

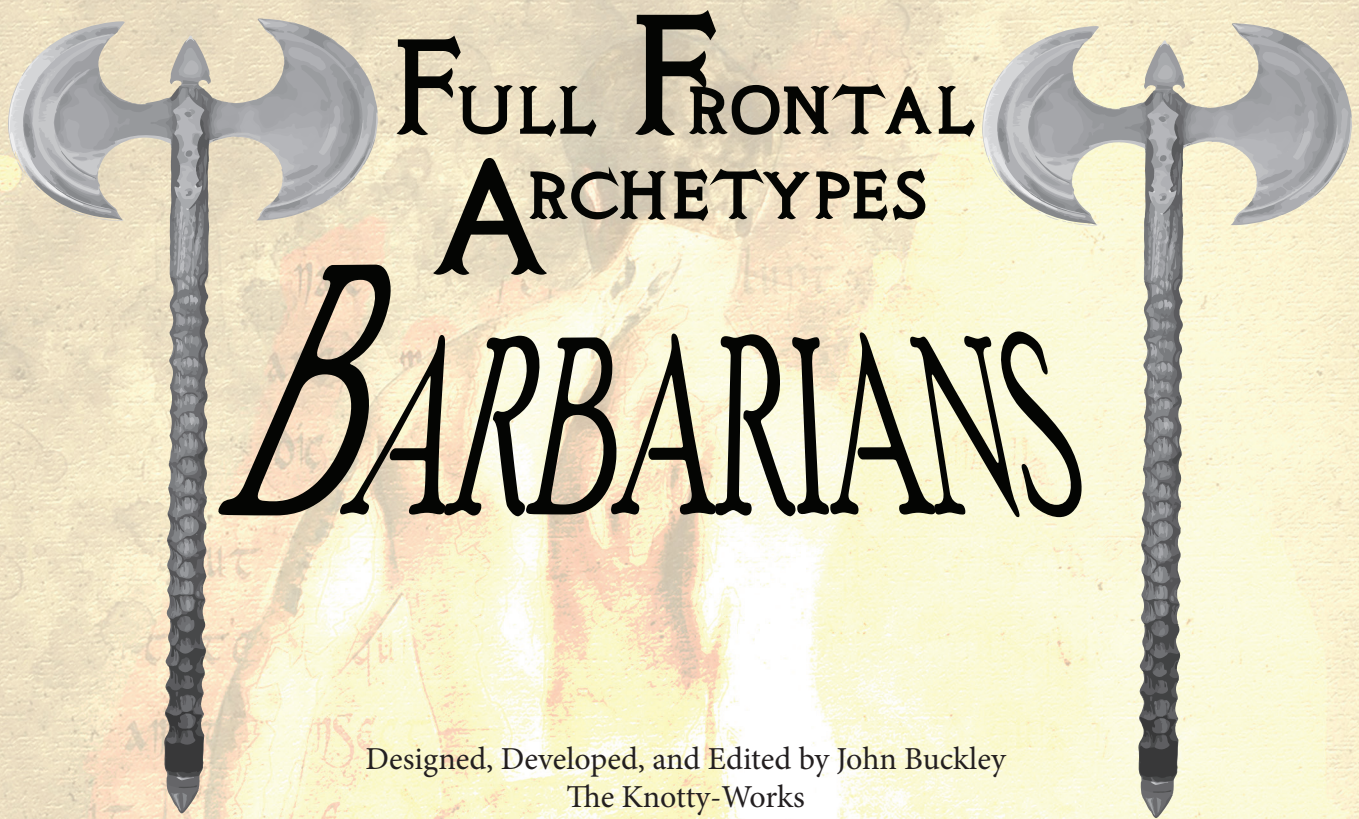


FULL FRONTAL ARCHETYPES BARBARIANS



1E





FULL FRONTAL ARCHETYPES BARBARIANS

Designed, Developed, and Edited by John Buckley
The Knotty-Works

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Product Identity: The following terms are hereby defined as product identity, as defined in the in the Open Gaming License Version 1.0a, Section 1(e) and are not Open Content: All trademarks, proper names (characters, locations, etc.), dialogue, plot, storylines, location, characters, and trade dress.

All characters and locations appearing in this work are fictitious. Any resemblance to real persons, living or dead, or locations is purely coincidental.

Full Frontal Archetypes Barbarians © 2020 The Knotty-Works, John Buckley.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

The illustrations on the cover and page backgrounds by John Buckley is licensed under a Creative Commons Attribution-No Derivative Works 3.0 License. <http://creativecommons.org/licenses/by-nd/3.0/>.

Some artwork provided by Pixabay.com either in part or in whole per their commercial use policy including images by anaterate, ArtTower, BlackDog1966, DarkWorkX, DeeDee51, Enrique Meseguer, Lizdunbar, pendleburyannette, Rachealmarie, SilviaP_Design, and sipa.

Artwork for Brutal Pugilist provided by Forrest Imel.

Artwork for Sea Reaver provided by Wren Hunter.

Table of Contents

Armored Hulk	2
Breaker	6
Brutal Pugilist (APG).....	10
Dreadnought	14
Drunken Brute.....	19
Elemental Kin.....	24
Fearsome Defender	29
Flesheater	33
Hurler	38
Invulnerable Rager	42
Mooncursed	46
Mounted Fury	50
Pack Hunter	54
Raging Cannibal	59
Savage Barbarian	63
Scarred Rager	67
Sea Reaver	71
Superstitious Barbarian	75
Titan Mauler	79
True Primitive	83
Urban Barbarian	88
Wild Rager.....	92

Archetype Sources

Advanced Player's Guide™: Breaker, Brutal Pugilist, Drunken Brute¹, Elemental Kin, Hurler, Invulnerable Rager, Mounted Fury, Savage Barbarian, Superstitious Barbarian

Horror Adventures™: Dreadnought, Fearsome Defender, Mooncursed

Occult Adventures™: Flesheater

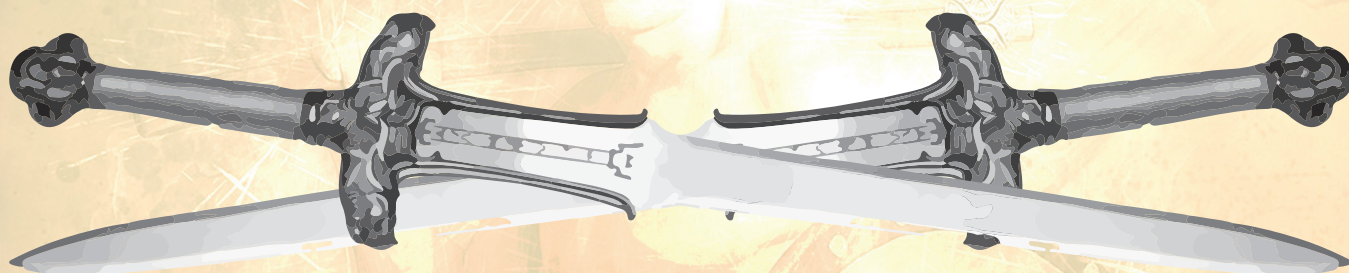
Ultimate Combat™: Armored Hulk, Scarred Rager, Sea Reaver, Titan Mauler, True Primitive², Urban Barbarian, Wild Rager

Ultimate Wilderness™: Pack Hunter³, Raging Cannibal, Wildborn²

1. Elements from another Paizo product was incorporated into the Drunken Brute class, see Section 15 for full list of reference sources.
2. Elements of the Wildborn archetype were incorporated into the True Primitive class.
3. Elements from another Paizo product was incorporated into the Pack Hunter class, see Section 15 for full list of reference sources.

FULL FRONTAL ARCHETYPES

BARBARIAN



Archetypes are a novel way to switch up a standard class by replacing one or more abilities with alternative skills and features specific to the archetype. The only downside is that two different sources are required while generating or updating a character that uses the archetype. Full frontal archetypes presents a full class breakdown of a common archetype, including additional changes to grant the class a more cohesive theme.

This supplement presents 22 classes based on barbarian archetypes ranging from the armored hulk to the wild rager. Each class is broken down in the standard format expected for a core or base class as its own entity for the complete 20 level breakdown of the class. In some regard, these classes are similar to a hybrid class, combining a well-known class with elements of its archetype (and other possible thematic elements to make the class more cohesive). Each of the following are meant to be their own unique class, though they share some (if not significant) replication from the barbarian class from which they were based upon. As a result, certain class features are not duplicated between the two classes, but instead the class ability's features are based upon a total class level of those classes that share that feature. For barbarians, that class ability is rage. Any of the following classes that the character has class levels along with class levels in the Barbarian core class (or actual archetype thereof) or another archetype based class listed below, the duration of the rage is based on the combined class levels possessed by the character. If the rage effects (Strength and Constitution bonuses, Will save bonus, etc.) are significantly different between the different classes possessed by the character, the effect of the rage must be determined when the rage is initiated and remain in effect until the rage ends.

All other class abilities are dependent on the class level possessed by the character, even if they apply to the rage class ability. This includes rage powers, greater rage, etc. If the two (or more) distinct classes duplicate other class features, the effect is based on the higher-class level possessed by the character.

However, there are two class abilities that barbarians, have two exceptions. The first is Fast Movement, as it is an untyped movement bonus that is gained at 1st level. When this ability is granted by multiple classes taken by the character, each additional class ability gained only grants an additional +5 ft. movement bonus. The second is Uncanny Dodge and Improved Uncanny Dodge (if both classes grant it). In such a case the directive given in the Uncanny Dodge description applies and the character would gain Improved Uncanny Dodge instead if the second class also grants it.

ARMORED HULK



While passion and brutality fuel the bestial heart of the warrior, the armored hulk knows understands that it takes more than luck and resolve to stand up to the heated blows in combat. Encasing himself in a sheath of leather and metal, the armored hulk rushes headlong into battle, trusting his armor and own hide to see him through to the end. Perhaps a bit more civilized than other savage warriors, the armored hulk still holds on his anger and rage in the heat of battle and mows down those that would face him. Such individuals are not limited to any strata of society, but any whose anger burns from within but values the wisdom of protection can find the life of the armored hulk worthwhile.

Role: Armored hulks excel in combat, their martial prowess and heavy armor allowing them to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, armored hulks charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The armored hulk's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the armored hulk.

Weapon and Armor Proficiency

The armored hulk is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields (except tower shields).

Indomitable Stance (Ex)

The armored hulk gains a +1 bonus on combat maneuver checks and to **CMD** for **overrun** combat maneuvers, and on **Reflex** saves against trample attacks. She also gains a +1 bonus to her **AC** against **charge** attacks and on attack and damage rolls against charging creatures.

Rage (Ex)

The armored hulk can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, an armored hulk can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that an armored hulk can rage per day. The armored hulk can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, an armored hulk gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 morale bonus on

Armored Hulk Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Indomitable stance, rage
2	+2	+3	+0	+0	Armored swiftness, rage power
3	+3	+3	+1	+1	Resilience of steel +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Improved armored swiftness
6	+6/+1	+5	+2	+2	Rage power, resilience of steel +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Resilience of steel +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power, resilience of steel +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Fortified flesh, rage power
15	+15/+10/+5	+9	+5	+5	Resilience of steel +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, resilience of steel +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the armored hulk 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, an armored hulk cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

The armored hulk can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. The armored hulk cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If an armored hulk falls **unconscious**, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As an armored hulk gains levels, she learns to use her rage in new ways. Starting at 2nd level, the armored hulk gains a rage power and an additional rage power every two class levels thereafter. The armored hulk gains the benefits of rage powers only while raging, and some of these powers require the armored hulk to take an action first. Unless otherwise noted, an armored hulk cannot select an individual power more than once.

Any armored hulk who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. The armored hulk cannot select from more than one group of totem rage powers; for example, an armored hulk who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the armored hulk: **boasting taunt**, **greater**

guarded life, guarded life, guarded stance, increased damage reduction, no escape, overbearing advance, overbearing onslaught, reflexive dodge, rolling dodge, and unexpected strike.

Armored Hulk Rage Powers

The armored hulk may choose from the following rage powers as well.

Armored Ease (Ex)

Prerequisite: Armored Hulk 2

Benefit: While raging, the armored hulk reduces the armor check penalty of any

armor worn by 1 point (minimum of 0) and increases the maximum Dexterity bonus limited by her armor by 1 point.

Greater Armored Ease (Ex)

Prerequisite: Armored Hulk 8, armored ease

Benefit: While raging, the armored hulk reduces the armor check penalty of any armor worn by an additional point (minimum of 0) and increases the maximum Dexterity bonus limited by her armor by an additional point, stacking with the benefits granted by the Armored Ease rage power.



Greater Fortified Flesh (Ex)

Prerequisite: Armored Hulk 16

Benefit: The armored hulk's chance of ignoring a critical hit or precision damage increases by 10%.

Rapid Shedding (Ex)

Prerequisite: Armored Hulk 8

Benefit: The armored hulk may completely remove his armor as a full-round action without provoking attacks of opportunity while raging. The armor automatically gains the broken condition and its hit points reduced by half. If the armor already had the broken condition it is effectively destroyed and cannot be worn, though it may be repaired. The armored hulk makes an Intimidate skill check as a free action gaining a bonus equal to the armor class of the armor worn (without any magical enhancement bonuses) upon removal of the armor. All enemies within 30 ft. are subject to that roll and may be demoralized based on the armored hulk's Intimidate skill check results.

Armored Swiftess (Ex)

At 2nd level, an armored hulk moves faster in medium and heavy armor, but not while carrying a heavy load. When wearing medium or heavy armor, an armored hulk can move 5 feet faster than normal, to a maximum of her base land speed.

Resilience of Steel (Ex)

At 3rd level, the armored hulk is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus increases by +1 every 3 levels beyond 3rd (maximum +6 at 18th level).

Improved Armored Swiftess (Ex)

At 5th level, an armored hulk's base land speed while wearing medium or heavy armor (but not carrying a heavy load) increases by an additional 5 ft. to +10 feet. Apply this bonus before modifying the armored hulk's speed because of any load carried or

armor worn. This bonus stacks with any other bonuses to the armored hulk's land speed.

Damage Reduction (Ex)

At 7th level, the armored hulk gains damage reduction. Subtract 1 from the damage the armored hulk takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three class levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when an armored hulk enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Fortified Flesh (Ex)

While in rage, an armored hulk of 14th level has a 25% chance of ignoring a critical hit or precision damage – such as sneak attack – and she only suffers normal damage from the attack. This chance increases by 5% every two levels thereafter (maximum of 40% at 20th level). This ability does not stack with other features or properties that grant the armored hulk to ignore critical hits or precision damage.

Tireless Rage (Ex)

Starting at 17th level, an armored hulk no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when the armored hulk enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Armored Hulks

An armored hulk who becomes lawful loses the ability to rage and cannot gain more levels as an armored hulk. She retains all other benefits of the class.

BREAKER



To defeat one's foes, destroying their defenses is the surest means to bring them to their knees. The breaker's mantra makes her a fearsome foe for those that rely on their gear more than their skill, and those that face her surely come to understand that such a crutch is useless against her. Fueled by rage, the breaker wades into battle to crush her enemies under the weight of their own armor and weapons, depriving them of their reliance on things to protect them. The breaker may come from all walks of life, anyone who has a natural bent of destruction may find the way of the breaker worthwhile.

Role: Breakers excel in combat, preferring to smash their way through the enemy's defenses. With rage granting them boldness and daring beyond that of most other warriors, breakers charge furiously into battle and ruin anything and anyone that would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The breaker's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the breaker.

Weapon and Armor Proficiency

A breaker is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Destructive (Ex)

At 1st level, whenever the breaker makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds ½ her class level (minimum +1) on the damage roll. The breaker gains **Improved Sunder** as a bonus feat without needing to meet the prerequisites for the feat.

