

# undeFEATable

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## 4: BARBARIANS

### NEW FEATS

The feats presented here are intended for barbarian characters or characters with barbarian levels, though they can potentially be used by other classes or prestige classes which share some of the features of the barbarian class.

#### BESTIAL CHALLENGE

You mark out your prey for death and pursue them with an unflinching fury until either you or they are torn to pieces.

**Prerequisites:** Rage class feature.

**Benefits:** When raging, as a swift action you can issue a bestial challenge to any creature you can both see and be seen by. When making melee attacks against this challenged creature you gain a +1 moral bonus to hit and damage. When your base attack bonus reaches +4, and for every 4 points thereafter, this bonus increases by +1. The effects of the challenge last until either you or the challenged creature are reduced to -1 or fewer hit points. During the challenge you cannot attack any other creature or undertake any actions which are not either attacks against the creature or attempts to bring yourself into combat with the challenged creature. Finally, if you do kill your challenged opponent you must spend a full round tearing at their corpse to make sure that they are dead.

This feat can only be used once per rage.

#### BLIND FURY

When in a rage your animal instincts are sharpened allowing you to strike true against unseen foes.

**Prerequisites:** Rage class feature, Blind Fighting.

**Benefits:** When raging you can choose to make a single melee attack as a full round action using your full base attack bonus. If this attack is successful it ignores any chance to miss granted

by the target creature's concealment. This feat can only be used once per rage.

#### BLOOD DRINKER

You are a god of battle invigorated by the blood of your foes and the screams of the fallen.

**Prerequisites:** Rage class feature, 5th-level or higher.

**Benefits:** While raging you gain 1 temporary hit point whenever you inflict at least 10 points of damage on a single creature. This increases by 1 additional temporary hit point for every 5 levels beyond 5th-level to a maximum of 4 temporary hit points at 20th-level. These temporary hit points cannot bring your hit point total above its normal maximum (*plus any bonuses for increased Constitution*) and are lost as soon as your rage is ended.

#### FURIOUS REFLEXES

You can channel your rage into increasing your speed and agility rather than your strength.

**Prerequisites:** Rage class feature.

**Benefits:** When entering a rage you can choose to gain a +4 for moral bonus to Dexterity instead of a +4 moral bonus to Strength. In all other respects your rage functions as normal.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

#### GRAVE BREAKER

Even death cannot quiet your raging soul.



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**Prerequisites:** Rage class feature, Constitution 15 or higher.

**Benefits:** You can enter a rage when disabled or dying. If your temporary hit points gained from raging would then raise your hit points to 0 or above you may then function as normal without penalties for being staggered or fatigued. This feat does not however stop hit points loss due to dying and you must still check each round to see if you continue to lose hit points or stabilise. When your rage ends you will lose your temporary hit points as normal possibly resulting in death.

**Normal:** Characters that are disabled or dying are unconscious and cannot take any actions.

### **IRON STATURE**

Your physic is legendary and impressive even by the standards of your robust peers.

**Prerequisites:** 1d12 Hit Dice.

**Benefits:** When you gain a new level and make your roll for hit points you may use 2d6 (*adding the results together*) rather than 1d12. Rolling for new hit points in this way does not increase your total Hit Dice, but simply increases the chances of gaining a higher result.

**Normal:** Barbarians roll 1d12 per Hit Dice to determine their hit points.

### **MIGHT BLOWS**

You use your weapon in an unorthodox manner, sweeping it around your head in great arcs and making use of every part.

**Prerequisites:** Rage class feature.

**Benefits:** When raging any melee weapon you wield counts as one size category larger than it actually is for determining damage dice. Otherwise it functions as normal. This does not increase your weapon's reach.

### **SHATTERING BLOW**

You can deliver terrible shattering blows so strong that they smash your own weapon to pieces but also inflict grievous harm upon your foes.

**Prerequisites:** Rage class feature, Power Attack.

**Benefits:** While raging you may make a single melee attack as a full round action using your full base attack bonus. If you hit, your weapon is destroyed and no longer usable, regardless of its hardness, special abilities or remaining hit points. However you also automatically score a critical threat, which you may then roll as normal to confirm, with a second successful attack roll.

**Normal:** When you roll a natural 20 (*or lower natural number depending on your weapons critical threat range*) you can potentially score a critical hit if you succeed on a second attack against the target creature.

### **WAR RAGER**

You are trained to fight and rage in heavy armours, shrugging off their weight and fighting on regardless.

**Prerequisites:** Heavy Armour proficiency, Barbarian 1st-level or higher.

**Benefits:** You may use your fast movement class feature even when wearing heavy armour, though not if you are carrying a heavy load. In addition any other barbarian abilities or class features restricted by heavy armour do not apply to you.

**Normal:** A barbarian cannot use his fast movement when wearing heavy armour.

## **ANIMAL ASPECTS**

When a barbarian rages he taps into an inner core of animalist fury making him stronger, tougher and more deadly in combat. Some barbarians can use this inner core of rage in other ways, such as to channel the spirits of animals; often linked to the heritage of their tribe or the totems of their clan. These Animal Aspects, as they are known, allow a barbarian to gain a different set of benefits when he rages, usually associated with a particular animal.

