tavern to carouse, build up the fearsome legend of your mighty deeds, or recruit followers to become a warlord in your own right.

YOU MIGHT...

- · Have a deep-seated well of anger, hatred, or frustration.
- Prefer a straightforward approach to one requiring patience and tedium.
- Engage in a regimen of intense physical fitness—and punch anyone who says this
 conflicts with your distaste for patience and tedium.

OTHERS PROBABLY...

- Rely on your courage and your strength, and trust that you can hold your own in a fight.
- See you as uncivilized or a boorish lout unfit for high society.
- Believe that you are loyal to your friends and allies and will never relent until the fight is done.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Expert in Fortitude Trained in Reflex Expert in Will

SKILLS

Trained in Athletics
Trained in a number of
additional skills equal to 3 plus
your Intelligence modifier

ATTACKS

Trained in simple weapons Trained in martial weapons Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in barbarian class DC

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TABLE 3-2: BARBARIAN ADVANCEMENT

	TABLE 3-2: BARBARIAN ADVANCEMENT					
	Your					
	Level	Class Features				
	1	Ancestry and background, initial proficiencies,				
		rage, instinct, barbarian feat				
	2	Barbarian feat, skill feat				
	3	Deny advantage, general feat, skill increase				
	4	Barbarian feat, skill feat				
	5	Ability boosts, ancestry feat, brutality, skill increase				
	6	Barbarian feat, skill feat				
	7	General feat, juggernaut, skill increase, weapon				
		specialization				
	8	Barbarian feat, skill feat				
	9	Ancestry feat, lightning reflexes, raging resistance,				
		skill increase				
	10	Ability boosts, barbarian feat, skill feat				
	11	General feat, mighty rage, skill increase				
	12	Barbarian feat, skill feat				
	13	Ancestry feat, greater juggernaut, medium armor				
		expertise, skill increase, weapon fury				
	14	Barbarian feat, skill feat				
	15	Ability boosts, general feat, greater weapon				
		specialization, indomitable will, skill increase				
	16	Barbarian feat, skill feat				
	17	Ancestry feat, heightened senses, skill increase, quick rag				

CLASS FEATURES

Barbarian feat, skill feat

You gain these abilities as a barbarian. Abilities gained at higher levels list the requisite levels next to their names.

Ability boosts, barbarian feat, skill feat

Armor of fury, devastator, general feat, skill increase

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted in at the start of this class.

RAGE

18

19

20

You gain the Rage action, which lets you fly into a frenzy.

RAGE *

BARBARIAN CONCENTRATE EMOTION MENTAL

Requirements You aren't fatigued or raging.

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- You deal 2 additional damage on melee Strikes.
 This additional damage is halved if your weapon or unarmed attack is agile.
- You take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

INSTINCT

Your rage wells up from a dominant instinct—one you learned from a tradition or that comes naturally to you. Your instinct gives you an ability, requires you to avoid certain behaviors, grants you increased damage and resistances at higher levels, and allows you to select feats tied to your instinct. For more information, see Instincts on page 86.

BARBARIAN FEATS

At 1st level and every even-numbered level thereafter, you gain a barbarian class feat. Barbarian class feats are described beginning on page 88.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

DENY ADVANTAGE 3RD

Your foes struggle to pass your defenses. You aren't flatfooted to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

GENERAL FEATS 3RI

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS STH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts below 18.

13TH

13TH

ANCESTRY FEATS

STH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

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Your rage makes you even more effective with the weapons you wield. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

BRUTALITY STH

Your fury makes your weapons lethal. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. While raging, you gain access to the critical specialization effects for melee weapons and unarmed attacks.

JUGGERNAUT **7**TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

WEAPON SPECIALIZATION 7TH

Your rage helps you hit harder. You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary. You gain your instinct's specialization ability.

LIGHTNING REFLEXES

9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

RAGING RESISTANCE

Repeated exposure and toughened skin allow you to fend off harm. While raging, you gain resistance equal to 3 + your Constitution modifier to damage types based on your instinct.

MIGHTY RAGE 11TH

Your rage intensifies and lets you burst into action. Your proficiency rank for your barbarian class DC increases to expert. You gain the Mighty Rage free action.

MIGHTY RAGE �

Trigger You use the Rage action on your turn.

Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait.

GREATER JUGGERNAUT

13TH

You have a stalwart physiology. Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you roll a failure on a Fortitude save against an effect that deals damage, you halve the damage you take.