Rage (Ex)

A breaker can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a breaker can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that the breaker can rage per day. A breaker can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a breaker gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on **Will** saves. In addition, she takes a –2 penalty to **Armor Class**. The increase to Constitution grants the breaker 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a breaker cannot use any Charisma-, Dexterity-, or Intelligence-based

Breaker Progression Table						
Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	
1	+1	+2	+0	+0	Destructive, rage	
2	+2	+3	+0	+0	Rage power, uncanny dodge	
3	+3	+3	+1	+1	Battle scavanger +1	
4	+4	+4	+1	+1	Rage power	
5	+5	+4	+1	+1	Improved uncanny dodge	
6	+6/+1	+5	+2	+2	Battle scavanger +2, rage power	
7	+7/+2	+5	+2	+2	Damage reduction 1/-	
8	+8/+3	+6	+2	+2	Rage power	
9	+9/+4	+6	+3	+3	Battle scavanger +3	
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power	
11	+11/+6/1	+7	+3	+3	Greater rage	
12	+12/+7/+2	+8	+4	+4	Battle scavanger +4, rage power	
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-	
14	+14/+9/+4	+9	+4	+4	Adamantine smash, rage power	
15	+15/+10/+5	+9	+5	+5	Battle scavanger +5	
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power	
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage	
18	+18/+13/+8/+3	+11	+6	+6	Battle scavanger +6, rage power	
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-	
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power	

skills (except [Acrobatics](#), [Fly](#), [Intimidate](#), and [Ride](#)) or any ability that requires patience or concentration.

A breaker can end her rage as a [free action](#) and is [fatigued](#) after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A breaker cannot enter a new rage while [fatigued](#) or [exhausted](#) but can otherwise enter rage multiple times during a single encounter or combat. If the breaker falls [unconscious](#), her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a breaker gains levels, she learns to use her rage in new ways. Starting at 2nd level, a breaker gains a rage power and an additional rage power every two class levels thereafter. A breaker gains the benefits of rage powers only while raging, and some of these powers require the breaker to take an action first. Unless otherwise noted, a breaker

cannot select an individual power more than once.

Any breaker who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A breaker cannot select from more than one group of totem rage powers; for example, a breaker who selects a [beast totem](#) rage power cannot later choose to gain any of the [dragon totem](#) rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the breaker: [greater ground breaker](#), [greater hurling](#), [ground breaker](#), [hurling](#), [hurling charge](#), [lesser hurling](#), [smasher](#), and [strength surge](#).

Breaker Rage Powers

The breaker may choose from the following rage powers as well.

Adamantine Strike (Ex)

Prerequisite: Breaker 16

Benefit: The breaker may ignore hardness for one **Sunder** attack once per rage.

Disarming Sunder (Ex)

Prerequisite: Breaker 8

Benefit: While raging, the breaker may attempt a **Disarm** maneuver as a **free action** upon successfully sundering an opponent's weapon and giving it the broken condition. Another attack roll must be made for the **Disarm** maneuver and it does not provoke an attack of opportunity.

Greater Sunder (Ex)

Prerequisite: Breaker 6

Benefit: The breaker gains **Greater Sunder** as a bonus feat and does not need to meet its prerequisites. She is not restricted in gaining the benefits of the feat only while raging.

Reckless Sunder (Ex)

Prerequisite: Breaker 4

Benefit: The breaker may choose to take a -2 penalty to her **Sunder** attack and if successful may ignore the first 4 points of hardness of the object while raging. For every +4 base attack bonus above +4, she may accept an additional -1 penalty to ignore another 2 points from the hardness of the object.



Sundering Fury (Ex)

Prerequisite: 5 or more ranks of **Intimidate**

Benefit: While raging, the breaker may attempt to demoralize an opponent as a **free action** if she successfully sunder's the target's weapon or armor. She must do actual damage to the object before she may attempt the **Intimidate** skill check.

Sundering Strike (Ex)

Prerequisite: Breaker 8, **Greater Sunder**

Benefit: The breaker gains the **Sundering Strike** as a bonus feat and does not need the feat prerequisites as long as she meets the rage power prerequisites. She is not restricted in gaining the benefits of the feat only while raging.

Uncanny Dodge (Ex)

At 2nd level, a breaker gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her **Dex** bonus to **AC** if the attacker is invisible. She still loses her **Dexterity** bonus to armor class if immobilized. A breaker with this ability can still lose her **Dexterity** bonus to armor class if an opponent successfully uses the **feint** action against her.

If a breaker already has **uncanny dodge** from a different class, she automatically gains **improved uncanny dodge** (see below) instead.

Battle Scavenger (Ex)

At 3rd level, the breaker suffers no penalty on attack rolls when using an improvised weapon or a weapon with the broken condition. In addition, she gains a +1 bonus on damage rolls with improvised or broken weapons for every three levels beyond 3rd.

Improved Uncanny Dodge (Ex)

At 5th level and higher, a breaker can no longer be **flanked**. This defense denies a rogue the ability to sneak attack the breaker by **flanking** her, unless the attacker has at

least four more rogue levels than the target has breaker levels.

If a character already has **uncanny dodge** (see above) from another class, the levels from the classes that grant **uncanny dodge** stack to determine the minimum rogue level required to **flank** the character.

Damage Reduction (Ex)

At 7th level, a breaker gains **damage reduction**. Subtract 1 from the damage the breaker takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three class levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a breaker enters rage, the **morale** bonus to her **Strength** and **Constitution** increases to +6 and the **morale** bonus on her **Will** saves increases to +3.

Adamantine Smash (Ex)

While in rage, a breaker of 14th level or higher ignores hardness up to ½ her class level when attacking attended objects such as weapons or armor when determining the damage applied to the item.

Tireless Rage (Ex)

Starting at 17th level, a breaker no longer becomes **fatigued** at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a breaker enters rage, the **morale** bonus to her **Strength** and **Constitution** increases to +8 and the **morale** bonus on her **Will** saves increases to +4.

Ex-Breakers

A breaker who becomes lawful loses the ability to rage and cannot gain more levels as a breaker. She retains all other benefits of the class.

BRUTAL PUGILIST (APG)



There is a rage so potent that it leaves one with little more thought than to rend others from limb to limb. The brutal pugilist is little more than a killing machine once the rage sets in, rushing blindly into battle with nothing more than their bare hands to rip opponents apart or crush them to a bloody pulp. There is no training or sense of self-preservation, only the blinding fire of feeling tearing flesh or breaking bones for those that would get in the brutal pugilist's way. Her instinct takes over and the brutal pugilist relies solely on intuition and quickened senses to protect her from danger. Anyone that likes to bloody their hands for a living may find the path of the brutal pugilist worth pursuing.

Role: Brutal pugilists excel in unarmed combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves with their bare hands. With rage granting them boldness and daring beyond that of most other warriors, brutal pugilists charge furiously into battle and crush their enemies.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The brutal pugilist's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the brutal pugilist.

Weapon and Armor Proficiency

A brutal pugilist is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Hands of Fury (Ex)

The brutal pugilist may choose either **Improved Grapple** or **Improved Unarmed Strike** as a bonus feat and does not need to meet the chosen feat's prerequisites if any.

Rage (Ex)

A brutal pugilist can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a brutal pugilist can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a brutal pugilist can rage per day. A brutal pugilist can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a brutal pugilist gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the brutal pugilist 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a brutal pugilist cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except **Acrobatics**, **Fly**, **Intimidate**,

Brutal Pugilist Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Hands of fury, rage
2	+2	+3	+0	+0	Rage power, savage grapple
3	+3	+3	+1	+1	Pit fighter +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Improved savage grapple
6	+6/+1	+5	+2	+2	Pit fighter +2, rage power
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Pit fighter +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Pit fighter +4, rage power
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Rage power, unyielding stance
15	+15/+10/+5	+9	+5	+5	Pit fighter +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Pit fighter +6, rage power
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

and Ride) or any ability that requires patience or concentration.

A brutal pugilist can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A brutal pugilist cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a brutal pugilist falls **unconscious**, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a brutal pugilist gains levels, she learns to use her rage in new ways. Starting at 2nd level, a brutal pugilist gains a rage power and an additional rage power every two levels thereafter. A brutal pugilist gains the benefits of rage powers only while raging, and some of these powers require the brutal pugilist to take an action first. Unless otherwise noted,

a brutal pugilist cannot select an individual power more than once.

Any brutal pugilist who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A brutal pugilist cannot select from more than one group of totem rage powers; for example, a brutal pugilist who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the brutal pugilist: **animal fury**, **body bludgeon**, **brawler**, **greater brawler**, **knockback**, **knockdown**, **overbearing advance**, **overbearing onslaught**, and **strength surge**.

Note: If the brutal pugilist chooses the **Brawler** rage power, her off-hand attack adds her full-Strength modifier to the damage of her unarmed attack.

Brutal Pugilist Rage Powers

The brutal pugilist may choose from the following rage powers as well.

Body Shield (Ex)

Prerequisites: Improved Grapple, Brutal Pugilist 6

Benefits: The brutal pugilist may take an immediate action while grappling an adjacent creature to make a grapple check and if successful gains cover against a single attack while raging. If the attack misses the brutal pugilist, the attack is applied against the grappled creature using the same attack roll without applying the cover bonus.

Deadly Blow (Ex)

Prerequisites: Brawler, Brutal Pugilist 8

Benefits: The brutal pugilist's unarmed strikes do 1d8 points of damage (1d6 if small) while raging.

Focused Punch (Ex)

Prerequisites: Improved Unarmed Strike, Brutal Pugilist 8

Benefit: Once per rage, the brutal pugilist may roll twice for a single unarmed strike and take the better of the two rolls.

Greater Deadly Blow (Ex)

Prerequisites: Deadly Blow, Greater Brawler, Brutal Pugilist 12

Benefits: The brutal pugilist gains the benefits of Improved Two-Weapon fighting while raging and making unarmed attacks, though the second off-hand attack only suffers a -2 penalty as well. The damage from the off-hand attacks add her full-Strength modifier to the damage roll.

Haymaker (Ex)

Prerequisites: Improved Unarmed Strike, Brutal Pugilist 4

Benefits: The brutal pugilist takes a -2 while performing an unarmed strike while raging. If the strike is successful, she may attempt



the **Trip** maneuver as a free action without provoking an attack of opportunity.

Greater Grapple (Ex)

Prerequisites: Improved Grapple, Brutal Pugilist 6

Benefits: The brutal pugilist gains **Greater Grapple** as a bonus feat without needing to meet the feat prerequisites as long as she meets the rage power prerequisites. The brutal pugilist may gain the benefits of the feat even when not raging.

Savage Grapple (Ex)

At 2nd level, the brutal pugilist takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when she has the **grappled** condition. She can make an **attack of opportunity** against creatures trying to **grapple** her even if they possess the **Improved Grapple** feat or the **grab** special attack. If she hits with this **attack of opportunity**, she gains a +2 circumstance bonus to her **CMD** against the **grapple** attempt. She cannot make these **attacks of opportunity** once a **grapple** has succeeded.

Pit Fighter (Ex)

At 3rd level, the brutal pugilist has learned combat tricks from fighting in pit brawls and gladiatorial arenas. She selects one combat maneuver and gains a +1 **insight** bonus on her **CMB** or to her **CMD** in that maneuver. This bonus increases to +2 if the brutal pugilist is wearing no armor (shields are allowed). At every three levels after 3rd, the brutal pugilist may select another combat maneuver and add this bonus on her **CMB** or to her **CMD**. This bonus can be applied to each maneuver no more than twice, once on **CMB** and once to **CMD**.

Improved Savage Grapple (Ex)

At 5th level, the brutal pugilist takes no penalties to Dexterity, attack rolls, and combat maneuver checks when she has the **grappled** condition. She also is treated as one size larger than her actual size when determining whether she can be **grappled**

using the **grab** ability or swallowed by another creature.

Damage Reduction (Ex)

At 7th level, a brutal pugilist gains **damage reduction**. Subtract 1 from the damage the brutal pugilist takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three brutal pugilist levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. **Damage reduction** can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a brutal pugilist enters rage, the **morale** bonus to her Strength and Constitution increases to +6 and the **morale** bonus on her Will saves increases to +3.

Unyielding Stance (Ex)

While in rage, a brutal pugilist of 14th level or higher gains a +4 bonus to her **CMD** versus **Bull Rush**, **Overrun**, **Reposition**, or **Trip** maneuvers. This bonus stacks with all other modifiers.

Tireless Rage (Ex)

Starting at 17th level, a brutal pugilist no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a brutal pugilist enters rage, the **morale** bonus to her Strength and Constitution increases to +8 and the **morale** bonus on her Will saves increases to +4.

Ex-Brutal pugilists

A brutal pugilist who becomes lawful loses the ability to rage and cannot gain more levels as a brutal pugilist. She retains all other benefits of the class.

DREADNOUGHT



For the stone-cold killer, the rage and hate that consumes is not fiery and bold but measured and perhaps even more terrorizing to those she stalks from the frozen smile that spreads across her face from the anticipation of death and mayhem she brings. The dreadnought does not let her emotions rule her in the heat of battle, but instead relishes the pain and terror she can inflict on others. However, make no mistake, this state is nearly just as powerful as the berserker and she loses herself in the battle just as any savage warrior would and once started is difficult to end. This nearly continuous state that teeters into mayhem grants the dreadnought a sharpened intuition and preternatural sense of the dangers that may lurk nearby. The dreadnought rises from all walks of life and anyone that has the ability to suppress their fury without diffusing it may take up the mantle of the dreadnought.

Role: Dreadnoughts thrive while entering the killing zone, possessing the martial prowess and fortitude to terrorize foes seemingly far superior to themselves. With her deadly calm granting them boldness and daring beyond that of most other warriors, dreadnoughts casually enter into battle and massacre all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The dreadnought's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the dreadnought.

Weapon and Armor Proficiency

The dreadnought is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Dead Calm (Ex)

A dreadnought can enter a dispassionate killing spree as a **free action**, granting her additional combat prowess. Starting at 1st level, a dreadnought can enter the dead calm for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a dreadnought can enter the dead calm per day. The dreadnought can enter the dead calm state as a **free action**. The total number of rounds of dead calm per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

Dreadnought Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Dead calm, steady gait
2	+2	+3	+0	+0	Dead calm power, uncanny dodge
3	+3	+3	+1	+1	True terror +1
4	+4	+4	+1	+1	Dead calm power
5	+5	+4	+1	+1	Improved uncanny dodge
6	+6/+1	+5	+2	+2	Dead calm power, true terror +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Dead calm power
9	+9/+4	+6	+3	+3	True terror +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, dead calm power
11	+11/+6/1	+7	+3	+3	Greater dead calm
12	+12/+7/+2	+8	+4	+4	Dead calm power, true terror +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Dead calm power, fearless killer
15	+15/+10/+5	+9	+5	+5	True terror +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, dead clam power
17	+17/+12/+7/+2	+10	+5	+5	Instant dispassion
18	+18/+13/+8/+3	+11	+6	+6	Dead calm power, true terror +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Dead calm power, ultimate dead calm

While in a dead calm, a dreadnought gains a +2 morale bonus to her Strength and Constitution, as well as a +1 morale bonus on Will saves, but she cannot charge or run while in this state. The increase to Constitution grants the dreadnought 1 hit point per Hit Die, but these disappear when the dead calm ends and are not lost first like temporary hit points. The dreadnought can use any Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires patience or concentration while in the state of dead calm.

The dreadnought may end the dead calm as a free action but may not reenter it again for a period of 1 minute. If the dreadnought falls unconscious, her dead calm immediately ends, and may place her in peril of death.

The dreadnought's dead calm counts as the barbarian's rage for purposes of class abilities and feat prerequisites.

Steady Gait (Ex)

A dreadnought advances steadily, shrugging off attempts to slow her advance. The dreadnought gains a +1 bonus on saving throws and to her CMD against effects that would slow or immobilize her at 1st level. This bonus increases to +2 when she gains greater dead calm and +3 when she gains ultimate dead calm.

Dead Calm Powers (Ex)

As a dreadnought gains levels, she learns to use her dead calm in new ways. Starting at 2nd level, a dreadnought gains a dead calm power chosen from the barbarian's list of rage powers and gains another dead calm power every two class levels thereafter. A dreadnought gains the benefits of dead calm powers only while in a state of dead calm, and some of these powers require the dread calm to take an action first. Unless otherwise noted, a dreadnought cannot select an individual power more than once.

