

BARBARIAN

Through the new superstition instinct, a healthy distrust of magic makes you deadlier and more resilient to spellcasters that dare challenge you.



SUPERSTITION INSTINCT

A deep distrust of magic drives you to forgo and counter the metaphysical nonsense of spellcasters. Whether you're a member of a superstitious family or culture that distrusts magic, a warrior in constant battle against wizards and witches, a survivor of a magical accident that instilled an intense aversion in your mind and body, or a scion of a bloodline known for its magic resistance, your rage is inimical to magic. This makes you an excellent mage hunter but slow to trust practitioners of magical arts. Your extremely restrictive anathema grants you powers beyond those of other instincts.

ANATHEMA

Willingly accepting the effects of magic spells (including from scrolls, wands, and the like), even from your allies, is anathema to your instinct. You can still drink potions and invest and activate most magic items you find, though items that cast spells are subject to the same restrictions as all other spells. If an ally insists on using magic on you despite your unwillingness, and you have no reason to believe they will stop, continuing to travel with that ally of your own free will counts as willingly accepting their spells (as do similar circumstances) and thus is also anathema to your instinct.

SUPERSTITIOUS RESILIENCE (INSTINCT ABILITY)

While raging, you gain a +2 status bonus to all saves against magic. Increase your damage from Rage from 2 to 4 against creatures that can cast spells. Once every 10 minutes, when you Rage, you regain Hit Points equal to the temporary Hit Points you gain from that Rage action.

SPECIALIZATION ABILITY 7TH

Increase the damage from Rage from 4 to 8 against creatures that can cast spells. If you have greater raging specialization, instead increase the damage from Rage to 12 against creatures with spells and 8 against other creatures.

RAGING RESISTANCE 9TH

Choose two associated magical traditions: arcane and occult, arcane and primal, divine and occult, or divine and primal. The resistance from your raging resistance class feature applies against all damage you take from spells cast with these two traditions of magic, regardless of the type of damage dealt by the spell.

BARBARIAN FEATS

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

1ST LEVEL

ADRENALINE RUSH

FEAT 1

BARBARIAN RAGE

In the heat of battle, you are capable of amazing feats of strength. While you are raging, increase your encumbered and maximum Bulk limits by 2; you also gain a +1 status bonus to Athletics checks to lift heavy objects, Escape, and Force Open.

DRACONIC ARROGANCE

FEAT 1

BARBARIAN RAGE

Prerequisites dragon instinct

Few can sway you from your goals while the fury of combat fills you. While raging, you gain a +2 status bonus to saving throws against emotion effects.

SND LEVEL

BASHING CHARGE

FEAT 2

BARBARIAN FLOURISH

Prerequisites trained in Athletics

You smash, bust, and charge through solid obstacles without hesitation. Stride twice. Once during your movement, if your movement passes through or ends adjacent to a door, window, fence, wall, or similar obstacle, you can attempt an Athletics check to Force Open the obstacle with a +1 circumstance bonus to the roll; on a failure, your movement ends at that obstacle.