GREATER WEAPON SPECIALIZATION

1STH

The weapons you've mastered become truly fearsome in your hands. Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary. You gain a greater benefit from your instinct's specialization ability.

INDOMITABLE WILL

1STH

Your rage makes it difficult to control you. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

HEIGHTENED SENSES

17TH

Your instinct heightens each of your senses further. Your proficiency rank for Perception increases to master.

OUICK RAGE

1711

You recover from your Rage quickly, and are soon ready to begin anew. After you spend a full turn without raging, you can Rage again without needing to wait 1 minute.

ARMOR OF FURY

19TH

Your training and rage deepen your connection to your armor. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master.

DEVASTATOR

19TH

Your Strikes are so devastating that you hardly care about resistance, and your barbarian abilities are unparalleled. Your proficiency rank for your barbarian class DC increases to master. Your melee Strikes ignore 10 points of a creature's resistance to their physical damage.

INSTINCTS

You channel your rage through an instinct. You decide what your instinct means to you. It could be a creature or symbol beloved by your clan, or a purely internal source or filter of your rage, such as a belief, curse, heritage, or state of mind. Each instinct grants an instinct ability, plus more abilities you can gain via feats that list that instinct as a prerequisite. It also determines what damage you resist with raging resistance and, at higher levels, increases the additional damage you deal when you Rage.

Each instinct lists acts that are anothema to it. Whenever you perform such acts, you lose the instinct's abilities and any feats that list your instinct as a prerequisite until you spend 1 day of downtime re-centering yourself, though you keep all of your other barbarian abilities.

ANIMAL INSTINCT

The fury of a wild predator fills you when you Rage, granting you ferocious unarmed attacks. Cultures that revere vicious animals (such as apes or bears) give rise to barbarians with this instinct. You might also be at

war with an uncontrollable, animalistic side of your personality, or you might be a descendant of a werewolf or another werecreature. Select an animal from Table 3–3: Animal Instincts that best matches your chosen animal.

TABLE 3-3: ANIMAL INSTINCTS

Animal	Attack	Damage	Traits
Ape	Fist	1d10 B	Grapple, unarmed
Bear	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Bull	Horn	1d10 P	Shove, unarmed
Cat	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Deer	Antler	1d10 P	Grapple, unarmed
Frog	Jaws	1d10 B	Unarmed
	Tongue	1d4 B	Agile, unarmed
Shark	Jaws	1d10 P	Grapple, unarmed
Snake	Fangs	1d10 P	Grapple, unarmed
Wolf	Jaws	1d10 P	Trip, unarmed

ANATHEMA

Flagrantly disrespecting an animal of your chosen kind is anathema to your instinct, as is using weapons while raging.

BESTIAL RAGE [INSTINCT ABILITY]

When you Rage, you gain your chosen animal's unarmed attack (or attacks). The specific attack gained, the damage it deals, and its traits are listed on Table 3–3: Animal Instincts. These attacks are in the brawling group. Your Rage action gains the morph, primal, and transmutation traits.

SPECIALIZATION ABILITY

7TH

Increase the damage die size for the unarmed attacks granted by your chosen animal by one step, and increase the additional damage from Rage from 2 to 5 for your chosen animal's unarmed attacks. The frog's tongue attack and deer's antler attack gain reach 10 feet. If you have greater weapon specialization, increase the damage from Rage from 5 to 12 for your chosen animal's unarmed attacks.

RAGING RESISTANCE

9тн

You resist piercing and slashing damage.

DRAGON INSTINCT

You summon the fury of a mighty dragon and manifest incredible abilities. Perhaps your culture reveres draconic majesty, or you gained insights by drinking or bathing in dragon's blood or watching a marauding wyrm burn your village. Select a type of dragon from Table 3–4: Dragon Instincts as your instinct's dragon type. Chromatic dragons tend to be evil, and metallic dragons tend to be good.

TABLE 3-4: DRAGON INSTINCTS

Dragon Type	Category	Breath Weapon
Black	Chromatic	Line of acid
Blue	Chromatic	Line of electricity

Green	Chromatic	Cone of poison
Red	Chromatic	Cone of fire
White	Chromatic	Cone of cold
Brass	Metallic	Line of fire
Bronze	Metallic	Line of electricity
Copper	Metallic	Line of acid
Gold	Metallic	Cone of fire
Silver	Metallic	Cone of cold

ANATHEMA

Letting a personal insult against you slide is anathema to your instinct. Choose whether your character respects or abhors your dragon type. If you respect it, defying such a dragon is anathema, and if you abhor it, failing to defeat such a dragon you come across is anathema.