When a barbarian character uses his rage ability he can, if he has an Animal Aspect feat, choose to gain the benefits of that feat in place of all the normal benefits of raging. Using an Animal Aspect feat in this way completely replaces the normal bonus to Strength, Constitution (*including corresponding bonus hit points*) and Will saves, as well as any penalties, such as the reduction to Armour Class and restrictions on skill use. In all other respects the rage ability remains the same, such as how often it may be used and fatiguing the barbarian after use.

Any Rage Powers a barbarian might have are unaffected and function normally when using an Animal Aspect feat.

A barbarian may choose as many Animal Aspect feats as they like using their feat slots as normal. However, when raging a barbarian may only benefit from a single Animal Aspect at a time, chosen when the rage begins, in place of the normal benefits of raging.

### **BEAR ASPECT**

The bear is powerful and stubborn spirit which refuses to die even when dealt grievous wounds.

**Prerequisites:** Rage class feature, Constitution 15 or higher.

**Benefits:** When you rage you gain a +8 moral bonus to Constitution. This increase to Constitution grants you an extra 4 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. In addition, the barbarian is immune to the effects of being staggered for the duration of his rage.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

### **BULLASPECT**

The bull represents strength in many primitive cultures; it is a spirit which uses raw power to get its way, crushing those who oppose it beneath its hoofs.

**Prerequisites:** Rage class feature, Strength 15 or higher.

**Benefits:** When you rage you gain a +8 moral bonus to Strength. You also count as one size category larger than you are when attempting the Bull Rush or Over Run combat manoeuvres. You do however suffer -2 to Armour Class, and cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

### **FOXASPECT**

The fox is a cunning and slippery spirit adept at fleeing, hiding and evading its foes to fight another day.

**Prerequisites:** Rage class feature.

**Benefits:** When you rage you add an addition 30ft to your base speed and do not provoke attacks of opportunity as long as all you do is withdraw. In addition you gain a +4 moral bonus to Stealth checks. Once your rage ends however you are exhausted rather than fatigued.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

### **RAVENASPECT**

The raven is a canny spirit with keen senses and an almost supernatural ability to detect danger.

**Prerequisites:** Rage class feature, Wisdom 12 or higher.

**Benefits:** When you rage you gain a +6 moral bonus to Perception and the ability to check to notice hidden doors or traps whenever you pass within 10 feet of them, whether or not you are actively looking. Finally if you have low-light vision or dark vision either as part of your racial abilities or as a Rage Power its range is doubled.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

### **SALMONASPECT**

The salmon is a stubborn animal and strong swimmer, its determination and perseverance are near legendary in the wild.

**Prerequisites:** Rage class feature, 5th-level or higher.

**Benefits:** When you rage you gain a swimming movement of 30ft. In addition, you gain the ability to breathe water as the spell Water Breathing. Finally you can leap up to 30ft out of water, which may if you choose be straight up.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

**SERPENT/ASPECT**

The serpent is a deadly spirit filled with poison and hatred for lesser creatures combined with lightning fast reactions and pitiless speed.

**Prerequisites:** Rage class feature.

**Benefits:** When you rage your natural attacks (*bite, hands etc*) become poisonous with potency equal to Black Adder Venom. In addition you gain a +4 moral bonus to Initiative checks. The venomous nature of the spirit however prohibits you from using the Diplomacy skill and imposes a -4 all Charisma tests.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

**TIGER/ASPECT**

The tiger is a powerful hunter and fierce fighter feared throughout the wilds by all lesser animals.

**Prerequisites:** Rage class feature, 7th-level or higher.

**Benefits:** When you rage you grow razor sharp claws. These claws count as light weapons (*meaning you are considered armed when using them*) and inflict 1d6 points of slashing damage. They also give you a +4 circumstance bonus to any Climb skill checks. In addition creatures with the Animal subtype with an intelligence of 3 or less are naturally afraid of you and will keep their distance, unless compelled or attacked by you or your allies. Finally, your tiger's pride prohibits you from using the Bluff or Stealth skills and you may not use the withdraw manoeuvre when in combat.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

**WOLF/ASPECT**

The wolf spirit is a powerful totem of the forest, running swiftly through the woods and working with its bothers to bring down larger prey.

**Prerequisites:** Rage class feature.

**Benefits:** When you rage you gain an addition 10ft of movement to your base speed, as long as you are wearing light or no armour. In addition you gain, and grant, a +3 flanking bonus (*rather than a +2*) when flanking a foe and can make 1 additional attack of opportunity each round. This ability stacks with such feats as Combat Reflexes. Finally you gain the ability to howl as a standard action, granting allies within 60ft a +1 moral bonus to hit and saves versus fear effects for 1 round.

**Normal:** When a barbarian rages he gains a +4 moral bonus to Strength and Constitution and a +2 moral bonus to Will saves. He gains 2 additional hit points per Hit Dice and suffers a -2 to his Armour Class. He cannot use any Charisma, Dexterity or Intelligence based skills (*except Acrobatics, Fly, Intimidate or Ride*) or any ability that requires patience or concentration.

**Special:** You may only use one Animal Aspect at a time.

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