

Class Expansions: Barbarian Rage Powers



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**Interjection
Games**

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ALIGNED FURY (SU)

Prerequisites: extraplanar embodiment rage power

Benefit: While raging, the barbarian's attacks bypass Good DR if she is good and Evil DR if she is evil.

BONE-HEWING STRIKE (Ex)

Prerequisite: Barbarian 6

Benefit: While raging, the barbarian can make a brutal swing as a standard action. If a creature takes damage from this attack, it is staggered for 1 round unless it makes a DC 10 + 1/2 barbarian level + Str mod Fortitude save. Creatures without an internal skeleton are immune to this stagger effect.

BURNING HATRED (Ex)

Prerequisite: Barbarian 10

Benefit: While raging, if the barbarian takes damage equal to one quarter her maximum hit points from a single attack, she can rage for free on the next round if she attacks the creature who dealt the blow.

BURNING HATRED, GREATER (Ex)

Prerequisite: burning hatred rage power

Benefit: While raging, if the barbarian takes damage equal to one quarter her maximum hit points from a single creature over the period of one round, she can rage for free on the next round if she attacks the creature who dealt the blows.

Crushing Blows (Ex)

Prerequisite: Barbarian 4, Power Attack

Benefit: While raging, the barbarian treats her base attack bonus as 2 higher for the purpose of the Power Attack feat.

CRUSHING BLOWS, GREATER (Ex)

Prerequisite: Barbarian 8, crushing blows rage power

Benefit: While raging, the barbarian treats her base attack bonus as an additional 2 higher, for a total for 4 higher, for the purpose of the Power Attack feat.

EXTRAPLANAR EMBODIMENT (SU)

Prerequisite: Barbarian 8

Benefit: While raging, the barbarian's damage reduction is increased by 2 if she is good, evil, or chaotic. The barbarian's DR / - becomes DR / evil if she is good, DR / good if she is evil, and DR / cold iron if she is chaotic. If the barbarian is a combination of chaotic and good or evil, then the barbarian's damage reduction is DR / cold iron and the appropriate alignment.

FEARFUL DISPLAY (Ex)

Prerequisite: Barbarian 4, intimidating glare rage power

Benefit: While raging, the barbarian can Intimidate all creatures within 20 feet of her as a standard action. The DC to demoralize in this manner is increased by +2 for each creature affected.

FURY MADE PLACID (Ex)

Prerequisite: moment of clarity rage power

Benefit: While using her moment of clarity rage power, the barbarian receives a bonus to her saving throws equal to half the bonus she receives to her Strength when she rages.

GRIP WITH THE TEETH (Ex)

Prerequisite: bestial climber rage power

Benefit: While raging, the barbarian can make a full attack with a two-handed weapon while climbing. If the barbarian uses this ability, she cannot talk, make bite attacks, or otherwise use her mouth until her next turn.

INEXORABLE ADVANCE (Ex)

Prerequisite: sprint rage power

Benefit: While raging, the barbarian treats difficult terrain as regular terrain.

LINGERING FEAR (Ex)

Prerequisite: Intimidate 5 ranks

Benefit: While raging, whenever the barbarian causes a creature to become demoralized through the use of the Intimidate skill, the duration of the shaken effect is increased by 1 round.

MOMENTUM CHARGE (Ex)

Prerequisite: Barbarian 8, bestial leaper rage power

Benefit: While raging, the barbarian can choose to jump in the middle of a charge, thus giving her a height advantage as she crashes into her chosen target. If she does so, she gets a circumstance bonus to hit equal to an Acrobatics check / 10, rounded down. If the barbarian jumps in this fashion, she may not use abilities that allow her to make a full attack on the charge.

REPRIEVE FROM RAGE (Ex)

Prerequisite: fury made placid rage power

Benefit: The barbarian can use her moment of clarity rage power for as many consecutive rounds as she wishes, but if she stops using it, she may not use it again that rage.

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SCHADENFREUDE (Ex)

Prerequisite: renewed vigor rage power

Benefit: As a swift action, the barbarian can revel in the pain and suffering of others for 1 round. During this time, whenever a creature other than you takes damage, she gains 1 temporary hit point. Unlike most sources of temporary hit points, those granted by the schadenfreude rage power stack with each other, thus allowing them to add up. These temporary hit points persist for 1 minute.

Special: This power can be used only once per day and only while raging.

SPELLSIPHON (Su)

Prerequisite: Barbarian 6, superstition rage power

Benefit: While raging, whenever the barbarian succeeds on a saving throw against a spell by 5 or more, she may elect to treat her roll as having been a natural 1 instead. If she does so, she is the only individual affected by that spell. In the case of a spell having multiple projectiles, all projectiles are retroactively aimed directly at the barbarian.

SWIM THROUGH ANYTHING (Ex)

Prerequisite: Barbarian 8, bestial swimmer rage power

Benefit: While raging, the barbarian can swim through anything remotely liquid at her swim speed. If stuck in quicksand, grappled by an ooze, or otherwise held in place by a liquid or semi-liquid thing, the barbarian can substitute whatever roll is typically needed to break free from that hindrance with a Swim check.

UNCULTURED SAVAGE (Ex)

Prerequisite: superstition rage power

Benefit: While raging, the barbarian is immune to all effects of the explosive runes spell. In addition, she gets a +2 bonus to saving throws against spells that rely on literature, books, or culture to elicit their full effect, such as sepia snake sigil, the symbol series of spells, and hideous laughter.

Unexpected Retaliation (Ex)

Prerequisite: Barbarian 10, Deflect Arrows

Benefit: While raging, the barbarian can choose retaliate against any ranged attack that deals damage to her. If the barbarian chooses to retaliate, she throws one of her currently held melee weapons back at the offending creature as an immediate action. Treat this as an improvised thrown attack. This ability counts as a use of the Deflect Arrows feat.

UNYIELDING PASSION (Ex)

Prerequisite: Diehard

Benefit: While raging, the barbarian is not considered staggered if she is currently receiving the benefit of the Diehard feat. Further, she does not take damage from performing standard actions while receiving the benefit of the Diehard feat.

VITAL BLOOD (Ex)

Prerequisites: Barbarian 4

Benefit: While raging, the barbarian gets +2 to saving throws against sleep effects, including magical effects and poisons that cause their victim to become unconscious. Whenever a successful saving throw is made against such a sleep effect, the barbarian gets a +2 morale bonus to damage for 1 round.



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