DRACONIC RAGE [INSTINCT ABILITY]

While raging, you can increase the additional damage from Rage from 2 to 4 and change its damage type to match that of your dragon's breath weapon instead of the damage type for your weapon or unarmed attack. If you do this, your Rage action gains the arcane and evocation traits, as well as the trait matching the damage type.

SPECIALIZATION ABILITY 7TH

When you use draconic rage, you increase the additional damage from Rage from 4 to 8. If you have greater weapon specialization, instead increase the damage from Rage when using draconic rage from 8 to 16.

RAGING RESISTANCE 9TH

You resist piercing damage and the damage type of your dragon's breath weapon.

FURY INSTINCT

Your rage comes from a deep and purely personal well within you. You use your rage as you choose.

ANATHEMA AND INSTINCT ABILITY

You don't have an anathema or an instinct ability. Instead, you gain an additional 1st-level barbarian feat.

SPECIALIZATION ABILITY 7TH

Increase the additional damage from Rage from 2 to 6. If you have greater weapon specialization, instead increase the additional damage from Rage to 12.

RAGING RESISTANCE 9TH

You resist physical weapon damage, but not physical damage from other sources (such as unarmed attacks).

GIANT INSTINCT

Your rage gives you the raw power and size of a giant. This doesn't necessarily mean you revere giants—you might scoff at them or even aspire to slay them! You could instead seem like a giant to other people due to

KEY TERMS

You'll see the following key terms in many barbarian class features.

Flourish: Flourish actions are techniques that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

Open: These maneuvers work only as your first salvo on your turn. You can use an open action only if you haven't used an action with the attack or open trait yet this turn.

Rage: You must be raging to use abilities with the rage trait, and they end automatically when you stop raging.

your exceptional strength or larger-than-life emotions and ego.

ANATHEMA

Failing to face a personal challenge of strength is anathema.

TITAN MAULER [INSTINCT ABILITY]

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You gain access to this larger weapon, which can be of any weapon type otherwise available at character creation. It has the normal Price and Bulk for a weapon of its size (page 295). When wielding such a weapon in combat, increase your additional damage from Rage from 2 to 6, but you have the clumsy 1 condition (page 618) because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

SPECIALIZATION ABILITY

Increase the damage from Rage when using a larger weapon from 6 to 10; if you have greater weapon specialization, increase it from 10 to 18.

RAGING RESISTANCE

You resist bludgeoning damage and your choice of cold, electricity, or fire, chosen when you gain raging resistance.

SPIRIT INSTINCT

Whether you are emotionally sensitive to the spirits around you; worship ancestors or apparitions; or are haunted by the specter of an ancestor, relative, friend, or foe, your rage takes the form of a spiritual possession.

ANATHEMA

Disrespecting corpses or spirits is anathema to your instinct; defending yourself against undead creatures is not.

SPIRIT RAGE [INSTINCT ABILITY]

While raging, you can increase the additional damage from Rage from 2 to 3 and change its damage type to

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BARBARIAN FEATS

If you need to look up a barbarian feat by name instead of by level, use this table.

of by level, use this t	table.
Feat L	.evel
Acute Scent	2
Acute Vision	1
Animal Rage	8
Animal Skin	6
Attack of Opportunity	6
Awesome Blow	14
Brutal Bully	6
Brutal Critical	18
Cleave	6
Collateral Thrash	16
Come and Get Me	10
Contagious Rage	20
Dragon's Rage Breath	6
Dragon's Rage Wings	12
Dragon Transformation	16
Fast Movement	4
Furious Bully	8
Furious Finish	2
Furious Grab	12
Furious Sprint	10
Giant's Lunge	14
Giant's Stature	6
Great Cleave	10
Knockback	10
Moment of Clarity	1
No Escape	2
Perfect Clarity	18
Predator's Pounce	12
Quaking Stomp	20
Raging Athlete	4
Raging Intimidation	1
Raging Thrower	1
Reckless Abandon	16
Renewed Vigor	8
Second Wind	2
Shake It Off	2
Share Rage	8
Spirits' Interference	6
Spirit's Wrath	12
Sudden Charge	1
Sudden Leap	8
Swipe	4
Terrifying Howl	10
Thrash	8
Titan's Stature	12
Vengeful Strike	14
Vicious Evisceration	18
Whirlwind Strike	14
Wounded Rage	4

negative or positive, instead of the damage type for your weapon or unarmed attack (choose each time you Rage). If you choose to deal negative or positive damage, your weapon or unarmed attack gains the effects of the *ghost touch* property rune, which makes it more effective against incorporeal creatures, and your Rage action gains the divine and necromancy traits, plus negative or positive, as appropriate.