Any dreadnought who meets the powers' prerequisites can select and use dead calm powers. Totem rage powers grant powers related to a theme. A dreadnought cannot select from more than one group of totem rage powers; for example, a dreadnought who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

Rage powers that require the dreadnought to **charge** or **run** cannot be chosen by the dreadnought.

Dreadnought Dead Calm Powers

The dreadnought may choose from the following rage powers as well.

Brutal Anticipation (Ex)

Prerequisite: Dreadnought 2

Benefits: While in a dead calm, if the dreadnought moves at least 10 ft. and no more than her base speed as a **move action** she gains a +2 bonus to hit and damage if she takes an attack action as part of her turn, though suffering a -1 AC penalty until the beginning of her next turn. If her attack is successful, the dreadnought may make a free **Intimidate** skill check to attempt to demoralize the target.

Greater Shrouded Death (Ex)

Prerequisites: Shrouded Death, Dreadnought 8

Benefits: During her dead calm, if the dreadnought successfully strikes a target with a melee or unarmed attack while the target has been denied its Dexterity modifier for its AC, the dreadnought adds $\frac{1}{2}$ her class level to the damage done by the strike. This may only be applied to one strike during the dreadnought's attack action. This is precision-



based damage, and creatures that are immune to such damage (i.e. sneak attack) are immune to this additional damage.

Greater Stalker's Stride (Ex)

Prerequisites: Stalker's Stride, Dreadnought 12

Benefits: The dreadnought may make a single melee attack against the target that triggered the Stalker's Stride power as part of the **move action**, though at a -2 penalty to the attack roll while in her state of dead calm. The dreadnought may choose to perform a maneuver against the target instead of a normal melee attack, though she suffers a -4 penalty to her CMB instead of the -2 penalty to the attack roll.

Shrouded Death (Ex)

Prerequisite: Dreadnought 2

Benefits: The dreadnought adds ½ her class level to any **Stealth** checks while in a state of Dead Calm.

Stalker's Stride (Ex)

Prerequisite: Dreadnought 4

Benefits: The dreadnought may move 5 ft. in place of an **attack of opportunity** if an adjacent enemy takes a 5 ft. step as long as she ends up adjacent to the target that moved. This movement will provoke **attacks of opportunity** from any other enemy other than the target that triggered the movement.

Sure Death (Ex)

Prerequisites: Greater Shrouded Death, Dreadnought 16

Benefits: While in a state of dead calm, if the dreadnought successfully strikes a target with a melee or unarmed attack while the target has been denied its Dexterity modifier for its AC, the dreadnought adds her class level to the damage done by the strike. This may only be applied to one strike during the dreadnought's attack action. This is precision-based damage, and creatures that are immune to such damage (i.e. sneak attack) are immune to this additional damage. Sure Death damage replaces the damage bonus

granted by the Greater Shrouded Death power and does not stack with it.

Uncanny Dodge (Ex)

At 2nd level, the dreadnought gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A dreadnought with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the **feint** action against her.

If a dreadnought already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

True Terror (Ex)

At 3rd level, a dreadnought gains a +1 bonus to intimidate skill checks to demoralize an opponent and may immediately attempt to demoralize an opponent as part of a successful attack once per round. This bonus increases by +1 at 6th level and every three levels thereafter (maximum of +6 at 18th level). If the dreadnought successfully critically strikes an opponent that is susceptible to demoralization, the dreadnought's Intimidation check is treated as a natural 20.

Improved Uncanny Dodge (Ex)

At 5th level and higher, a dreadnought can no longer be **flanked**. This defense denies a rogue the ability to sneak attack the dreadnought by **flanking** her, unless the attacker has at least four more rogue levels than the target has dreadnought levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Damage Reduction (Ex)

At 7th level, a dreadnought gains **damage reduction**. Subtract 1 from the damage the dreadnought takes each time she is dealt

damage from a weapon or a natural attack. At 10th level, and every three dreadnought levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Dread Calm (Ex)

At 11th level, when a dreadnought enters dead calm, the **morale bonus** to her Strength and Constitution increases to +3.

Fearless Killer (Su)

Starting at 14th level, a dreadnought becomes implacable in her pursuit of slaughter. While in a dead calm, she is immune to fear effects.

Instant Dispassion (Ex)

At 17th level, a dreadnought can quickly turn her compassion on and off. She can enter a dead calm as soon as she wants after ending a previous dead calm.

Ultimate Dead Calm(Ex)

At 20th level, when a dreadnought enters a dead calm, the **morale bonus** to her Strength and Constitution increases to +4 and the **morale bonus** on her Will saves increases to +2.

Ex-Dreadnoughts

A dreadnought who becomes lawful loses the ability to enter a dead calm and cannot gain more levels as a dreadnought. She retains all other benefits of the class.



DRUNKEN BRUTE



While alcoholism is known to lower inhibitions, for the drunken brute it actually fuels her rage. Never without a skin or tankard at hand when battle is a possibility, the drunken brute quickly quaffs down her alcohol to empower his fury to the next level while ignoring the physical effects such liquids have within her system until the fevered anger is quenched. Caring little for the decorum and skill of martial training, drunken brutes rely on the blind luck and impaired condition to see them through to the end. Often driven by bitterness and the desire to drown out their own anguish, drunken brutes can be found in nearly all walks of life from the most civilized of societies to the wild places where cruder chemicals may be found.

Role: Drunken brutes combine their love of drinking and fighting, their altered state granting them a martial prowess and fortitude to take on foes seemingly far superior to themselves. The more they drink, the more their drunken rage grants them boldness and daring beyond that of most other warriors, drunken brutes stumble into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The drunken brute's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the drunken brute.

Weapon and Armor Proficiency

The drunken brute is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Rage (Ex)

A drunken brute can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a drunken brute can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a drunken brute can rage per day. A drunken brute can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a drunken brute gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on **Will** saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the drunken brute 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit

Drunken Brute Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Rage, raging drunk
2	+2	+3	+0	+0	Rage power
3	+3	+3	+1	+1	Tolerance +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Staggering evasion
6	+6/+1	+5	+2	+2	Rage power, tolerance +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Tolerance +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power, tolerance +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Drunkard's stamina, rage power
15	+15/+10/+5	+9	+5	+5	Tolerance +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, tolerance +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

points. While in rage, a drunken brute cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

A drunken brute can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A drunken brute cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a drunken brute falls **unconscious**, her rage immediately ends, placing her in peril of death.

Raging Drunk (Ex)

While raging, the drunken brute can drink a potion, or a tankard of ale or similar quantity of alcohol, as a **move action** that does not provoke **attacks of opportunity**. A potion has its normal effect, while an alcoholic drink allows the drunken brute to gain 1 drunken

rage point. The drunken brute may have a total number of drunken rage points equal to 1 + 1 additional point at 3rd level and every two levels thereafter. These points may be spent as a **free action** for the following:

- Rage for 1 round without expending a round of raging.
- Increase her movement speed by 20 feet for 1 round, provided she is wearing no armor, light armor, or medium armor and is not carrying a heavy load.

For each alcoholic drink consumed while raging, the drunken brute is **nauseated** for 1 round when her rage expires, in addition the normal fatigue that follows a rage. Tireless rage does not negate this **nauseated** condition, but the **internal fortitude** rage power does. Drunken rage points not used before the drunken brute ends the rage are lost.

Rage Powers (Ex)

As a drunken brute gains levels, she learns to use her rage in new ways. Starting at 2nd level, a drunken brute gains a rage power and an additional rage power every two class levels thereafter (except for 12th level). A drunken brute gains the benefits of rage powers only while raging, and some of these powers require the drunken brute to take an action first. Unless otherwise noted, a drunken brute cannot select an individual power more than once.

Any drunken brute who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A drunken brute cannot select from more than one group of totem rage powers; for example, a drunken brute who selects a beast totem rage power cannot later choose

to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the drunken brute: boasting taunt, good for what ails you, internal fortitude, liquid courage, moment of clarity, roaring drunk, and staggering drunk.

Drunken Brute Rage Powers

The drunken brute may choose from the following rage powers as well.

Alcoholic Fortitude (Ex)

Prerequisite: Drunken Brute 2

Benefits: The drunken brute gains a +1 bonus on saving throws versus poisons for each



alcoholic drink she consumes during her rage, to a maximum of +1 increase per four class levels.

Battered but Not Bruised (Ex)

Prerequisites: Bruised But Not Battered, Drunken Brute 14

Benefits: The drunken brute may spend 1 drunken rage point as an **immediate action** to negate a confirmed critical hit from a melee weapon, natural weapon, or unarmed attack.

Bruised but Not Battered (Ex)

Prerequisite: Drunken Brute 8

Benefits: The drunken brute may spend 1 drunken rage point as an **immediate action** to ignore any non-lethal damage from a single attack. If the drunken brute is reduced to 0 hit points from non-lethal damage, he may spend 1 drunken rage point as a **free action** to remain at 1 hit point.

Improved Staggering Evasion (Ex)

Prerequisite: Drunken Brute 14

Benefits: a drunken brute that has at least 2 drunken rage points is more fluid and maneuverable in the face of overwhelming danger. As a result, she only suffers ½ damage from area-based damage that grant a **Reflex** save for partial damage if she fails her saving throw, and no damage if she successfully makes her **Reflex** save. The drunken brute must be wearing no armor, light armor, or medium armor, and not carrying a heavy load to gain the benefits of this ability. If she is **helpless**, **unconscious**, or dead the effect of this ability is also negated.

Liquid Warmth (Ex)

Prerequisite: Drunken Brute 6

Benefits: The drunken brute with at least 1 drunken rage point gains Cold **Resistance** 5. At 12th level this resistance increases to 10 and at 16th level it increases to 20.

Tolerance (Ex)

At 3rd level, as long as she has at least 1 drunken rage point, a drunken brute gains a +1 bonus on saves against effects that would nauseate, poison, or sicken her, as well as saves to avoid addiction or other ill effects associated with consuming alcohol. This bonus increases by 1 at 6th level and every 3 levels thereafter.

Staggering Evasion (Ex)

At 5th level, as long as the drunken brute has at least 1 drunken rage point, she suffers no damage from area-based attacks that allow a **Reflex** save for partial damage if she successfully makes her **Reflex** saving throw. The drunken brute must be wearing no armor, light armor, or medium armor, and not carrying a heavy load to gain the benefits of this ability. If she is **helpless**, **unconscious**, or dead the effect of this ability is also negated.

Damage Reduction (Ex)

At 7th level, a drunken brute gains **damage reduction**. Subtract 1 from the damage the drunken brute takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three drunken brute levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a drunken brute enters rage, the **morale bonus** to her Strength and Constitution increases to +6 and the **morale bonus** on her Will saves increases to +3.

Drunken Swing (Ex)

At 12th level, a drunken brute can spend 1 drunken rage point as a **swift action** before making a melee attack to drastically increase the deadliness of her attack. The critical threat range of her next attack that round increases by 1 (for example, a critical threat range of 20 would increase to 19–20). This ability does not stack with any other effect that expands the critical threat range of a

weapon. At 16th level and again at 20th level, the drunken brute can spend 1 additional drunken rage point to further increase the critical threat range of her next attack (to a maximum critical threat range increase of 3 at 20th level).

Drunkard's Stamina (Ex)

While in rage, a drunken brute of 14th level or higher gains a +4 bonus to Fortitude saves versus environmental effects (including energy-based attacks), disease, or the effects that cause *exhausted* condition. This bonus stacks with resistance and other modifiers.

Tireless Rage (Ex)

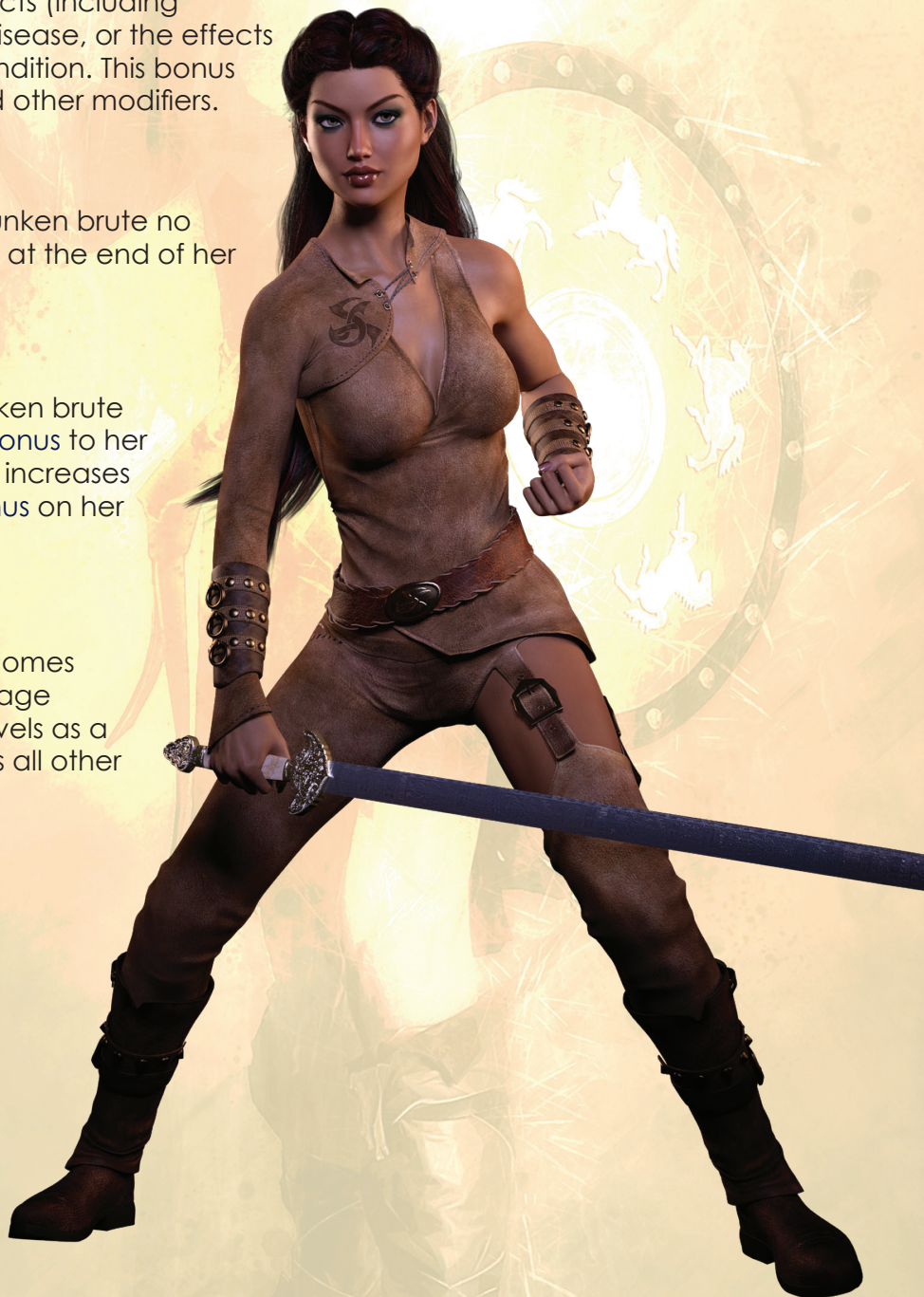
Starting at 17th level, a drunken brute no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a drunken brute enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Drunken Brutes

A drunken brute who becomes lawful loses the ability to rage and cannot gain more levels as a drunken brute. She retains all other benefits of the class.



ELEMENTAL KIN



It is not unheard for some warriors to be anointed with the very power of the elements at some point in their lives, either by choice or destiny. The elemental kin gains the power of one of the four elements and learns to unleash the forces of the element in times of need and strife, often times letting go of themselves to allow the elemental force within to rage on. Even in times of calm, the elemental kin silently battles such elemental energies within herself and keeps an ever vigilant eye to her environs for that which would trigger the raw power within. Generally, such a boon or curse is granted to those tightly bound to the primal forces from birth, but it isn't unheard for those to stumble upon ancient sites of power and find themselves bound to such powers.

Role: Elemental kin excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, elemental kin charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The elemental kin's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the elemental kin.

