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ABANDONED ARTS® PRESENTS:

CLASS ACTS: BARBARIANS

THIRTY-TWO NEW RAGE POWERS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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RAGE POWERS

As described in the *Pathfinder® Roleplaying Game: Core Rulebook™* rage powers are abilities that allow a barbarian to use his or her rage in new ways. Starting at 2nd level, a barbarian gains one rage power, then another for every two levels of barbarian attained after 2nd level. A barbarian gains the benefits of rage powers only while raging, and some of these powers require the barbarian to take an action first. Unless otherwise noted, a barbarian cannot select an individual power more than once.

Totem rage powers grant powers related to a theme. A barbarian cannot select from more than one group of totem rage powers.

BARBAROUS CUNNING (Ex): When you rage, the -2 penalty to your Armor Class does not apply to your Combat Maneuver Defense.

BASH ASIDE (Ex): You can bash aside an attack with a weapon or shield that you wield. If you have the Improved Unarmed Strike feat, you can bash aside an attack with your bare hands. When you would take damage from an opponent's attack, you can attempt to abate the impact of the attack by bashing your opponent's attack aside as an immediate action. You can even bash aside rays and spells that require an attack roll. To do so, make an attack roll of your own with a held weapon or shield. If your attack roll is equal to or higher than your opponent's roll, you receive the attack's minimum damage (for example, an attack that would deal 2d6+4 points of damage deals 6 points of damage). This power can only be used once per rage. A barbarian must be at least 6th level before selecting this power.

BLOODBATH (Ex): You gain the benefits of the Cleave feat for 1 round. If you have the Cleave feat, you gain the benefits of the Great Cleave feat instead. Furthermore, if you use your powerful blow rage power, every melee attack that that you make this round gains the damage bonus from that ability. This power can only be used once per rage. A barbarian must have the powerful blow rage power and be at least 16th level before selecting this power.

FEARMONGER (Su): While raging, you may use your own Charisma score and relevant feats to set the DCs for spell effects with the death or fear descriptors that originate from magic items that you wear or wield. In addition, spells with the death or fear descriptors that you cast function at a caster level equal to your total character level. A barbarian must have the moment of clarity rage power and be at least 12th level before selecting this power.

FERAL GAIT (Ex): When you rage, you adopt an ape-like posture and a loping gait, sprinting on hand and foot. As long as you have at least one hand free (wearing a buckler or using a light shield leaves a hand free enough for this purpose), the speed bonuses granted by your swift foot rage powers are doubled while you rage. A barbarian must have selected the swift foot rage power at least once and be at least 10th level before selecting this power.

FEROCIOUS (Ex): You may gain the ferocity special ability as a free action. While benefiting from this ability, each round that you rage subtracts two from the number of rounds per day that you can rage. A barbarian must be at least 12th level before selecting this power.

IS THAT ALL YOU'VE GOT? (Ex): Whenever an opponent confirms a critical hit against you, or whenever you fail a saving throw against an opponent's spell, you can make an Intimidate skill check to demoralize your attacker as an immediate action. If you have the bash aside rage power, you may use this ability whenever you use that rage power, as a part of the same immediate action. A barbarian must be at least 8th level before selecting this power.

MASSACRE (Ex): You can use the slaughter rage power an additional number of times equal to your Constitution modifier each time that you rage. A barbarian must have the slaughter rage power and be at least 8th level before selecting this power.

MINDLESS RAGE (Ex): If you fail a Will saving throw against a mind-affecting effect you may ignore the effect until the start of your next turn. At that time, you may attempt a new Will saving throw against the effect. If your second saving throw fails, you are then subject to the effect normally. This power can only be used once per rage. A barbarian must be at least 6th level before selecting this power.

OUTRAGE (Ex): You can enter your rage as an immediate action. A barbarian must be at least 4th level before selecting this power.

PULVERIZE (Ex): When your melee attack reduces an opponent to -1 hit points or less, you may choose to deal an additional 2d4 points of damage to that opponent.

SLAUGHTER (Ex): When your melee attack reduces an opponent to -1 hit points or less, you may perform a coup de grace action against that opponent as an immediate action. This power can only be used once per rage. A barbarian must have the pulverize rage power and be at least 4th level before selecting this power.

RAMPAGE (Ex): When your charge attack reduces an opponent to -1 hit points or less, you may immediately spend the remainder of your movement for the round (if any) to move normally as a free action. This power can only be used once per rage.

REBEL YELL (Ex): When you use the terrifying howl rage power, any ally within 30 feet of you that is affected by a fear effect may attempt to break free of the effect, using your Intimidate skill check in place of a saving throw. This ability does not work against effects that don't allow saves. A barbarian must have the terrifying howl rage power and be at least 10th level before selecting this power.