SPECIALIZATION ABILITY 7TH

When using spirit rage, increase the damage from Rage from 3 to 7. If you have greater weapon specialization, instead increase the damage when using spirit rage to 13.

RAGING RESISTANCE 9TH

You resist negative damage, as well as damage dealt by the attacks and abilities of undead creatures, regardless of the damage type.

BARBARIAN FEATS

At every level that you gain a barbarian feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

IST LEVEL

ACUTE VISION FEAT 1

BARBARIA

When you are raging, your visual senses improve, granting you darkvision.

MOMENT OF CLARITY ◆ FEAT 1

BARBARIAN CONCENTRATE RAGE

You push back your rage for a moment in order to think clearly. Until the end of this turn, you can use actions with the concentrate trait even if those actions don't have the rage trait.

RAGING INTIMIDATION

FEAT 1

BARBARIAN

Your fury fills your foes with fear. While you are raging, your Demoralize and Scare to Death actions (from the Intimidation skill and an Intimidation skill feat, respectively) gain the rage trait, allowing you to use them while raging. As soon as you meet the prerequisites for the skill feats Intimidating Glare and Scare to Death, you gain these feats.

RAGING THROWER FEAT 1

BARBARIAN

Thrown weapons become especially deadly in your fury. You apply the additional damage from Rage to your thrown weapon attacks. If you have the Brutal Critical feat or the devastator class feature, apply their benefits to thrown weapon attacks.

SUDDEN CHARGE ◆◆◆ FEAT 1

BARBARIAN FLOURISH OPEN

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

SND LEVEL

ACUTE SCENT FEAT 2

BARBARIAN

Prerequisites Acute Vision or darkvision

When you Rage, your sense of smell improves. You gain imprecise scent with a range of 30 feet.



FURIOUS FINISH ->

FEAT 2

BARBARIAN RAGE

Desperate to finish the fight, you pour all your rage into one final blow. Make a Strike. If it hits, you gain a circumstance bonus to damage equal to the number of rounds remaining in your Rage (maximum 10). After this Strike, your Rage immediately ends, and you are fatigued until you rest for at least 10 minutes.

NO ESCAPE **→** FEAT 2

BARBARIAN RAGE

Trigger A foe within reach attempts to move away from you.

You keep pace with a retreating foe. Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use No Escape to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

SECOND WIND FEAT 2

BARBARIAN

You can enter a second rage, but afterward you need to catch your breath. You can Rage without waiting for 1 minute after the previous Rage (or 1 round, with quick rage), but when you end this second Rage, you're fatigued until you rest for 10 minutes.

SHAKE IT OFF •

FEAT 2

BARBARIAN CONCENTRATE RAGE

You concentrate on your rage, overcoming fear and fighting

back sickness. Reduce your frightened condition value by 1, and attempt a Fortitude save to recover from the sickened condition as if you had spent an action retching; you reduce your sickened condition value by 1 on a failure (but not on a critical failure), by 2 on a success, or by 3 on a critical success.

4TH LEVEL

FAST MOVEMENT

FEAT 4

BARBARIAN

While raging, you gain a +10-foot status bonus to your Speed.

RAGING ATHLETE

FEAT 4

BARBARIAN

Prerequisites expert in Athletics

Physical obstacles can't hold back your fury. While you are raging, you gain a climb Speed and swim Speed equal to your land Speed and the DC of High Jumps and Long Jumps decreases by 10. Your distance for a vertical Leap increases to 5 feet vertically, and your distance for a horizontal Leap increases to 15 feet if your Speed is at least 15 feet and to 20 feet if your Speed is at least 30 feet.

SWIPE **

FEAT 4

BARBARIAN FLOURISH

You make a wide, arcing swing. Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other.

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ANIMAL RAGER

The animal within you breaks free, turning you into a feral creature of nature when you rage. You follow your instincts rather than reason, and you find yourself at home in the wilderness.