Weapon and Armor Proficiency

The elemental kin is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Elemental Totem

The elemental kin chooses one of the four elements (air, earth, fire, or water) at 1st level. Once chosen the element may not be changed. The elemental kin's chosen elemental totem grants him a bonus to one of the following skills based on the chosen element as listed in the element totem table. This bonus is equal to ½ the elemental kin's class level (minimum of 1). This choice will also affect the elemental kin's other elemental related abilities as well based on the energy type related to the element.

Elemental Totem Table

Element	Skill	Energy Type
Air	Acrobatics	Electricity
Earth	Climb	Acid
Fire	Intimidate	Fire
Water	Swim	Cold

Elemental Kin Progression Table						
Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	
1	+1	+2	+0	+0	Elemental totem, rage	
2	+2	+3	+0	+0	Rage power, uncanny dodge	
3	+3	+3	+1	+1	Elemental fury +1 rnd	
4	+4	+4	+1	+1	Rage power	
5	+5	+4	+1	+1	Improved uncanny dodge	
6	+6/+1	+5	+2	+2	Elemental fury +2 rnds, rage power	
7	+7/+2	+5	+2	+2	Energy resistance 5	
8	+8/+3	+6	+2	+2	Rage power	
9	+9/+4	+6	+3	+3	Elemental fury +3 rnds	
10	+10/+5	+7	+3	+3	Energy Resistance 10, rage power	
11	+11/+6/1	+7	+3	+3	Greater rage	
12	+12/+7/+2	+8	+4	+4	Elemental fury +4 rnds, rage power	
13	+13/+8/+3	+8	+4	+4	Elemental resistance 15	
14	+14/+9/+4	+9	+4	+4	Elemental fortitude, rage power	
15	+15/+10/+5	+9	+5	+5	Elemental fury +5 rnds	
16	+16/+11/+6/+1	+10	+5	+5	Energy resistance 20, rage power	
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage	
18	+18/+13/+8/+3	+11	+6	+6	Elemental fury +6 rnds, rage power	
19	+19/+14/+9/+4	+11	+6	+6	Energy resistance (immunity)	
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power	

Rage (Ex)

The elemental kin can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, an elemental kin can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that elemental kin can rage per day. The elemental kin can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, the elemental kin gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the elemental kin 2 hit points per Hit

Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, the elemental kin cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except **Acrobatics**, **Fly**, **Intimidate**, and **Ride**) or any ability that requires patience or concentration.

The elemental kin can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. An elemental kin cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If an elemental kin falls **unconscious**, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As the elemental kin gains levels, she learns to use her rage in new ways. Starting at 2nd level, an elemental kin gains a rage power and an additional rage power every two

class levels thereafter. The elemental kin gains the benefits of rage powers only while raging, and some of these powers require the elemental kin to take an action first. Unless otherwise noted, an elemental kin cannot select an individual power more than once.

Any elemental kin who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A elemental kin cannot select from more than one group of totem rage powers; for example, an elemental kin who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the elemental kin: **elemental rage**, **energy absorption**, **energy eruption**, **energy resistance**, **greater elemental rage**, **greater energy resistance**, and **lesser elemental rage**.

The elemental kin may choose **energy resistance** or **greater energy resistance** rage powers only for other energy types not related to her elemental totem.

The elemental kin may not gain the benefits of both her elemental fury and the **energy absorption** or **energy eruption** rage power from the same energy attack.

If the elemental kin gains the lesser elemental rage, elemental rage, or greater elemental rage powers, she adds her Constitution modifier to the damage caused by the rage power if she chooses the energy related to her elemental totem.

Elemental Kin Rage Powers

The elemental kin may choose from the following rage powers as well.

Elemental Blast (Su)

Prerequisites: **Greater Elemental Rage**, **Elemental Kin** 16

Benefits: Once per rage, the elemental kin may cause a blast of energy based on her chosen **elemental rage** to damage everyone within 20 ft. of her as a **standard action**. The damage caused by the blast is equal to $\frac{1}{2}$ her class level and everyone within rage is



allowed a **Reflex** save (DC 10 + ½ elemental kin's class level + her Constitution modifier) to reduce the damage by half.

Elemental Form (Su)

Prerequisites: Lesser Elemental Form, Elemental Kin 12

Benefits: The elemental kin may choose to take on the form of a large-sized elemental based on her elemental totem when she begins her rage as the *Elemental Body III* spell rather than gaining the normal benefits of the rage. The elemental kin cannot change back into her normal form until she ends her rage.

Elemental Form, Greater (Su)

Prerequisites: Elemental Form, Elemental Kin 16

Benefits: The elemental kin may choose to take on the form of a huge-sized elemental based on her elemental totem when she begins her rage as the *Elemental Body IV* spell rather than gaining the normal benefits of the rage. The elemental kin cannot change back into her normal form until she ends her rage.

Elemental Form, Lesser (Su)

Prerequisites: Elemental Kin 8

Benefits: The elemental kin may choose to take on the form of a medium-sized elemental based on her elemental totem when she begins her rage as the *Elemental Body II* spell rather than gaining the normal benefits of the rage. The elemental kin cannot change back into her normal form until she ends her rage.

Note: The **energy resistance** gained by the fire elemental form supersedes the elemental kin's own **energy resistance** unless she has **immunity** (which takes precedence), they do not stack.

Uncanny Dodge (Ex)

At 2nd level, the elemental kin gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to **AC** if the attacker is **invisible**. She still loses her Dexterity bonus to **armor class** if

immobilized. An elemental kin with this ability can still lose her Dexterity bonus to **armor class** if an opponent successfully uses the **feint** action against her.

If an elemental kin already has **uncanny dodge** from a different class, she automatically gains **improved uncanny dodge** (see below) instead.

Elemental Fury (Ex)

At 3rd level, whenever the elemental kin takes an amount of energy damage based on her elemental totem equal to or greater than her class level while raging, she adds 1 round of rage that day. At 6th level, and every three levels thereafter, the number of extra rounds per energy attack increases by +1, to a maximum of +6 rounds per energy attack at 18th level. The elemental kin still suffers the damage from the energy attack.

At 9th level, the elemental kin may choose to instead change the energy damage into temporary hit points, gaining 1 additional temporary hit point per 3 points of energy damage and she suffers no damage from the energy attack. She may only do this once per rage and the temporary hit points immediately dissipate upon the end of the rage.

At 15th level, the elemental kin may choose to instead absorb the energy damage without suffering damage and store it within herself while she is raging. At any point during her rage, the elemental kin may then unleash the energy as a **breath weapon** as a 60 ft. line or 30 ft. cone as a **standard action**. The damage is the same as what the elemental kin would have suffered, but those within the area of effect are allowed a **Reflex** save to half the damage (even if the original attack did not allow a save) with a DC equal to 10 + ½ the elemental kin's class level + her Constitution modifier.

Improved Uncanny Dodge (Ex)

At 5th level and higher, the elemental kin can no longer be **flanked**. This defense denies a rogue the ability to **sneak attack** the elemental kin by **flanking** her, unless the

attacker has at least four more rogue levels than the target has class levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Energy Resistance (Ex)

At 7th level, the elemental kin gains energy resistance from the type of energy related to her elemental totem. Initially the elemental kin gains an energy resistance 5 versus the related energy type for her elemental totem, though this value increases by 5 at 10th level and every three levels thereafter (maximum of 20 at 16th level).

At 19th level, the elemental kin gains immunity to the energy type related to her elemental totem.

Greater Rage (Ex)

At 11th level, when the elemental kin enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Elemental Fortitude (Ex)

While in rage, the elemental kin of 14th level or higher gains a +4 bonus on all saves related to

effects her chosen elemental totem including energy damage.

Tireless Rage (Ex)

Starting at 17th level, the elemental kin no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when the elemental kin enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Elemental Kin

The elemental kin who becomes lawful loses the ability to rage and cannot gain more levels as an elemental kin. She retains all other benefits of the class.



FEARSOME DEFENDER



There are minions and then there are true believers that truly live and die for their dark lord's pleasure. The fearsome defender is more than a servant or bodyguard, she is the embodiment of their overlord's right hand while wielding power and terror to both those that serve and those that oppose their master's will. For those that would dare question their lord, the fearsome defender's rage boils over and seethes through her very pores with unnerving effect for any that would dare question the fearsome defender's master, often causing the victim of the fearsome defender to quake with terror. Any that would easily become entrenched in the fawning fanaticism of an individual that exudes greater and terrible charisma may find their way into the path of the fearsome defender.

Role: Fearsome defenders excel in combat while defending their master, their loyalty and willingness to sacrifice themselves allows them to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, fearsome defenders charge furiously into battle and decimate any that would dare threaten their master.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The fearsome defender's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the fearsome defender.

Weapon and Armor Proficiency

A fearsome defender is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Intractable (Ex)

A combination of brainwashing and loyalty helps a fearsome defender resist pain and torture, enduring grueling combat or questioning without betraying her dark lord. A fearsome defender gains a +2 bonus on saving throws against pain effects, and the DCs of checks to coerce her or demoralize her with Diplomacy or Intimidate increase by 2 at 1st level. Both the bonus and the increase to DCs increase by 2 when she gains greater rage and again by 2 when she gains mighty rage.

Rage (Ex)

A fearsome defender can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a fearsome defender can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a fearsome defender can rage per day. A fearsome defender can enter rage as a free action. The total number of rounds of rage per day is renewed after

Fearsome Defender Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Intractable, rage
2	+2	+3	+0	+0	Off the leash, rage power
3	+3	+3	+1	+1	Silent threat +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Bloodlust
6	+6/+1	+5	+2	+2	Rage power, silent threat +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Silent threat +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power, silent threat +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15	+15/+10/+5	+9	+5	+5	Silent threat +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, silent threat +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a fearsome defender gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the fearsome defender 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a fearsome defender cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

A fearsome defender can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A fearsome defender cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a fearsome defender falls **unconscious**, her rage

immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a fearsome defender gains levels, she learns to use her rage in new ways. Starting at 2nd level, a fearsome defender gains a rage power and an additional rage power every two class levels thereafter. A fearsome defender gains the benefits of rage powers only while raging, and some of these powers require the fearsome defender to take an action first. Unless otherwise noted, a fearsome defender cannot select an individual power more than once.

Any fearsome defender who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A fearsome defender cannot select from more than one group of totem rage powers; for example, a fearsome defender who selects a **beast totem** rage power cannot later choose to gain any of the

dragon totem rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the fearsome defender: cult totem, fearless rage, greater cult totem, intimidating glare, lesser cult totem, no escape, terrifying howl, and unexpected strike.

Fearsome Defender Rage Powers

The fearsome defender may choose from the following rage powers as well.

Bleed For Your Master (Ex)

Prerequisite: Fearsome Defender 4

Benefits: If the fearsome defender takes bleed damage while raging, she applies the amount of bleed damage taken as a morale bonus to attacks and damage that round. The maximum benefit she may apply per round is equal to $\frac{1}{2}$ her class level.

Blooded Acolyte (Ex)

Prerequisite: Fearsome Defender 2

Benefits: If the fearsome defender is reduced to $\frac{1}{2}$ her maximum hit points while raging, she gains an additional +2 morale bonus to her Strength and maintains that bonus until her rage ends or she regains hit points to put her over $\frac{1}{2}$ her maximum.

True Acolyte (Ex)

Prerequisites: Blooded Acolyte, Fearsome Defender 12

Benefits: Once per rage, if the fearsome defender suffers enough damage to reduce



her to 0 or less hit points, she may ignore any damage beyond that which would drop her to 1 hit point.

True Faith (Su)

Prerequisites: True Acolyte, Fearsome Defender 16

Benefits: Once per rage, the fearsome defender can call upon the power of her master to sustain her and heal a number of hit points equal to her class level as an immediate action.

Off the Leash (Ex)

Beginning at 2nd level, a fearsome defender simmers on the edge of bloody combat. Whenever she begins a rage, she can also draw an unconcealed weapon as part of the **free action** to begin raging. If she can make an attack with that weapon the same round she begins raging, the fearsome defender may also attempt to **feint** the target of the attack as a **swift action**.

Silent Threat (Ex)

At 3rd level, a fearsome defender exudes hostility, creating a threatening atmosphere in her presence. The fearsome defender gains a +1 bonus on **Intimidate** checks, and the DCs of **Intimidate** checks to demoralize her allies within 30 feet increase by 1. Both the bonus and the increase to DCs increase by 1 at 6th level and every 3 class levels thereafter.

Bloodlust (Ex)

At 5th level, a fearsome defender's eagerness for bloodshed makes her quicker to act in a fight. She adds her Charisma modifier to initiative checks and always acts during the surprise round. If the fearsome defender is surprised during the surprise round, she acts last in that round and then determines initiative order normally for the remainder of combat.

Damage Reduction (Ex)

At 7th level, a fearsome defender gains **damage reduction**. Subtract 1 from the damage the fearsome defender takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three fearsome defender levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a fearsome defender enters rage, the **morale bonus** to her Strength and Constitution increases to +6 and the **morale bonus** on her **Will** saves increases to +3.

Indomitable Will (Ex)

While in rage, a fearsome defender of 14th level or higher gains a +4 bonus on **Will** saves to resist **enchantment** spells. If the fearsome defender is subjected to an **enchantment** spell that would cause her to perform an action that would go against the orders of her master or cause harm to her master, she gains a +4 bonus to any associated **Will** save whether she is in a rage or not (and this does stack with the +4 bonus if she is raging). This bonus stacks with all other modifiers, including the **morale bonus** on **Will** saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, a fearsome defender no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a fearsome defender enters rage, the **morale bonus** to her Strength and Constitution increases to +8 and the **morale bonus** on her **Will** saves increases to +4.

Ex-Fearsome Defenders

A fearsome defender who becomes lawful loses the ability to rage and cannot gain more levels as a fearsome defender. She retains all other benefits of the class.

FLESHHEATER



Consumption of flesh is more than mere sustenance; it allows the consumer to gain the essence of that creature, at least that is the belief of the flesheater. All life has purpose and death does not end it, but the spirit of the slain may live yet on through the consumption of its flesh, imbuing the flesheater with one or more qualities for a short time while she enters a state of unsatiated rage and allows the spirit of the consumed to live through her and aid her in the thick of battle. The process of channeling the powers of the recently deceased is not difficult for the flesheater, but the effect causes her to become more bestial in nature while raging, making her more dangerous to friend and foe alike while in such a state. The way of the flesheater is generally taken by those of more primitive cultures where the connection between all forms of life are seen as much more dynamic and interconnected.

Role: Flesheaters excel in combat, taking on the aspects of the consumed creature to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, flesheaters charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The flesheater's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the flesheater.

Weapon and Armor Proficiency

A flesheater is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex)

A flesheater's land speed is faster than the norm for her race by +10 ft. beginning at 1st level. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the flesheater's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the flesheater's land speed.

Rage (Ex)

A flesheater can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a flesheater can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a flesheater can rage per day. A flesheater can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a flesheater gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves.

Flesheater Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Fast movement, rage
2	+2	+3	+0	+0	One flesh I
3	+3	+3	+1	+1	Resilient +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	One flesh II
6	+6/+1	+5	+2	+2	Rage power, resilient +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	One flesh III
9	+9/+4	+6	+3	+3	Resilient +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Unbound rage
12	+12/+7/+2	+8	+4	+4	One flesh IV, resilient +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Feast, flesh and bone
15	+15/+10/+5	+9	+5	+5	Resilient +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, one flesh V
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, resilient +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Rage power, unbound form

In addition, she takes a –2 penalty to Armor Class and to her Intelligence score. The increase to Constitution grants the flesheater 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a flesheater cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

A flesheater can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A flesheater cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a flesheater falls **unconscious**, her rage immediately ends, placing her in peril of death.

The flesheater may not use any rage power or class ability that would reduce her Intelligence to 0 while she is raging.

One Flesh (Su)

At 2nd level when entering a rage, a flesheater can spend an additional round of rage and take an additional –2 penalty to Intelligence to take on a single ability of the valid consumed creature whose flesh she ate most recently. For the purpose of this ability, a valid consumed creature is any dead animal, dragon, humanoid, or magical beast that died and was consumed by the flesheater within the past 24 hours. She can choose any ability listed under *Beast Shape I*, as long as the creature possessed that ability.