4TH LEVEL

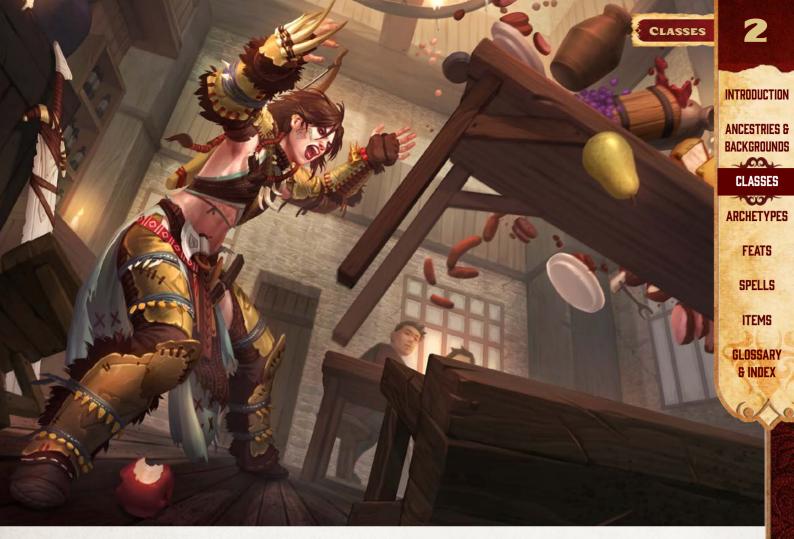
BARRELING CHARGE ***

FEAT 4

BARBARIAN FLOURISH

Prerequisites trained in Athletics

You rush forward, moving enemies aside to reach your foe. You Stride, attempting to move through your enemies' spaces and make a melee Strike. Roll an Athletics check and compare the result to the Fortitude DC of each creature whose space you attempt to move through during your Stride, moving through its space on a success but ending your movement before entering its space on a failure. You can use Barreling Charge to Burrow, Climb, Fly, or Swim instead of Stride, as long as you have the corresponding movement type.



OVERSIZED THROW

FEAT 4

BARBARIAN RAGE

Requirements You have one or more hands free.

With a great heave, you seize a piece of your surroundings, such as a boulder, log, table, wagon, or chunk of earth, and hurl it at your foes. The object must be your size or one size smaller than you, and it must not have too much Bulk for you to lift it in the first place. Make a ranged Strike with the object; regardless of the result, the object takes the same amount of damage it would deal on a success. The object is a simple ranged weapon that deals 1d10 bludgeoning damage, has a range increment of 20 feet, and has the thrown weapon trait. The damage increases to 2d10 if you have weapon specialization in simple weapons, or 3d10 if you have greater weapon specialization.

SPIRITUAL GUIDES ?

FEAT 4

BARBARIAN CONCENTRATE FORTUNE

Prerequisites spirit instinct

Frequency once per day

Trigger You fail, but don't critically fail, a Perception check or a skill check.

Though no one sees them and only you can hear them, the spirits around you constantly chatter, save when you are raging. Sometimes they're even helpful. You can heed the spirits' guidance to reroll the triggering check, using the second result even if it's worse.

SUPERNATURAL SENSES

FEAT 4

BARBARIAN RAGE

Prerequisites Acute Scent or precise or imprecise scent

Your scent is preternaturally sharp, and you can always rely on your sense of smell to help guide you when your vision is compromised. When you target a concealed or hidden opponent while you are raging, you reduce the DC of the flat check to 3 for a concealed target or to 9 for a hidden one.

6TH LEVEL

INNER STRENGTH •>

FEAT 6

BARBARIAN CONCENTRATE RAGE

Your strength is part of your rage, so as long as your anger remains, you can gather your strength and rage to overcome any sort of enfeeblement. You reduce your enfeebled condition's value by 1.

MAGE HUNTER ?

FEAT 6

BARBARIAN RAGE

Prerequisites superstition instinct

Trigger A creature within your reach Casts a Spell.

You use your hatred of magic to lash out at the sight of spellcasting, allowing you to interrupt an enemy's spell. Make a melee Strike against the triggering creature. If the attack is a critical hit, you disrupt the spell.

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NOCTURNAL SENSE

FEAT 6

BARBARIAN RAGE

Prerequisites Acute Scent, or precise or imprecise scent and low-light vision

Your senses gain even greater clarity. While raging, you gain darkvision if you don't already have it, and the range of your imprecise scent increases to 60 feet.

SCOURING RAGE �

FEAT 6

BARBARIAN

Prerequisites an instinct that allows you to change your additional damage from Rage to a different damage type

Trigger You Rage.

You emit a powerful surge of instinctual energy when you unleash your potential. Each adjacent creature takes damage equal to your level (basic Fortitude save against your class DC) of the same type as your additional damage during that Rage.