ABILITY SCORES

Increase your Strength as high as you can, followed by your Constitution and Dexterity. A high Wisdom can improve your senses.

Athletics, Intimidation, Nature, Survival

INSTINCT

Animal instinct

STARTING FEAT

Raging Intimidation

HIGHER-LEVEL FEATS

No Escape (2nd), Animal Skin (6th), Animal Rage (8th), Terrifying Howl (10th), Predator's Pounce (12th)

Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.

If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

WOUNDED RAGE ?

FEAT 4

BARBARIAN

Trigger You take damage and are capable of entering a rage. You roar in pain, awakening the rage within you. You Rage.

BTH LEVEL

ANIMAL SKIN

FEAT 6

BARBARIAN MORPH PRIMAL TRANSMUTATION

Prerequisites animal instinct

Your proficiency in unarmored defense increases to expert. When you are raging and unarmored, your skin transforms into a thick hide. You gain a +2 item bonus to AC (+3 if you have the greater juggernaut class feature). The thickness of your hide gives you a Dexterity modifier cap to your AC of +3. This item bonus to AC is cumulative with armor potency runes on your explorer's clothing, mage armor, and bracers of armor.

ATTACK OF OPPORTUNITY

FEAT 6

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

BRUTAL BULLY

FEAT 6

BARBARIAN

Prerequisites expert in Athletics

You push your foes around and leave bruises. While raging, when you successfully Disarm, Grapple, Shove, or Trip a foe, you deal that foe bludgeoning damage equal to your Strength modifier; add this to the damage from a critical success to Trip.

CLEAVE ?

FEAT 6

BARBARIAN RAGE

Trigger Your melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature.

You swing clear through one foe and into another. Make a melee Strike against the second foe.

DRAGON'S RAGE BREATH ***

FEAT 6

ARCANE BARBARIAN CONCENTRATE EVOCATION RAGE

Prerequisites dragon instinct

Requirements You haven't used this ability since you last Raged. You breathe deeply and exhale powerful energy in a 30-foot cone or 60-foot line, dealing 1d6 damage per level. The area and damage type match those of your dragon (see Table 3-4 on page 86). If you used this ability in the last hour, the area and the damage are halved (15-foot cone or 30-foot line; 1d6 damage for every 2 levels). Each creature in the area must attempt a basic Reflex save.

GIANT'S STATURE •>

FEAT 6

BARBARIAN POLYMORPH PRIMAL RAGE TRANSMUTATION

Prerequisites giant instinct

Requirements You are Medium or smaller.

You grow to incredible size. You become Large, increasing your reach by 5 feet and gaining the clumsy 1 condition (page 618) until you stop raging. Your equipment grows with you.

SPIRITS' INTERFERENCE •

FEAT 6

BARBARIAN DIVINE NECROMANCY RAGE

Prerequisites spirit instinct

You call forth protective spirits to ward off ranged attacks. Until your rage ends, anyone making a ranged attack against you must succeed at a DC 5 flat check or the attack misses with no effect.

8TH LEVEL

ANIMAL RAGE *

FEAT 8

BARBARIAN CONCENTRATE POLYMORPH PRIMAL RAGE TRANSMUTATION

Prerequisites animal instinct

You transform into your animal. You gain the effects of the 3rd-level *animal form* spell except you use your own statistics, temporary Hit Points, and unarmed attacks instead of those granted by *animal form*. You also retain the constant abilities of your gear. If your animal is a frog, your tongue's reach increases to 15 feet. Dismissing the transformation gains the rage trait.

FURIOUS BULLY FEAT 8

BARBARIAN

Prerequisites master in Athletics

You bully foes across the battlefield. While raging, you gain a +2 circumstance bonus to Athletics checks for attack actions.

RENEWED VIGOR •>

FEAT 8

BARBARIAN CONCENTRATE RAGE

You pause to recover your raging vigor. You gain temporary Hit Points equal to half your level plus your Constitution modifier.

SHARE RAGE *

FEAT 8

AUDITORY BARBARIAN RAGE VISUAL

Requirements You haven't used this ability since you last Raged. You stoke an ally's fury. While you are raging, one willing creature within 30 feet gains the effects of the Rage action, except it can still use concentrate actions.

SUDDEN LEAP *>>

FEAT 8

DADDADIAN

You swing at a foe while mid-leap. Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright.