At 5th level, the flesheater can take on any number of the creature's abilities that are listed under *Beast Shape I*. At 8th level, the flesheater can instead take on one of the creature's abilities listed under *Beast Shape II*, at 12th level as *Beast Shape III* or multiple creature abilities from *Beast Shape II*, and at 16th level *Beast Shape IV* or multiple creature abilities from *Beast Shape III*. The flesheater's appearance alters to resemble

the consumed creature, but she does not change shape. This is a polymorph effect.

Rage Powers (Ex)

As a flesheater gains levels, she learns to use her rage in new ways. Starting at 4th level, a flesheater gains a rage power. She gains another rage power at 6th level, 10th level, and 18th level. A flesheater gains the benefits of rage powers only while raging, and some of these powers require the flesheater to take an action first. Unless otherwise noted, a flesheater cannot select an individual power more than once.

Any flesheater who meets the powers' prerequisites can select and use rage powers.

Totem rage powers grant powers related to a theme. A flesheater cannot select from more than one group of totem rage powers; for example, a flesheater who selects a *beast totem* rage power cannot later choose to gain any of the *dragon totem* rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the fearsome defender: *animal fury*,

beast totem, *flesh wound*, *greater beast totem*, *lesser beast totem*.

Flesheater Rage Powers

The flesheater may choose from the following rage powers as well.

Flesh of Magic (Su)

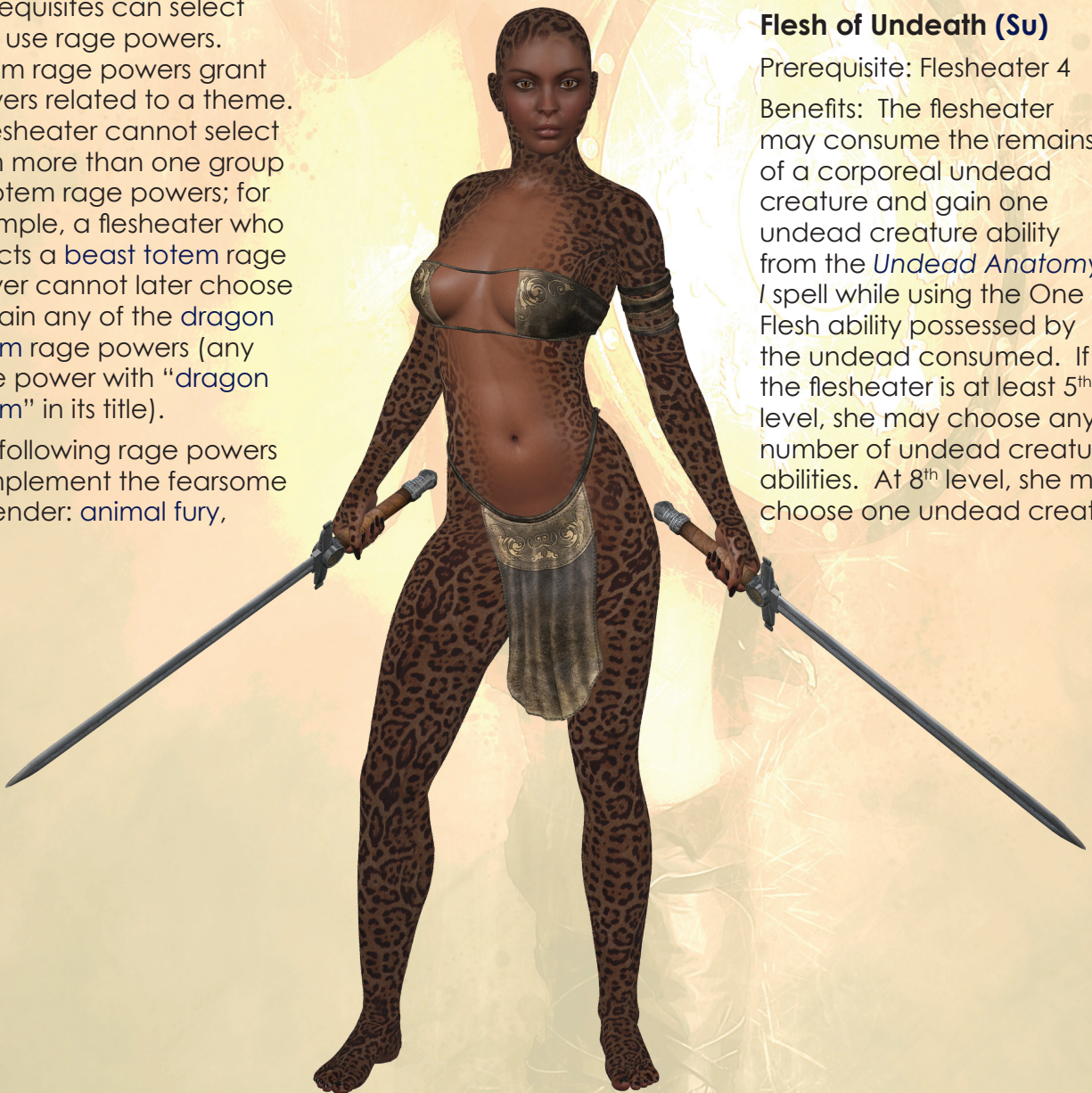
Prerequisite: Flesheater 18

Benefits: The flesheater may consume the remains of a magical beast and gain any of the creature abilities from the *Magical Beast Shape* spell while using the One Flesh ability possessed by the magical beast consumed.

Flesh of Undeath (Su)

Prerequisite: Flesheater 4

Benefits: The flesheater may consume the remains of a corporeal undead creature and gain one undead creature ability from the *Undead Anatomy I* spell while using the One Flesh ability possessed by the undead consumed. If the flesheater is at least 5th level, she may choose any number of undead creature's abilities. At 8th level, she may choose one undead creature



ability from the *Undead Anatomy II* spell as appropriate for the undead consumed. At 12th level, the flesheater may choose one undead creature ability from the *Undead Anatomy III* spell or multiple undead creature abilities from the *Undead Anatomy II* spell for the undead consumed. And at 16th level, the flesheater may choose one undead creature ability from the *Undead Anatomy IV* spell for the undead consumed, or multiple undead creature abilities from the *Undead Anatomy III* spell.

Monstrous Flesh (Su)

Prerequisite: Flesheater 10

Benefits: The flesheater may consume the remains of a monstrous humanoid and gain any of the creature abilities as the *Monstrous Physique I* spell while using the One Flesh ability possessed by the monstrous humanoid consumed. At 14th level, the flesheater may choose one creature related ability from the *Monstrous Physique II* spell as appropriate for the monstrous humanoid consumed. At 18th level, the flesheater may choose one creature related ability from the *Monstrous Physique III* spell or multiple plant related abilities from the *Monstrous Physique II* spell for the monstrous humanoid consumed.

Unbound Magical Flesh (Su)

Prerequisites: Flesh of Magic, Flesheater 20

Benefits: The flesheater may choose to take on the form of a magical beast that has been consumed as the *Magical Beast Shape* spell as part of her Unbound Form class ability.

Unbound Monstrous Flesh (Su)

Prerequisites: Vegetarian, Flesheater 20

Benefits: The flesheater may choose to take on the form of a monstrous humanoid that has been consumed as the *Monstrous Humanoid III* spell as part of her Unbound Form class ability.

Unbound Undead (Su)

Prerequisites: Flesh of Undeath, Flesheater 20

Benefits: The flesheater may choose to take on the form of a corporeal undead that has

been consumed as the *Undead Anatomy IV* spell as part of her Unbound Form class ability.

Unbound Vegetarian (Su)

Prerequisites: Vegetarian, Flesheater 20

Benefits: The flesheater may choose to take on the form of a plant that has been consumed as the *Plant Shape III* spell as part of her Unbound Form class ability.

Vegetarian (Su)

Prerequisite: Flesheater 4

Benefits: The flesheater may consume the remains of a plant creature and gain any of the plant related abilities from the *Plant Shape I* spell while using the One Flesh ability possessed by the plant consumed. At 8th level, the flesheater may choose one plant related ability from the *Plant Shape II* spell as appropriate for the plant consumed. At 12th level, the flesheater may choose one plant related ability from the *Plant Shape III* spell or multiple plant related abilities from the *Plant Shape II* spell for the plant consumed. And at 16th level, the flesheater may choose multiple plant related abilities from the *Plant Shape IV* spell for the plant consumed.

Resilient (Ex)

At 3rd level, a flesheater gains a +1 bonus on *Fortitude* saves versus poisons and diseases. These bonuses increase by +1 every three flesheater levels thereafter (6th, 9th, 12th, 15th, and 18th level). These bonuses do stack with other bonuses for such saving throws.

Damage Reduction (Ex)

At 7th level, a flesheater gains *damage reduction*. Subtract 1 from the damage the flesheater takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three flesheater levels thereafter (13th, 16th, and 19th level), this *damage reduction* rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Unbound Rage (Su)

At 11th level, a flesheater can draw in mass from the **Ethereal Plane** to enlarge herself when she enters a rage, as long as the creature whose flesh she last consumed was at least one size category larger than her base size. Unbound rage affects her as **Enlarge Person**, except she receives a +4 size bonus to Strength and an additional -2 penalty to Intelligence.

Feast (Su)

At 14th level, a flesheater can use her one flesh and unbound rage abilities to emulate any one valid consumed creature of her choice, rather than only the one she consumed most recently.

Flesh and Bone (Ex)

While in rage, a flesheater of 14th level or higher gains a +4 bonus on saves to resist transmutation spells and spell-like abilities. If the spell or spell-like-ability has the polymorph descriptor this bonus increases to +6. If the flesheater gains the effects of a transmutation spell willingly, the

duration of the spell is increased as if cast by a caster one level higher than the actual caster.

Tireless Rage (Ex)

Starting at 17th level, a flesheater no longer becomes fatigued at the end of her rage.

Unbound Form (Su)

At 20th level, a flesheater can use her one flesh ability to assume the shape of a valid consumed creature. This ability functions as **Alter Self**, **Beast Shape IV**, **Form of the Dragon III**, or **Giant Form II**, as appropriate. This is a polymorph effect.

Ex-Flesheaters

A flesheater who becomes lawful loses the ability to rage and cannot gain more levels as a flesheater. She retains all other benefits of the class.



HURLER



Crushing enemies from afar with anything at hand is the bread and butter of the hurler. While comfortable in the thick of melee, the hurler relishes any chance she gets to pick up something hard and jagged nearby and chucking it at an enemy. From over-handing great axes to large section of brick and stone, nothing is out of bounds in the hands of the hurler when it comes to throwing stuff at her opponents. Even other opponents become viable pieces of ammunition to the hurler, proverbially killing the two birds with one stone (or another bird in this case). Anyone that can pick up objects and effectively heave them long distances would find the hurler an effective path of advancement.

Role: Hurlers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, hurlers charge furiously into battle while chucking anything they can grab at their enemies.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The hurler's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the hurler.

Weapon and Armor Proficiency

A hurler is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Rage (Ex)

A hurler can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a hurler can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a hurler can rage per day. A hurler can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a hurler gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on **Will** saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the hurler 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a hurler cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except **Acrobatics**, **Fly**, **Intimidate**, and **Ride**) or any ability that requires patience or concentration.

A hurler can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A hurler cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a

Hurler Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Rage, skilled thrower
2	+2	+3	+0	+0	Rage power, throw anything
3	+3	+3	+1	+1	Accomplished dodger +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Throw anyone
6	+6/+1	+5	+2	+2	Accomplished dodger +2, rage power
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Accomplished dodger +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Accomplished dodger +4, rage power
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15	+15/+10/+5	+9	+5	+5	Accomplished dodger +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Accomplished dodger +6, rage power
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

hurler falls unconscious, her rage immediately ends, placing her in peril of death.

Skilled Thrower (Ex)

Beginning at 1st level, the hurler is skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet.

Rage Powers (Ex)

As a hurler gains levels, she learns to use her rage in new ways. Starting at 2nd level, a hurler gains a rage power and an additional rage power every two class levels thereafter. A hurler gains the benefits of rage powers only while raging, and some of these powers require the hurler to take an action first. Unless otherwise noted, a hurler cannot select an individual power more than once.

The hurler may choose from the following feats as a bonus feat in place of a rage power, though she must meet any prerequisites for the feat chosen: [Binding](#)

[Throw](#), [Charging Hurler](#), [Close Quarters Thrower](#), [Distance Thrower](#), [Ki Throw](#), [Improved Ki Throw](#), and [Improvised Weapon Mastery](#).

Any hurler who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A hurler cannot select from more than one group of totem rage powers; for example, a hurler who selects a [beast totem](#) rage power cannot later choose to gain any of the [dragon totem](#) rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the hurler: [hurling](#), [greater hurling](#), [hurling charge](#), [lesser hurling](#), [strength surge](#), and [surprise accuracy](#).

Hurler Rage Powers

The hurler may choose from the following rage powers as well.

Catch Thrown Object (Ex)

Prerequisites: [Deflect Thrown Object](#), Hurler 6

Benefits: When attempting to deflect a thrown object, the hurler may choose to catch the weapon instead and immediately throw it back at the original attacker or to keep the object for later use. If the object is fragile (such as a splash weapon), the hurler must make a **Reflex** save equal to the roll of the attacker or break the object (and suffer splash damage as appropriate). If the object is an explosive or energy-based effect (such as the alchemist's bombs), it detonates and damages the hurler unless she immediately hurls it back at the attacker.

Deflect Thrown Object (Ex)

Prerequisite: Hurler 2

Benefits: The hurler may take an **immediate action** to deflect one object of medium size or less thrown at her while she is raging by making a **Reflex** saving throw. The hurler must have at least one hand free to deflect the attack. The DC to deflect a Tiny or smaller object (such as a light weapon) is 10, the DC to deflect a Small object (such as a one-handed weapon) is 15, and the DC to deflect a medium sized object (such as a two-handed weapon) is 20. This power does scale with the size of the hurler, so a small hurler could not deflect a medium sized object while a large hurler could deflect large sized objects and treat medium sized objects as small and objects of small size or less as Tiny.



Greater Deflect Thrown Object (Ex)

Prerequisites: Deflect Thrown Object, Hurler 8

Benefits: The hurler may deflect an object up to one size larger than herself, treating it as one size less in regard to the **Reflex** saving throw needed to avoid taking damage based on the Deflect Thrown Object description.

Throw Anything (Ex)

At 2nd level, a hurler gains the Throw Anything as a bonus feat. In addition, the hurler does not provoke attacks of opportunity when throwing an object as an improvised weapon.

Accomplished Dodger (Ex)

At 3rd level, a hurler gains a +1 bonus on **Reflex** saves made for attacks involved thrown or dropped objects (as applicable) and a +1 **dodge bonus** to armor class against thrown and dropped attacks. These bonuses increase by +1 every three hurler levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Throw Anyone (Ex)

At 5th level, the hurler may throw a creature up to one size smaller than herself that she has successfully placed in a **grapple**. The creature may be thrown up to 30 ft. away, though with a 5 ft. range increment.

If an area is targeted, the **AC** is 5 and for every 2 points the attack roll misses the target number, the creature lands 5 ft. away from the target in the direction of the hurler. The target suffers normal falling damage for the distance thrown and is prone though it no longer has the **grappled** condition.

If another creature is targeted, use the target's touch **AC**. If the attack misses, use the rule above to determine where the thrown creature lands. The thrown creature suffers normal falling damage while the targeted creature suffers damage as if hit by a soft falling object (unless the thrown creature was made of metal, stone, or other hard material). The target may also make a **Reflex** save to reduce the damage by half (DC 10 + ½ the hurler's class level + her Strength modifier).

The hurler may apply **Power Attack** to this throw, adding the damage to both the creature thrown and creature targeted as applicable.

If the hurler has the hurler or greater hurler rage powers, she may attempt to throw a creature based on the size listed for those rage powers.

Damage Reduction (Ex)

At 7th level, a hurler gains damage reduction. Subtract 1 from the damage the hurler takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three hurler levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a hurler enters rage, the **morale bonus** to her Strength and Constitution increases to +6 and the **morale bonus** on her Will saves increases to +3.