8TH LEVEL

DISARMING ASSAULT •

FEAT 8

BARBARIAN FLOURISH RAGE

Prerequisites trained in Athletics

You attack with enough force to knock the weapon out of your foe's hands. Make a melee Strike; if you hit, you can attempt an Athletics check to Disarm that foe.

FOLLOW-UP ASSAULT •>

FEAT 8

BARBARIAN RAGE

Requirements You used your previous action to make a melee Strike that missed.

Even in the face of failure you press the attack, determined to succeed. Make a Strike with the same weapon, adding the effects of the backswing and forceful weapon traits.

FRIENDLY TOSS ->>

FEAT 8

BARBARIAN MANIPULATE RAGE

Requirements You are adjacent to an ally and have one or more hands free.

You toss your friends around the battlefield. Pick up an adjacent ally of your size or smaller and throw them to an unoccupied space you can see within 30 feet. Their movement doesn't trigger reactions. Your ally ends this movement on their feet and doesn't take damage from the fall. If your ally ends this movement within melee reach of at least one enemy, they can make a melee Strike against an enemy within their reach as a reaction.

INSTINCTIVE STRIKE *>>

FEAT 8

BARBARIAN MANIPULATE RAGE

Prerequisites Acute Scent or precise or imprecise scent

You trust your instincts and your sense of smell, using all of your senses to pinpoint your opponent's location. Make a melee Strike against an opponent that isn't hiding its scent with an effect like *negate aroma*. This attack ignores any flat check required due to the target being concealed or hidden.

10TH LEVEL

DETERMINED DASH

FEAT 10

BARBARIAN RAGE

Nothing can keep you from your enemy. Stride twice. During this movement you ignore difficult terrain, greater difficult terrain, and any effects that would impose a penalty to Speed. You can attempt an Athletics check instead of an Acrobatics check to Balance when moving across narrow surfaces or uneven ground, using the same DC. This doesn't prevent you from being harmed by hazardous terrain. You can increase the number of actions this activity takes to 3 to Stride three times instead.

IMPRESSIVE LANDING

FEAT 10

BARBARIAN

Trigger You fall at least 10 feet and land on a solid surface.

You slam into the ground, shattering it around you. Treat the fall as 10 feet shorter. You land on your feet. All adjacent spaces become difficult terrain, and creatures in those spaces when you land take 5 bludgeoning damage as the debris hits them and are flat-footed until the start of their next turn.

OVERPOWERING CHARGE

FEAT 10

BARBARIAN

Prerequisites Barreling Charge

You trample your foes as you charge past them. When you use Barreling Charge and successfully move through a creature's space, that creature takes bludgeoning damage equal to your Strength modifier. If you critically succeed, the creature takes twice this amount of damage and becomes flat-footed until the end of your next turn.

RESOUNDING BLOW ***

FEAT 10

BARBARIAN RAGE

Requirements You are wielding a melee weapon that deals bludgeoning damage.

You strike your enemy in the head with such force that their ears ring. Make a melee Strike. If the Strike hits and deals damage, the target is deafened until the start of your next turn (or for 1 minute on a critical hit).

SILENCING STRIKE *

FEAT 10

BARBARIAN INCAPACITATION RAGE

A quick strike to the face or mouth silences your opponent. Make a melee Strike against a foe. The foe must succeed at a Fortitude save against your class DC.

Success The target is unaffected.

Failure The target is dazed and can barely vocalize. It's stunned 1 and its speech is raspy and hard to understand. It must succeed at a DC 11 flat check to use linguistic actions or supply verbal spellcasting components until the end of its next turn.

Critical Failure As failure, but the creature is stunned 3 instead of stunned 1.

TANGLE OF BATTLE ?

FEAT 10

BARBARIAN RAGE

Trigger You critically hit an adjacent enemy.

Your incredibly vicious Strike pulls you right in close, giving you the opportunity to grab your foe. Attempt to Grapple the triggering enemy.