When attempting a High Jump or Long Jump during a Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

THRASH •>

FEAT 8

BARBARIAN RAGE

Requirements You have a foe grabbed.

You thrash the grabbed foe around. It takes bludgeoning damage equal to your Strength modifier plus your weapon specialization damage plus your Rage damage. The foe must attempt a basic Fortitude save against your class DC.

10TH LEVEL

COME AND GET ME ◆

FEAT 10

BARBARIAN CONCENTRATE RAGE

You open yourself to attacks so you can respond in turn. Until your rage ends, you are flat-footed, and damage rolls against you gain a +2 circumstance bonus. If a creature hits you, that creature is flat-footed to you until the end of your next turn. If you hit it before the end of your next turn, you gain temporary Hit Points equal to your Constitution modifier, or double that on a critical hit. These temporary Hit Points last until the end of your rage.

FURIOUS SPRINT **

FEAT 10

BARBARIAN RAGE

You rush forward. Stride up to five times your Speed in a straight line. You can increase the number of actions this activity takes to 3 to Stride up to eight times your Speed in a straight line instead.

GREAT CLEAVE

FEAT 10

BARBARIAN RAGE

Prerequisites Cleave

Your fury carries your weapon through multiple foes. When you Cleave, if your Strike also kills or knocks the target unconscious, you can continue to make melee Strikes until you make a Strike that doesn't kill or knock a creature unconscious, or until there are no creatures adjacent to the most recent creature you attacked while Cleaving, whichever comes first.

KNOCKBACK◆

FEAT 10

BARBARIAN RAGE

Requirements Your last action was a successful Strike.

The weight of your swing drives your enemy back. You push the foe back 5 feet, with the effects of a successful Shove. You can follow the foe as normal for a successful Shove.

TERRIFYING HOWL ◆

FEAT 10

AUDITORY BARBARIAN RAGE

Prerequisites Intimidating Glare

You unleash a terrifying howl. Attempt Intimidate checks to Demoralize each enemy within 30 feet. Regardless of the results of your checks, each creature is then temporarily immune to Terrifying Howl for 1 minute.

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12TH LEVEL

DRAGON'S RAGE WINGS •>

FEAT 12

BARBARIAN MORPH PRIMAL RAGE TRANSMUTATION

Prerequisites dragon instinct

You sprout dragon wings from your back of the same color as your chosen dragon. While you are raging, you gain a fly Speed equal to your land Speed. If you are flying when your rage ends, you start to fall but the transformation only completes at the last moment, so you take no damage from the fall and land standing up.

FURIOUS GRAB

FEAT 12

BARBARIAN RAGE

Requirements Your last action was a successful Strike, and either you have a hand free or your Strike used a grapple weapon.

You grab your foe while it's distracted by your attack. The foe you hit becomes grabbed, as if you had succeeded at an Athletics check to Grapple the foe.

PREDATOR'S POUNCE •>

FEAT 12

BARBARIAN FLOURISH OPEN RAGE

Prerequisites animal instinct

Requirements You are unarmored or wearing light armor.

You close the distance to your prey in a blur, pouncing on the creature before it can react. You Stride up to your Speed and make a Strike at the end of your movement.

SPIRIT'S WRATH �

FEAT 12

ATTACK BARBARIAN CONCENTRATE RAGE

Prerequisites spirit instinct

You call forth an ephemeral apparition, typically the ghost of an ancestor or a nature spirit, which takes the form of a wisp. The spirit wisp makes a melee wisp rush unarmed attack against an enemy within 120 feet of you. The wisp's attack modifier is equal to your proficiency bonus for martial weapons plus your Strength modifier plus a +2 item bonus, and it applies the same circumstance and status bonuses and penalties that you have. On a hit, the wisp deals damage equal to 4d8 plus your Constitution modifier. The damage is your choice of negative or positive damage; don't apply your Rage damage or your weapon specialization damage, but circumstance and status bonuses and penalties that would also affect the wisp's damage apply. If your wisp's Strike is a critical hit, the target becomes frightened 1. This attack uses and counts toward your multiple attack penalty as if you were the one attacking.

TITAN'S STATURE

FEAT 12

BARBARIAN POLYMORPH TRANSMUTATION

Prerequisites giant instinct, Giant's Stature

You grow to even greater size. When using Giant's Stature, you can instead become Huge (increasing your reach by 10 feet if you were Medium or smaller) while you are raging. You have the clumsy 1 condition (page 618) as long as you are Huge.