Indomitable Will (Ex)

While in rage, a hurler of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the **morale bonus** on Will saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, a hurler no longer becomes **fatigued** at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a hurler enters rage, the **morale bonus** to her Strength and Constitution increases to +8 and the **morale bonus** on her Will saves increases to +4.

Ex-Hurlers

A hurler who becomes lawful loses the ability to rage and cannot gain more levels as a hurler. She retains all other benefits of the class.

INVULNERABLE RAGER



Ignoring anything short of mortal wounds, the invulnerable rager wades into battle with little care for her own safety or mortality, she shrugs off nearly any wound while continuing to strike down those that would stand before her. The invulnerable rager only seems to gain clarity and **deadly accuracy** by the wounds she accumulates in battle, woe to those that believe her wounds slow her down or hold faith that such a wounded individual is easy pickings. Over time, the invulnerable rager shrugs off the effects of the earth itself, caring little in the hottest of climes or coldest of conditions.

Role: Invulnerable ragers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, invulnerable ragers charge furiously into battle and shrug off damage caused by their foes as if they were little more than gnats or mosquitos.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The invulnerable rager's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the invulnerable rager.

Weapon and Armor Proficiency

The invulnerable rager is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Bloody Vision (Ex)

Beginning at 1st level, the invulnerable rager gains a +1 bonus to hit and damage when he is reduced at least ½ his current maximum hit points or less while raging. This bonus increases by +1 at 5th level and every five levels thereafter to a maximum of +5 at 20th level.

Rage (Ex)

The invulnerable rager can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, an invulnerable rager can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that an invulnerable rager can rage per day. The invulnerable rager can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, an invulnerable rager gains a +4 **morale bonus** to her Strength and

Invulnerable Rager Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Bloody vision +1, rage
2	+2	+3	+0	+0	Invulnerability, rage power
3	+3	+3	+1	+1	Extreme endurance
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Bloody vision +2
6	+6/+1	+5	+2	+2	Extreme endurance (2), rage power
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Extreme endurance (4)
10	+10/+5	+7	+3	+3	Bloody vision +3, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Extreme endurance (6), rage power
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Deathless, rage power
15	+15/+10/+5	+9	+5	+5	Bloody vision +4, extreme endurance (8)
16	+16/+11/+6/+1	+10	+5	+5	Rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Extreme endurance (10), rage power
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bloody vision +5, mighty rage, rage power

Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the invulnerable rager 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, an invulnerable rager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

A invulnerable rager can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. An invulnerable rager cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If an invulnerable rager falls unconscious, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As the invulnerable rager gains levels, she learns to use her rage in new ways. Starting at 2nd level, an invulnerable rager gains a rage power and an additional rage power every two class levels thereafter. The invulnerable rager gains the benefits of rage powers only while raging, and some of these powers require the invulnerable rager to take an action first. Unless otherwise noted, an invulnerable rager cannot select an individual power more than once.

Any invulnerable rager who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. Then invulnerable rager cannot select from more than one group of totem rage powers; for example, an invulnerable rager who selects a *beast totem* rage power cannot later choose to gain any of the *dragon totem* rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the invulnerable rager: come and get me, flesh wound, guarded life, increased damage reduction, inspire ferocity, reckless abandon, regenerative vigor, renewed life, renewed vigor, and renewed vitality.

Invulnerable Rager Rage Powers

The invulnerable rager may choose from the following rage powers as well.

Danger Sense (Ex)

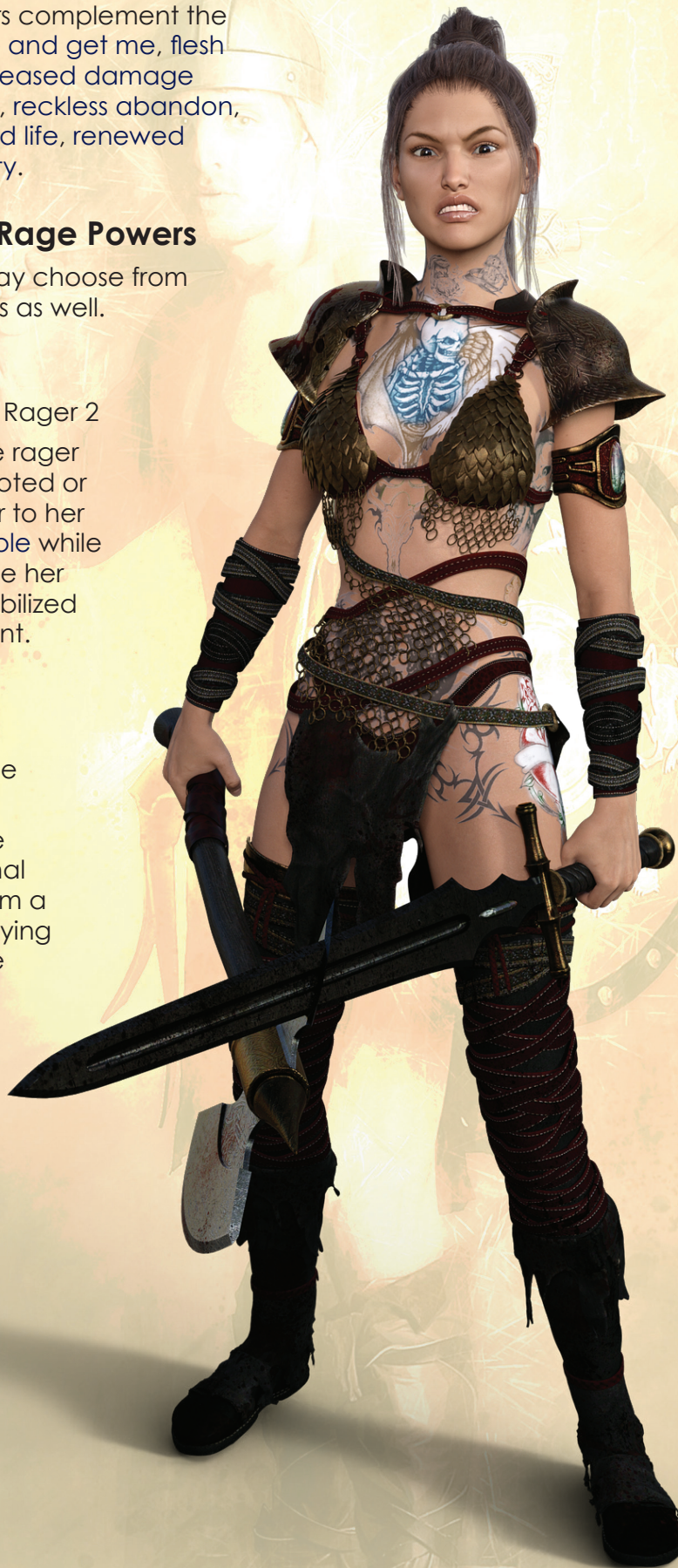
Prerequisite: Invulnerable Rager 2

Benefits: The invulnerable rager cannot be caught flat-footed or lose her Dexterity modifier to her AC if the attacker is invisible while she is raging. She can lose her Dexterity modifier if immobilized or fainted by her opponent.

Fortitude from Pain (Ex)

Prerequisites: Greater Guarded Life, Invulnerable Rager 12

Benefits: The invulnerable rager may ignore nonlethal damage up to her DR from a single attack before applying damage reduction to the attack while raging.



Fully Enduring (Ex)

Prerequisite: Invulnerable Rager 8

Benefits: The invulnerable rager gains the benefits for other environmental extreme not chosen for the Extreme Endurance class ability, including the resistance to fire or cold based on the second condition chosen.

Greater Danger Sense (Ex)

Prerequisites: Danger Sense, Invulnerable Rager 6

Benefits: The invulnerable rager may not be flanked while raging. She ignores sneak attack or other precision damage granted by flanking unless the attacker is at least four levels higher than the invulnerable rager's class level.

Reckless Slaughter (Ex)

Prerequisites: Reckless Abandon, Invulnerable Rager 6

Benefits: The invulnerable rager also gains the same bonus as the attack roll from the Reckless Abandon rage power to damage done with melee weapons, natural attacks, and unarmed attacks while raging.

Invulnerability (Ex)

At 2nd level, the invulnerable rager gains DR/— equal to half her class level. This damage reduction is doubled against nonlethal damage.

Extreme Endurance (Ex)

At 3rd level, the invulnerable rager is uninjured to either hot or cold climate effects (choose one) as if using the *Endure Elements* spell. In

addition, the invulnerable rager gains 2 points of fire or cold resistance for every three levels beyond 3rd.

Greater Rage (Ex)

At 11th level, when the invulnerable rager enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Deathless (Ex)

While in rage, the invulnerable rager of 14th level or higher gains a +4 bonus on saves to saving throws versus necromantic spells and spell-like abilities from the school of necromancy including death and negative level effects.

Tireless Rage (Ex)

Starting at 17th level, the invulnerable rager no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when the invulnerable rager enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Invulnerable Ragers

The invulnerable rager who becomes lawful loses the ability to rage and cannot gain more levels as an invulnerable rager. She retains all other benefits of the class.

MOONCURSED



Whether through a familial bloodline or generational curse that has been diluted over time, there are some that are able to draw upon their rage to transform into a wild beast and let loose their fury on their unsuspecting foes. The mooncurSED has some connection to the lycanthropic infliction but does not suffer fully from the curse. Instead, she may focus her rage to physically alter her body based on the form of the origin of the curse to attack her enemies. She gains the full physical manifestation of her totem and over time learns to shift into a hybrid form to gain the benefits of both man and beast while she rages on. She gains additional benefits over time as well, including the ability to avoid physical damage unless struck by a silvered weapon and the ability to communicate with other beasts represented by her animal totem. There is no restriction as to who may become mooncurSED as long the individual or a past family member could be infected by the curse of lycanthropy.

Role: MooncurSED excel in combat, possessing the animal fury to take on foes seemingly far superior to themselves. With rage and ability to shift to bestial forms granting them boldness and daring beyond that of most other warriors, mooncurSED charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Race: A mooncurSED must either be a humanoid or monstrous humanoid.

Class Skills

The mooncurSED's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the mooncurSED.

Weapon and Armor Proficiency

A mooncurSED is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex)

A mooncurSED's land speed is faster than the norm for her race by +10 feet, including the form granted by her shifting rage at 1st level. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the mooncurSED's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the mooncurSED's land speed.

Shifting Rage (Su)

A mooncurSED calls upon inner spirit of her totem animal and must choose from bear, boar, crocodile, shark, tiger, or wolf at 1st level. The mooncurSED can enter a shifting rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those

Mooncursed Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Fast movement, shifting rage
2	+2	+3	+0	+0	Mooncursed empathy, shifting rage power
3	+3	+3	+1	+1	Bestial scent +1
4	+4	+4	+1	+1	Shifting rage power
5	+5	+4	+1	+1	Damage reduction 2/silver, hybrid rage
6	+6/+1	+5	+2	+2	Bestial scent +2, shifting rage power
7	+7/+2	+5	+2	+2	Damage reduction 4/silver
8	+8/+3	+6	+2	+2	Shifting rage power
9	+9/+4	+6	+3	+3	Bestial scent +3, damage reduction 5/silver
10	+10/+5	+7	+3	+3	Shifting rage power
11	+11/+6/1	+7	+3	+3	Damage reduction 6/silver, greater shifting rage
12	+12/+7/+2	+8	+4	+4	Bestial scent +4, shifting rage power
13	+13/+8/+3	+8	+4	+4	Damage reduction 7/silver
14	+14/+9/+4	+9	+4	+4	Shifting rage power, twice cursed
15	+15/+10/+5	+9	+5	+5	Bestial scent +5, damage reduction 8/silver
16	+16/+11/+6/+1	+10	+5	+5	Shifting rage power
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 9/silver, tireless shifting rage
18	+18/+13/+8/+3	+11	+6	+6	Bestial scent +6, shifting rage power
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 10/silver
20	+20/+15/+10/+5	+12	+6	+6	Mighty shifting rage, shifting rage power

gained from rage and spells like bear's endurance, do not increase the total number of rounds that a mooncursed can rage per day. A mooncursed can enter shift rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, the mooncursed transforms into a medium sized version of her chosen animal's form as the *Beast Shape I* spell (treating her class level as her effective caster level for all effects other than duration). While in rage, the mooncursed cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

The mooncursed can end her shifting rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A mooncursed cannot enter a new shifting rage while **fatigued** or **exhausted** but can

otherwise enter rage multiple times during a single encounter or combat. If a mooncursed falls **unconscious**, her rage immediately ends.

Unlike true lycanthropes, the natural attacks of the mooncursed cannot infect others with lycanthropy. The shifting rage is treated as the mooncursed's rage ability for purposes of other class abilities that require rage or feats with the rage prerequisite.

The mooncursed's shifting rage counts as the barbarian's rage for purposes of class abilities and feat prerequisites.

Mooncursed Empathy (Ex)

At 2nd level, a mooncursed gains the ability to empathize with animals related to its chosen totem. The mooncursed can use *Diplomacy* to alter the animal's reaction to her. Unless threatened, animals of the same totem as the mooncursed are treated as indifferent and the mooncursed and the animal must be able to study each other (such as being within 30 ft. of each other) and the process of

influencing the animal takes at least 1 minute but may take more or less time as determined by the GM. If the mooncursed is in her animal or hybrid form, she gains a +4 bonus to the check.

Beginning at 5th level, the mooncursed may spend 1 round of her shifting rage as a **free action** to communicate with an animal of her chosen totem as the *Speak with Animals* spell for one round. She may continue to speak with the animal by spending additional rounds of her shifting rage as desired.

Shifting Rage Powers (Ex)

As a mooncursed gains levels, she learns to use her shifting rage in new ways. Starting at 2nd level, a mooncursed gains a shifting rage power and an additional shifting rage power every two class levels thereafter. A mooncursed gains the benefits of shifting rage powers only while transformed in her shifting rage, and some of these powers require the mooncursed to take an action first. Unless otherwise noted, a mooncursed cannot select an individual power more than once.

The mooncursed is restricted from choosing any rage power that replicates the natural attacks granted by her chosen animal totem or any of the **beast totem** rage powers. Certain rage powers may not apply while the mooncursed is in her animal form, though once she gains her hybrid form she may apply it normally. Otherwise, any mooncursed who meets the powers' prerequisites can select and use as part of her shift rage. Totem rage powers grant powers related to a theme and a mooncursed cannot select from more than one group of totem rage powers; for example, a mooncursed who selects a **chaos totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The following rage powers compliment the mooncursed: **intimidating glare**, **knockback**, **knockdown**, **low-light vision**, **night vision**, **primal scent**, **scent**, **swift foot**, and **terrifying howl**. If the mooncursed choose the **Increased Damage**

Reduction rage power, it applies to her DR / silver not DR / -.

Mooncursed Shifting Rage Powers

The mooncursed may choose from the following rage powers as well.



Bestial Rend (Ex)

Prerequisites: Shifter Claws, Mooncursed 10

Benefits: While in a shifting rage, if the mooncursed successfully strikes a target with two natural attacks as part of her full-attack action, she may rend for an additional 1d6 points of damage (based on medium sized creature) plus 1 ½ her Strength modifier.

Mouthful (Ex)

Prerequisite: Mooncursed 12

Benefits: While in a shifting rage, a mooncursed that successfully bites a target may make a **grapple** as a **free action** if the target is at least one size smaller than the mooncursed.

Shifter Claws (Ex)

Prerequisite: Mooncursed 6

Benefits: While in a hybrid form during a rage, the mooncursed gains two claws that she may use as a primary natural attack for 1d6 points of damage (based on a medium sized creature).

Bestial Scent (Ex)

At 3rd level, a mooncursed gains a +1 bonus on **Survival** checks to follow tracks in the wilderness and ignores any modifiers for poor visibility. If the mooncursed is untrained, she is not limited to checks with a DC of 10 or lower. This bonus increases by +1 every three class levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Once the mooncursed reaches 10th level, she may move at her normal speed without suffering any penalties to her **Survival** skill check while following tracks.