12TH LEVEL

EMBRACE THE PAIN ?

FEAT 12

BARBARIAN RAGE

Trigger A creature damages you with a melee attack.

Ignoring your pain, you reach out and grab the creature or weapon that caused you harm. Attempt an Athletics check to Grapple the triggering creature or to Disarm the creature of the triggering weapon.

SUNDER SPELL **

FEAT 12

ATTACK BARBARIAN CONCENTRATE RAGE

Prerequisites superstition instinct

You draw upon your superstitious fury to destroy a spell. Make a Strike with a melee weapon or an unarmed attack against a creature, object, or a spell manifestation (such as the wall created by *wall of fire* or the guardian from *spiritual guardian*). If your Strike hits, you can attempt to counteract a single spell or magical effect on the target. Your counteract level for this attempt is equal to half your level rounded up, and you use the result of your attack roll for the counteract check.

Whether or not you succeed at your Strike, the target becomes temporarily immune to your Sunder Spell for 24 hours.

UNBALANCING SWEEP ◆◆◆

FEAT 12

BARBARIAN FLOURISH OPEN

You make a great sweep about yourself, knocking creatures off their feet and away from you. Choose up to three adjacent foes and choose whether to Shove or Trip all three of them. Whichever of the two options you choose, roll a separate Athletics check against each foe, performing the same action against each foe. Each attempt counts toward your multiple attack penalty, but don't increase your penalty until you have made all the attempts.

14TH LEVEL

IMPALING THRUST

FEAT 14

BARBARIAN RAGE

Requirements You are wielding a melee weapon that deals piercing damage.

You impale your enemy and hold them in place with your weapon. Make a melee Strike with the required weapon. If the Strike hits and deals damage, your target is grabbed until they successfully Escape, you attack with the required weapon, or you Release the required weapon, whichever comes first. When the target is no longer grabbed, they take persistent bleed damage equal to the number of weapon damage dice.

SUNDER ENCHANTMENT

FEAT 14

BARBARIAN

Prerequisites Sunder Spell

You can focus your superstition to break the magic of an item, in addition to destroying freestanding spells and those active on creatures. When you Sunder a Spell, you can instead attempt to counteract either an unattended magic item or one of your target's magic items. If your counteract attempt succeeds, the item becomes a mundane item of its type for 10 minutes. If you target an artifact, an intelligent item, or a particularly powerful item, your counteract attempt automatically fails.

16TH LEVEL

FURIOUS VENGEANCE ?

FEAT 16

BARBARIAN RAGE

Prerequisites fury instinct

Trigger An enemy within your melee reach critically hits you with a melee Strike.

Your enemy's blow fuels your rage and provokes your immediate retaliation. Make a melee Strike against the triggering enemy.

PENETRATING PROJECTILE **

FEAT 16

BARBARIAN FLOURISH RAGE

Requirements You are wielding a ranged or thrown weapon that deals piercing damage.

Your projectiles are unhindered by flesh and bone. Make a ranged Strike against each creature in a 30-foot line. These attacks ignore lesser cover, cover, and greater cover granted by creatures. Roll damage only once and apply it to each creature you hit. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks.

SHATTERING BLOWS

FEAT 16

BARBARIAN RAGE

Your forceful blows shatter objects with ease. While you are raging, your melee Strikes ignore 5 points of an object's Hardness. If you have the devastator class feature, you instead ignore 10 points of an object's Hardness.

20TH LEVEL

UNSTOPPABLE JUGGERNAUT

FEAT 20

BARBARIAN

You have become a brutal, unstoppable force of nature, able to shrug off mortal wounds with ease. You gain resistance equal to 3 + your Constitution modifier to all damage, and your resistance from raging increases to 8 + your Constitution modifier.

In addition, if you are reduced to 0 Hit Points while raging, you can end your rage as a reaction to stay at 1 Hit Point. If you do, you become wounded 2 (or increase your wounded condition by 2 if you are already wounded).

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