RELENTLESS ASSAULT (Ex): You can make a charge attack when you use the no escape rage power to move adjacent to an opponent that uses the withdraw action to move away from you, provided that you have an unobstructed line of effect to that opponent and move at least 10 feet in a straight line. A barbarian must have the no escape rage power and be at least 16th level before selecting this power.

SENSELESS VIOLENCE (Ex): You gain a +2 morale bonus on attack and weapon damage rolls for 1 round when you perform a coup de grace while raging.

SPIRITED RESISTANCE (Ex): Whenever you succeed on a Will saving throw against an opponent's mind-affecting fear effect, you gain a +2 bonus on ability checks, attack rolls, skill checks, saving throws, and weapon damage rolls for 1 round. If you have the fearless rage power, you gain the benefits of this ability any time that an opponent targets you with a spell or effect that would cause you to become shaken or frightened. This power can only be used once per rage. A barbarian must be at least 16th level before selecting this power.

TEMPERED RAGE (Ex): You can use the Escape Artist, Handle Animal, Knowledge, and Stealth skills while raging. You can also use the Bluff skill, but only to attempt a feint combat maneuver. A barbarian must have the moment of clarity rage power before selecting this power.

TERRIFYING RAGE (Ex): Once per minute, you can use your terrifying howl rage power as a swift action on the same round in which you enter a rage. A barbarian must have the terrifying howl rage power and be at least 12th level before selecting this power.

THUNDERCLAP (Su): You may choose to deal sonic damage with your elemental rage and lesser elemental rage powers. A barbarian must have the elemental rage and lesser elemental rage powers and be at least 10th level before selecting this power.

TOTEM RAGE POWERS

PANTHER TOTEM (Ex): You can use the Stealth skill while raging, and you gain a +4 bonus on Stealth skill checks while doing so. This ability exempts you from the usual restrictions on taking actions requiring patience or concentration while raging, but does not facilitate the use of any other skills while raging.

PANTHER TOTEM SIGHT (Su): You gain a +4 bonus on Perception skill checks and you can see invisible and ethereal creatures within 5 feet of you while raging. A barbarian must have the panther totem rage power and be at least 6th level before selecting this power.

PANTHER TOTEM STALKER (Ex): You can perform a killing attack similar to an assassin's death attack class feature (see the *Pathfinder® Roleplaying Game: Core Rulebook™* for a description of that class feature), except that the Fortitude saving throw DC is based on your Wisdom score, and you gain no ability to perform sneak attacks or a paralyzing attack. You must be raging while studying the victim and while performing the killing attack, and this power can only be used once per rage. A barbarian must have the panther totem sight rage power and be at least 10th level before selecting this power.

TOSS ASIDE (Ex): Once per round, you can attempt a reposition maneuver (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for rules regarding this combat maneuver) against one target in place of a melee attack. If successful, the target takes damage equal to your Strength modifier, and is moved aside as usual. This does not provoke an attack of opportunity.

WRATHFUL CRITICAL (Ex): When you confirm a critical hit against a creature that has damaged you within the past three rounds, your critical hit deals an additional amount of damage equal to your class level. A barbarian must have the wrathful opportunist rage power and be at least 8th level before selecting this power.

WRATHFUL OPPORTUNIST (Ex): Attacks of opportunity that you execute against creatures that have damaged you within the past three rounds do not count against the maximum number of attacks of opportunity that you can make each round. A barbarian must have the wrathful slayer rage power and be at least 4th level before selecting this power.

WRATHFUL SLAYER (Ex): You gain a +2 morale bonus on critical confirmation rolls and on Intimidate, Perception, and Sense Motive skill checks against creatures that have damaged you within the past three rounds. Additionally, you gain a +2 bonus on Will saving throws against the spells and special abilities of creatures that have damaged you within the past three rounds.

WRING (Ex): Opponents that attempt to escape a grapple with you while you are raging take damage equal to your Strength modifier for every unsuccessful attempt that they make. A barbarian must be at least 6th level before selecting this power.

ZEALOUS FURY (Ex): Once per day, you can double the bonus to Will saves granted by your rage for 1 round as an immediate action.

WAVE TOTEM (Su): While raging, you can see through frothing or murky waters as though they were perfectly clear.

WAVE TOTEM CRASH (Su): You can unleash a mighty blast of water from your mouth as a full-round action that does not provoke an attack of opportunity. This ability functions like a *hydraulic push* spell (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of that spell), using your class level as the caster level and your Constitution modifier in place of your Intelligence, Wisdom, or Charisma modifier to determine the Combat Maneuver Bonus of the bull rush attack roll. A barbarian must have the wave totem rage power and be at least 6th level before selecting this power.

WAVE TOTEM CRUSH (Su): You can infuse a melee attack with the power of a tidal wave. You must declare that you are using this rage power before the attack roll is made. If your melee attack hits, your opponent takes 2d6 additional points of nonlethal damage and is affected as though by the *hydraulic push* of your wave totem crash rage power. A barbarian must have the wave totem crash rage power and be at least 10th level before selecting this power.

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