Damage Reduction (Ex)

At 5th level, a mooncursed gains **damage reduction** versus silver. Subtract 2 from the damage the mooncursed takes each time she is dealt damage from a weapon or a natural attack that contains silver. At 7th level, the **damage reduction** increases by 2 and then 1 point every other class level thereafter (maximum of 10 at 19th level). Damage

reduction can reduce damage to 0 but not below 0.

Hybrid Rage (Su)

Beginning at 5th level, a mooncursed can choose to assume a hybrid of her base type and alternate form instead of her usual alternate form during her shifting rage. If she does, the animal's forelimbs (or pectoral fins for the shark) remain hands able to manipulate objects and wield weapons as well as human hands do, she can walk on two legs (the shark's tail fins remain legs), and she can talk.

Greater Shifting Rage (Su)

At 11th level, a mooncursed can assume larger alternate and hybrid forms. This functions like *Beast Shape II*, and it allows the mooncursed to take on a Medium or Large version of her animal's form.

Twice Cursed (Ex)

While in rage, a mooncursed of 14th level or higher gains a +4 bonus on saves to resist being polymorphed or affected by a curse spell, **spell-like ability**, or supernatural effect. This includes any spells that have curse or **polymorph** as a descriptor. This bonus stacks with all other modifiers.

Tireless Shifting Rage (Ex)

Starting at 17th level, a mooncursed no longer becomes **fatigued** at the end of her rage.

Mighty Shifting Rage (Su)

At 20th level, a mooncursed can assume even larger alternate and hybrid forms. This functions like *Beast Shape III*, and it allows the mooncursed to take on a Medium, Large, or Huge version of her animal's form.

Ex-Mooncursed

A mooncursed who becomes lawful loses the ability to rage and cannot gain more levels as a mooncursed. She retains all other benefits of the class.

MOUNTED FURY



The masters of the steppe and plain become one with their horse from a young age, learning to channel their rage to enhance their mount's abilities as well. The mounted fury becomes a synthesis of man and beast, relying just as much as the power under her loins than her own unbridled ferocity when charging enemies upon the field of battle. The mounted fury relies both on her martial prowess as well as the raw power of the animal companion she depends on for the survival of both their lives during the thick of war. The link between the mounted fury and her animal companion becomes nearly indistinguishable from that of other classes that meld the friendship of man and beast such as the druid or ranger. Anyone that values such a relationship and understands the true power of such bonds while harboring a seething wrath that can be channeled in the thick of battle can find the path of the mounted fury worthwhile.

Role: Mounted furies excel in mounted combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves while astride a steed. With rage granting them boldness and daring beyond that of most other warriors, mounted furies charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The mounted fury's class skills are [Acrobatics](#) (Dex), [Climb](#) (Str), [Craft](#) (Int), [Handle Animal](#) (Cha), [Intimidate](#) (Cha), [Knowledge](#) (nature)

(Int), [Perception](#) (Wis), [Ride](#) (Dex), [Survival](#) (Wis), and [Swim](#) (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the mounted fury.

Weapon and Armor Proficiency

A mounted fury is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Rider (Ex)

The speed of any mount the mounted fury rides is increased by 10 ft. at 1st level.

Rage (Ex)

A mounted fury can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a mounted fury can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a mounted fury can rage per day. A mounted fury can enter rage as a [free action](#). The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a mounted fury gains a +4 [morale bonus](#) to her Strength and Constitution, as well as a +2 [morale bonus](#) on

Mounted Fury Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Fast rider, rage
2	+2	+3	+0	+0	Rage power
3	+3	+3	+1	+1	Mount bonded +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Bestial mount
6	+6/+1	+5	+2	+2	Mount bonded +2, rage power
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Mount bonded +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Mount bonded +4, rage power
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Furious charge, rage power
15	+15/+10/+5	+9	+5	+5	Mount bonded +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Mount bonded +6, rage power
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the mounted fury 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a mounted fury cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

A mounted fury can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A mounted fury cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a mounted fury falls **unconscious**, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a mounted fury gains levels, she learns to use her rage in new ways. Starting at 2nd level, a mounted fury gains a rage power and an additional rage power every two class levels thereafter. A mounted fury gains the benefits of rage powers only while raging, and some of these powers require the mounted fury to take an action first. Unless otherwise noted, a mounted fury cannot select an individual power more than once.

Any mounted fury who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A mounted fury cannot select from more than one group of totem rage powers; for example, a mounted fury who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The mounted fury may instead choose from the following feats as a bonus feat in place of

a rage power as long as she meets the feat's prerequisites: Mounted Archery, Mounted Combat, Mounted Skirmisher, Ride-By Attack, Spirited Charge, Trample, Trick Riding, and Unseat.

The following rage powers complement the mounted fury: ferocious mount, ferocious trample, greater ferocious mount, greater ferocious trample, and spirit steed.

Mounted Fury Rage Powers

The mounted fury may choose from the following rage powers as well.

Raging Sprint (Ex)

Prerequisites: Ferocious Mount, Mounted Fury
6

Benefit: If the mounted fury's mount is also raging, it gains +30 ft. bonus to its movement though at a cost of one additional round of the mounted fury's daily allotment of raging for each round the mount uses this movement bonus.

Mount Bonded (Ex)

At 3rd level, a mounted fury gains a +1 bonus on Handle Animal and Ride skill checks. In addition, the mounted fury does not suffer a penalty to Ride skill checks if she does not use a saddle. These bonuses increase by +1 every three mounted fury levels thereafter (6th, 9th, 12th, 15th, and 18th level).



Bestial Mount (Ex)

At 5th level, the mounted fury gains the service of a feral mount. This ability functions as a druid's **animal companion**, using the mounted fury's level -4 as her effective druid level. This companion must be one that she is capable of riding and is suitable as a mount. A medium mounted fury can select a camel or a horse. A small mounted fury can select a pony or a wolf, but can also select a boar or a dog if she is at least 8th level. Whenever a mounted fury is raging while astride her bestial mount, the mount companion gains a +2 **morale bonus** to its Strength and this stacks with the bonus granted if the mounted fury has the **ferocious mount rage** power.

Damage Reduction (Ex)

At 7th level, a mounted fury gains **damage reduction**. Subtract 1 from the damage the mounted fury takes each time she is dealt damage from a weapon or a natural attack. If the mounted fury is astride or adjacent to her mount companion granted at 5th level, the mount also gains the same **damage reduction**. At 10th level, and every three mounted fury levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a mounted fury enters rage, the **morale bonus** to her Strength and Constitution increases to +6 and the **morale bonus** on her Will saves increases to +3.

Furious Charge (Ex)

While in rage, a mounted fury of 14th level or higher gains a +4 bonus on attack roll while performing a **charge** while astride her mount. She may also attempt the **overrun** combat maneuver against one target that is in the path of her **charge** as part of her **charge** attack. If the mounted fury does not have **Improved Overrun**, this provokes attacks of opportunity as normal.

Tireless Rage (Ex)

Starting at 17th level, a mounted fury no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a mounted fury enters rage, the **morale bonus** to her Strength and Constitution increases to +8 and the **morale bonus** on her Will saves increases to +4.

Ex-Mounted Furies

A mounted fury who becomes lawful loses the ability to rage and cannot gain more levels as a mounted fury. She retains all other benefits of the class.



PACK HUNTER

The true power of the wild is not tooth and nail, but the pride and endurance of the pack. Only through the shared strength of the collective can a species survive and thrive and the pack hunter relies on this truth more than martial prowess and strength of arms. Whether it is a band of friends or a trusted companion, the pack hunter relies on others just as much as herself for survival and overcoming those that get in her way. The bond of the pack hunter goes beyond a simple manifestation of preservation but a deep connection that allows those she bonds with the ability to tap into her own inner strength and power when engaging enemies or prey in the thick of it.

Role: Pack hunters excel in combat, especially when paired with her animal companion or allies to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, pack hunters and her pack charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The pack hunter's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the pack hunter.

Weapon and Armor Proficiency

The pack hunter is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex)

The pack hunter's land speed is faster than the norm for her race by +10 ft. at 1st level. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the pack hunter's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the pack hunter's land speed.

Rage (Ex)

Starting at 1st level, the pack hunter can call upon her inner reserves of strength and resolve to rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 round each level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that the pack hunter can rage per day. The pack hunter can enter or end a rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

The pack hunter gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on **Will** saves while raging,

Pack Hunter Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Fast movement, rage
2	+2	+3	+0	+0	Hunter's bond, pack power
3	+3	+3	+1	+1	In and out +1
4	+4	+4	+1	+1	Pack power
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	In and out +2, pack power
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Pack power
9	+9/+4	+6	+3	+3	In and out +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, pack power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	In and out +4, pack power
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	pack power, shared indomitable will
15	+15/+10/+5	+9	+5	+5	In and out +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, pack power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	In and out +6, pack power
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, pack power

though she suffers a –2 penalty to Armor Class. The increase to Constitution grants the pack hunter 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, the pack hunter cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except [Acrobatics](#), [Fly](#), [Intimidate](#), and [Ride](#)) or any ability that requires patience or concentration.

Once the pack hunter ends her rage, she is [fatigued](#) for a number of rounds equal to 2 times the number of rounds spent in the rage. She cannot enter a new rage while [fatigued](#) or [exhausted](#) but can otherwise enter rage multiple times during a single encounter or combat. If the pack hunter falls [unconscious](#), her rage immediately ends, placing her in peril of death.

Pack Powers (Ex)

As the pack hunter gains levels, she learns to use her rage in new ways. Starting at 2nd level,

the pack hunter may choose a teamwork feat or a barbarian's rage power, and another rage power or teamwork feat every two class levels thereafter. If a teamwork feat is chosen, the pack hunter must meet any prerequisites for the feat chosen. The pack hunter gains the benefits of rage powers only while raging but may use the teamwork feat as conditions merit, and some of these powers require the pack hunter to take an action first. Unless otherwise noted, the pack hunter cannot select an individual power more than once.

Any pack hunter who meets the powers' prerequisites can select and use the rage power. Totem rage powers grant powers related to a theme. The pack hunter cannot select from more than one group of totem rage powers; for example, a pack hunter who selects a [beast totem](#) rage power cannot later choose to gain any of the [dragon totem](#) rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the pack hunter: contagious rage*, increased damage reduction, no escape, pack rage*, quick reflexes, and unexpected strike.

***Ultimate Wilderness**

Pack Hunter Rage Powers

The pack hunter may choose from the following rage powers as well.

Ferocious Friend (Ex)

Prerequisites: Animal Companion, Pack Hunter 2

Benefit: The pack hunter's animal companion may rage, gaining the same benefits as the pack hunter (including benefits of Greater Rage and Mighty Rage) at a cost of one additional round of rage spent per round the animal companion rages. The animal companion must be adjacent to the pack hunter when the rage is initiated, but thereafter may be continued regardless of



the distance between the two as long as they are within sight of each other. The pack hunter may end the animal companion's rage as a **free action**, but it cannot regain the benefits of the rage until the next time the pack hunter begins raging.

Greater Ferocious Friend (Ex)

Prerequisites: Ferocious Friend, Pack Hunter 8

Benefits: The pack hunter's animal companion also gains the benefits of any rage powers possessed by the pack hunter as long as it is raging. The rage powers must be constant in effect and the animal companion may not use rage powers that require an action to activate, even if it is a **free action**.

Sympathetic Rage (Ex)

Prerequisite: Pack Hunter 6

Benefits: If an ally within 30 ft. of the pack hunter is raging or blood raging, the pack hunter counts as raging even if knocked unconscious as long as she was raging when she was incapacitated. If the pack hunter expends her maximum number of daily rounds of raging, she loses the benefits of this rage power.

Hunter's Bond (Ex)

At 2nd level, the pack hunter forms a bond with either an animal companion or her allies, and once chosen cannot be changed. If the pack hunter chooses her allies, she may grant the limited benefits of her rage to allies within 30 ft. that can see her as a **move action** while she is raging by expending an additional round of her daily allotment of rage. Each round thereafter, she may continue granting the bonus as a **free action** as long as she is raging and spending the additional round of raging. Each ally within range of the effect gains a +2 morale bonus to Strength and a +1 morale bonus to Will saves. Once the pack hunter gains Greater Rage, the morale bonus to Strength increases to +4 and the morale bonus to Will saves increases to +2. At 20th level, the pack hunter's shared rage grants allies a +6 morale bonus to Strength and a +3 morale bonus to Will saves. Allies suffer no

penalties to AC and may use skills that require concentration.

If an animal companion is chosen, the pack hunter may choose it from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the pack hunter may choose a shark or orca whale instead. This animal is a loyal companion that accompanies the pack hunter on his adventures as appropriate for its kind.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the pack hunter's effective druid level is equal to her class level -1.

At 5th level, the pack hunter may gain the benefits of a known teamwork feat while adjacent to ally or her animal companion based on the option chosen. This does not grant the ally or animal companion the benefits of the feat unless the ally or animal companion also possesses the same teamwork feat.

In and Out (Ex)

At 3rd level, the pack hunter gains a +1 dodge bonus to her AC against attacks of opportunity. If her animal companion is adjacent to the pack hunter, it also gains the same AC bonus. These bonuses increase by +1 every three class levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Damage Reduction (Ex)

At 7th level, the pack hunter gains damage reduction. If her animal companion is adjacent to the pack hunter, it gains the same damage reduction. Subtract 1 from the damage the pack hunter takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three class levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when the pack hunter enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Shared Indomitable Will (Ex)

While in rage, the pack hunter of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. Based on the type of Hunter Bond chosen, the pack hunter also grants a +2 bonus on Will saves versus enchantment spells to either his animal companion or allies based on the option chosen as long as they are within 30 ft. of the pack hunter. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, the pack hunter no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when the pack hunter enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Pack Hunters

A pack hunter who becomes lawful loses the ability to rage and cannot gain more levels as a pack hunter. She retains all other benefits of the class.





RAGING CANNIBAL

For the most savage, it isn't about defeating or destroying the enemy, but the complete subjugation through the consumption of their flesh. The raging cannibal believes that it isn't enough to debase or fell an opponent, but the necessity of defiling their lost lives by eating of their remains to demonstrate her complete subjugation of their essence. Over time, this overpowering desire to desecrate the remains of the fallen change the raging cannibal both in form and fury, warping her into something more bestial than anything else and the desire to sate her hunger intensifies to the point that even those once seen as allies and kin begin to look more like prey. The way of the raging cannibal is generally taken by those of more primitive cultures where the essence of the individual is deeply connected to the form it took in life. The company of a raging cannibal often becomes problematic for those that travel more urban areas, especially once her culinary lusts become apparent to those that would find such feasting not only nauseating but downright forbidden.

Role: Raging cannibals excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves so they may absorb their opponent's essence with their own. With rage granting them boldness and daring beyond that of most other warriors, raging cannibals charge furiously into battle and ruin all who would stand in their way. It must be noted that even allies may balk at the means and methods of the raging cannibal, and few remain in her presence for very long before choosing to abandon her to her tabooed hunger.

Alignment: Any non-lawful and non-good.

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The raging cannibal's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the raging cannibal.

Weapon and Armor Proficiency

A raging cannibal is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Cannibalistic Charge (Ex)

The raging cannibal gains a burst of speed when charging an opponent at 1st level. As long as the raging cannibal is wearing no armor, light armor, or medium armor and not carrying a heavy load, she gains an additional +30 ft. movement bonus when charging. This bonus stacks with any other bonuses to the raging cannibal's land speed.

If the raging cannibal is raging, she can spend an **immediate action** and sacrifice a round of raging to take a move up to 30 ft. to follow an opponent that leaves her threatened area. She may take an **attack of opportunity** at the end of the move against the fleeing opponent, even if they are using

Raging Cannibal Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Cannibalistic charge, rage
2	+2	+3	+0	+0	Animal fury, rage power
3	+3	+3	+1	+1	Intimidating gouge
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Feed from fury
6	+6/+1	+5	+2	+2	Rage power, razor-toothed fury I
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Rage power, razor-toothed fury II
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Hardened innards, rage power, razor-toothed fury III
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, razor-toothed fury IV
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

the withdrawal action. This movement will provoke **attacks of opportunity** from other opponents other than the target that triggered this movement.