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14TH LEVEL

AWESOME BLOW

FEAT 14

BARBARIAN CONCENTRATE RAGE

Prerequisites Knockback

Your attacks are so powerful, they can flatten your opponents. When you use Knockback, you can attempt an Athletics check against your target's Fortitude DC.

Critical Success You gain the critical success effect of a Shove, then the critical success effect of a Trip against the target.

Success You gain the success effect of a Shove, then the success effect of a Trip against the target.

Failure You gain the normal effect of Knockback.

GIANT'S LUNGE •>

FEAT 14

BARBARIAN CONCENTRATE RAGE

Prerequisites giant instinct

You extend your body and prepare to attack foes outside your normal reach. Until your rage ends, all your melee weapons and unarmed attacks gain reach 10. This doesn't increase the reach of any weapon or unarmed attack that already has the reach trait, but it does combine with abilities that increase your reach due to increased size, such as Giant's Stature.

VENGEFUL STRIKE

FEAT 14

BARBARIAN RAGE

Prerequisites Come and Get Me

Trigger A creature within your reach succeeds or critically succeeds at an attack against you.

Requirements You're under the effect of Come and Get Me.

When struck by an enemy, you respond in turn. Make a melee Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

WHIRLWIND STRIKE *>>>

FEAT 14

BARBARIAN FLOURISH OPEN

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

16TH LEVEL

COLLATERAL THRASH

FEAT 16

BARBARIAN RAGE

Prerequisites Thrash

When you Thrash a grabbed foe, you smack that foe into another nearby. Another foe adjacent to the grabbed foe also takes your Thrash damage, with a basic Reflex save against your class DC.

DRAGON TRANSFORMATION •>

FEAT 16

BARBARIAN CONCENTRATE POLYMORPH PRIMAL RAGE TRANSMUTATION

Prerequisites dragon instinct, Dragon's Rage Wings

You transform into a ferocious Large dragon, gaining the effects of 6th-level *dragon form* except that you use your own AC and

attack modifier, you apply your extra damage from Rage, and the Breath Weapon uses your class DC. The action to Dismiss the transformation gains the rage trait.

At 18th level, you gain a +20-foot status bonus to your fly Speed, your damage bonus with dragon Strikes increases to +12, and you gain a +14 status bonus to your breath weapon damage.

RECKLESS ABANDON ◆

FEAT 16

BARBARIAN RAGE

Trigger Your turn begins, and you are at half or fewer Hit Points. Your blood boils when you take a beating, and you throw caution to the wind to finish the fight. You gain a +2 circumstance bonus to attack rolls, a -2 penalty to AC, and a -1 penalty to saves. These bonuses and penalties last until your Rage ends or until you are above half Hit Points, whichever comes first.

18TH LEVEL

BRUTAL CRITICAL

FEAT 18

BARBARIAN

Your critical hits are particularly devastating. On a critical hit with a melee Strike, add one extra damage die. This is in addition to any extra dice you gain if the weapon is deadly or fatal. The target also takes persistent bleed damage equal to two damage dice.

PERFECT CLARITY

FEAT 18

BARBARIAN CONCENTRATE FORTUNE RAGE

Trigger You fail or critically fail an attack roll or Will save.

You burn out all of your rage to ensure that your attack lands and your mind remains free. Reroll the triggering attack roll or Will save with a +2 circumstance bonus, use the better result, and resolve the effect. You then immediately stop raging.

VICIOUS EVISCERATION *>>

FEAT 18

BARBARIAN RAGE

You make a vicious attack that maims your enemy. Make a melee Strike. If the Strike hits and deals damage, the target is drained 1, or drained 2 on a critical success.

20TH LEVEL

CONTAGIOUS RAGE

FEAT 20

AUDITORY BARBARIAN RAGE VISUAL

Prerequisites Share Rage

You can drive your allies into a frenzy, granting them incredible benefits. You can ignore the requirements on Share Rage, using it multiple times in a Rage. Allies affected by Share Rage who accept your anathema for the duration of the Rage gain your instinct ability and the specialization ability it gains from weapon specialization, but not greater weapon specialization.

OUAKING STOMP

FEAT 20

BARBARIAN MANIPULATE RAGE

Frequency once per 10 minutes

You stomp the ground with such force that it creates a minor earthquake, with the effects of the *earthquake* spell.