Rage (Ex)

A raging cannibal can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a raging cannibal can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a raging cannibal can rage per day. A raging cannibal can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a raging cannibal gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the raging cannibal 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a raging cannibal cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except **Acrobatics**, **Fly**, **Intimidate**, and **Ride**) or any ability that requires patience or concentration.

A raging cannibal can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A raging cannibal cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a raging cannibal falls **unconscious**, her rage immediately ends, placing her in peril of death.



Animal Fury (Ex)

While raging, the raging cannibal gains a bite attack at 2nd level. If used as part of a full attack action, the bite attack is made at the raging cannibal's full base attack bonus -5. If the bite hits, it deals 1d4 points of damage (assuming the raging cannibal is Medium; 1d3 points of damage if Small) plus ½ the raging cannibal's Strength modifier. A raging cannibal can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the raging cannibal against the target this round are at a +2 bonus.

This class ability is treated as the animal fury rage power for purposes of prerequisites for other rage powers.

Consume Vigor (Ex)

At 2nd level, when a raging cannibal reduces a creature of the same creature type as herself to 0 or fewer hit points with her bite attack during combat while raging, she can consume a chunk of its body to gain a portion of its power. If the creature's CR equals or exceeds her class level, the raging cannibal gains 1 additional round of rage. She can never consume the same creature's vigor more than once. At 5th level and every 3 levels thereafter, the raging cannibal gains 1 additional round of rage each time she uses this ability.

Intimidating Gouge (Ex)

At 3rd level, when a raging cannibal confirms a critical hit against a creature of the same creature type as herself with her bite attack while raging, she gains a bonus on Intimidate checks equal to ½ her class level for the duration of the rage.

Rage Powers (Ex)

As a raging cannibal gains levels, she learns to use her rage in new ways. Starting at 4th level, a raging cannibal gains a rage power, gaining another rage power for every two class levels thereafter. A raging cannibal gains the benefits of rage powers only while raging, and some of these powers require the raging cannibal to take an action first. Unless otherwise noted, a raging cannibal cannot select an individual power more than once. The raging cannibal cannot choose Animal Fury or other raging power that would grant her a bite natural attack, though she can take a rage power that enhances her bite attack.

Any raging cannibal who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A raging cannibal cannot select from more than one group of totem rage powers; for example, a raging cannibal who selects a beast totem rage power cannot later choose to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the raging cannibal: **greater animal fury**, **internal fortitude**, **intimidating glare**, **primal scent**, **scent**, and **terrifying howl**.

Raging Cannibal Rage Powers

The raging cannibal may choose from the following rage powers as well.

Forebite (Ex)

Prerequisite: Raging Cannibal 4

Benefits: The raging cannibal only suffers a -2 to attacks made with her bite as part of a full-attack action and she may add her full Strength bonus to the damage caused by her bite.

Resistance Bites (Ex)

Prerequisite: Raging Cannibal 12

Benefits: If the raging cannibal makes a successful bite attack against an opponent of the same creature type she is, she gains a bonus to any saving throws for any spells, spell-like abilities, or supernatural abilities cast by that opponent equal to $\frac{1}{2}$ her class level for the duration of the rage. Additional bites have no additional effect.

Well Seasoned (Ex)

Prerequisite: Raging Cannibal 8

Benefits: The raging cannibal's bite causes the target to become **staggered** for 1d4 rounds unless it makes **Fortitude** save (DC 10 + $\frac{1}{2}$ the raging cannibal's class level + her Constitution modifier) and is of the same creature type as the raging cannibal. The effects do not stack, but the duration is determined by the last successful bite attack.

Feed from Fury (Ex)

At 5th level, a raging cannibal is empowered by eating her enemies during combat. When a raging cannibal confirms a critical hit against a creature of the same creature type as herself with her bite attack while raging, she gains a number of temporary hit points equal to her class level. These temporary hit points stack with other temporary hit points

gained from this ability but not with those from other sources. These temporary hit points fade after a period of time equal to 10 minutes per class level.

Razor-Toothed Fury (Ex)

At 6th level, a raging cannibal's bite becomes even more fearsome. When using her bite attack, the raging cannibal can take a -1 penalty on her attack roll to add 2 points of bleed damage to the damage dealt. At 10th level and every 4 levels thereafter, the attack penalty increases by 1 and the bleed damage increases by 2 points. If the raging cannibal has a rage power or class ability that grants her bleed damage, this class ability does not stack with it, the raging cannibal must choose which effect she wishes to use.

Greater Rage (Ex)

At 11th level, when a raging cannibal enters rage, the **morale bonus** to her Strength and Constitution increases to +6 and the **morale bonus** on her Will saves increases to +3.

Hardened Innards (Ex)

While in rage, a raging cannibal of 14th level or higher gains a +4 bonus on **Fortitude** saves to resist poison or disease. This bonus stacks with all other modifiers including resistance bonuses.

Tireless Rage (Ex)

Starting at 17th level, a raging cannibal no longer becomes **fatigued** at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a raging cannibal enters rage, the **morale bonus** to her Strength and Constitution increases to +8 and the **morale bonus** on her Will saves increases to +4.

Ex-Raging Cannibals

A raging cannibal who becomes lawful loses the ability to rage and cannot gain more levels as a raging cannibal. She retains all other benefits of the class.



SAVAGE BARBARIAN

The true primal warrior has little need for anything beyond a stick and the hides of a few animals to protect herself while in the thick of battle. The savage barbarian finds little value in the refined weapons and armor of a civilized society but relies on simple tools and weapons she can scavenge from her environment and only the protection her own skin provides. The savage barbarian's lack of desire to protect herself or use proper weapons is seen by many as foolish and inferior, it often works in her advantage as her opponents easily misjudge her strength, skill, and tenacity in battle to their detriment. Over time, the savage barbarian's skin becomes hardened and the lack of restriction grants her the ability to dodge blows from her foes with ease. Savage barbarians typically come from more primitive cultures, but any that would forego the use of modern weapons and armor may take up the mantle of the savage barbarian.

Role: Savage barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, savage barbarians charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The savage barbarian's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha),

Knowledge (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the savage barbarian.

Weapon and Armor Proficiency

A savage barbarian is proficient with all simple weapons, light armor, and shields (except tower shields).

Primal Focus (Ex)

A savage barbarian gains a +1 bonus to attack and damage when wielding a simple melee or thrown weapon including unarmed attacks at 1st level. This benefit applies only when he is wearing no armor, light armor, and not carrying a heavy load. She may also throw a simple weapon an additional number of range increments equal to her Strength modifier.

Rage (Ex)

A savage barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a savage barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a savage barbarian can rage per day. A savage barbarian can enter rage as a **free action**. The total number of rounds

Savage Barbarian Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Primal focus, rage
2	+2	+3	+0	+0	Rage power, unarmed and unnerved
3	+3	+3	+1	+1	Naked courage +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Evasion
6	+6/+1	+5	+2	+2	Rage power
7	+7/+2	+5	+2	+2	Natural toughness +1
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Naked courage +2
10	+10/+5	+7	+3	+3	Natural toughness +2, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power
13	+13/+8/+3	+8	+4	+4	Natural toughness +3
14	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15	+15/+10/+5	+9	+5	+5	Naked courage +3
16	+16/+11/+6/+1	+10	+5	+5	Natural toughness +4, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power
19	+19/+14/+9/+4	+11	+6	+6	Natural toughness +5
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a savage barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the savage barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a savage barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*) or any ability that requires patience or concentration.

A savage barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A savage barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a savage barbarian

falls unconscious, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a savage barbarian gains levels, she learns to use her rage in new ways. Starting at 2nd level, a savage barbarian gains a rage power and an additional one every two class levels thereafter. A savage barbarian gains the benefits of rage powers only while raging, and some of these powers require the savage barbarian to take an action first. Unless otherwise noted, a savage barbarian cannot select an individual power more than once.

Any savage barbarian who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A savage barbarian cannot select from more than one group of totem rage powers; for example, a savage barbarian who selects a *beast totem* rage power cannot later choose to gain any of the

dragon totem rage powers (any rage power with “dragon totem” in its title).

The following rage powers complement the savage barbarian: brawler, flesh wound, greater brawler, guarded stance, intimidating glare, rolling dodge, superstition, and terrifying howl.

Savage Barbarian Rage Powers

The savage barbarian may choose from the following rage powers as well.



Bare Knuckled (Ex)

Prerequisites: Brawler, Savage Barbarian 8

Benefits: The savage barbarian's unarmed attacks cause 1d8 points of damage (or 1d6 if small) while raging.

Improved Evasion (Ex)

Prerequisite: Savage Barbarian 14

Benefits: The savage barbarian is more resilient against area-based attacks while raging. As a result, she only suffers ½ damage from area-based damage that grant a Reflex save for partial damage if she fails her saving throw, and no damage if she successfully makes her Reflex save. The savage barbarian must be wearing no armor, or light armor, and not carrying a heavy load to gain the benefits of this ability. If she is helpless, unconscious, or dead the effect of this ability is also negated.

Improved Toughness (Ex)

Prerequisite: Savage Barbarian 8

Benefits: The savage barbarian's natural armor class granted by her natural toughness increases by +1. This rage power may be taken twice by the time the savage barbarian reaches 12th level and three times by the time she reaches 16th level.

Stone Fists (Ex)

Prerequisites: Bared Knuckled, Savage Barbarian 14

Benefits: The savage barbarian's unarmed attacks cause 2d6 points of damage (or 2d4 if small) while raging.

Unarmed and Unnerved (Ex)

At 2nd level, the savage barbarian gains Improved Unarmed Strike as a bonus feat.

Naked Courage (Ex)

At 3rd level, the savage barbarian gains a +1 dodge bonus to AC and a +1 morale bonus on saving throws against fear when wearing no armor (shields are allowed). This bonus increases by +1 for every six levels after 3rd.

Evasion (Ex)

When she reaches 5th level, the savage barbarian can avoid area-based attacks both mundane and magical with great agility. If the savage barbarian makes a successful Reflex saving throw against an attack that normally deals partial damage on a successful save, she instead takes no damage. Evasion can be used only if the savage barbarian is wearing no armor or light armor, and not carrying a heavy load. If the savage barbarian is helpless, unconscious, or dead, she does not gain the benefit of evasion.

Natural Toughness (Ex)

At 7th level, the savage barbarian gains a +1 natural armor bonus to AC when wearing no armor (shields are allowed). This bonus increases by +1 for every three levels beyond 7th.

Greater Rage (Ex)

At 11th level, when a savage barbarian enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will (Ex)

While in rage, a savage barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, a savage barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a savage barbarian enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Savage Barbarians

A savage barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a savage barbarian. She retains all other benefits of the class.

SCARRED RAGER



Scars, tattoos, and piercings are marks of prestige for many a warrior that lives and breathes for battle. These individuals are proud of such scarification as a matter of boasting and telling their life's tale as well as seeking favor from the gods for all to see, even if it shocks those with more civilized sensibilities. Healed wounds are often enhanced with brands to draw attention to the scarred rager's ability to outlive those that attacked her and she learns to draw strength from the wounds of the past and the constant process of marking herself with the belief that by doing so she carries the blessings of the gods, her ancestors, or totem spirits. Over time this constant self-mutilation grants the scarred rager the ability to ignore effects that may occur within the body including fatigue and sickness and wounds tend to staunch from the blood flow more quickly than normal. The path of the scarred rager typically begins in more primitive or less civilized societies where self-scarification is seen as a rite of passage in various milestones of the individual member's life.

Role: Scarred ragers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, scarred ragers charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The scarred rager's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the scarred rager.

Weapon and Armor Proficiency

A scarred rager is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Rage (Ex)

A scarred rager can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a scarred rager can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a scarred rager can rage per day. A scarred rager can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a scarred rager gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution

Scarred Rager Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Rage, terrifying visage
2	+2	+3	+0	+0	Rage power, tolerance
3	+3	+3	+1	+1	Scarification I
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Improved tolerance
6	+6/+1	+5	+2	+2	Rage power, scarification II
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Scarification III
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power, scarification IV
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15	+15/+10/+5	+9	+5	+5	Scarification V
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, scarification VI
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

grants the scarred rager 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a scarred rager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except [Acrobatics](#), [Fly](#), [Intimidate](#), and [Ride](#)) or any ability that requires patience or concentration.

A scarred rager can end her rage as a [free action](#) and is [fatigued](#) after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A scarred rager cannot enter a new rage while [fatigued](#) or [exhausted](#) but can otherwise enter rage multiple times during a single encounter or combat. If a scarred rager falls [unconscious](#), her rage immediately ends, placing her in peril of death.

Terrifying Visage (Ex)

A scarred rager adds ½ her class level on [Intimidate](#) checks against humanoids who are not members of barbarian tribes. When

dealing with barbarians, the scarred rager may choose to add this bonus on [Diplomacy](#) checks instead. The DC of any fear effect created by the scarred rager also increases by 1.

Rage Powers (Ex)

As a scarred rager gains levels, she learns to use her rage in new ways. Starting at 2nd level, a scarred rager gains a rage power and an additional rage power every class two levels thereafter. A scarred rager gains the benefits of rage powers only while raging, and some of these powers require the scarred rager to take an action first. Unless otherwise noted, a scarred rager cannot select an individual power more than once.

Any scarred rager who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A scarred rager cannot select from more than one group of totem rage powers; for example, a scarred rager who selects a

beast totem rage power cannot later choose to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the scarred rager: auspicious mark, body bludgeon, come and get me, increased damage reduction, inspire ferocity, internal fortitude, intimidating glare, reckless abandon, regenerative vigor, renewed life, renewed vigor, renewed vitality, roused anger, and terrifying howl.

Scarred Rager Rage Powers

The scarred rager may choose from the following rage powers as well.



Tattoo of Rage (Sp)

Prerequisite: Scarred Rager 4

Benefits: The scarred rager gains the benefits of the *Bull's Strength* spell at the beginning of her rage that lasts a number of rounds equal to her class level or when she ends the rage, whichever comes first. She may only use this rage power once per day, plus an additional use at 8th level and every four levels thereafter.

Tattoo of Severity (Sp)

Prerequisite: Scarred Rager 4

Benefits: The scarred rager gains the benefits of the *Bear's Endurance* spell at the beginning of her rage that lasts a number of rounds equal to her class level or when she ends the rage, whichever comes first. She may only use this rage power once per day, plus an additional use at 8th level and every four levels thereafter.



Tattoo of Sharpness (Sp)

Prerequisite: Scarred Rager 4

Benefits: The scarred rager gains the benefits of the *Cat's Grace* spell at the beginning of her rage that lasts a number of rounds equal to her class level or when she ends the rage, whichever comes first. She may only use this rage power once per day, plus an additional use at 8th level and every four levels thereafter.

Tattoo of Swiftiness (Sp)

Prerequisite: Scarred Rager 8

Benefits: The scarred rager gains the benefits of the *Haste* spell at the beginning of her rage that lasts a number of rounds equal to her class level or when she ends the rage, whichever comes first. She may only use this rage power once per day, plus an additional use at 12th level and every four levels thereafter.

Tolerance (Ex)

At 2nd level, a scarred rager who fails a save against an effect that causes her to become nauseated, sickened, fatigued, or exhausted can make a second save to negate the effect on the start of her next turn. Only one additional save is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round).

Scarification (Ex)

At 3rd level, a scarred rager can ignore 1 point of bleed damage per round. This amount increases by 1 every three levels beyond 3rd. At 15th level, a scarred rager can ignore 1 bleed effect each round.

Improved Tolerance (Ex)

At 5th level, a scarred rager's tolerance ability also applies to effects that would cause her to become dazed, frightened, shaken, or stunned.

Damage Reduction (Ex)

At 7th level, a scarred rager gains damage reduction. Subtract 1 from the damage the scarred rager takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three scarred rager levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a scarred rager enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will (Ex)

While in rage, a scarred rager of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, a scarred rager no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a scarred rager enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Scarred Ragers

A scarred rager who becomes lawful loses the ability to rage and cannot gain more levels as a scarred rager. She retains all other benefits of the class.

SEA REAVER



The life of raiding and pillaging is not constrained to the land, many a war band has set out on the sea to seek out rich coastal towns or dangerous monsters and the great treasure hoard. The sea reaver is more comfortable on the deck of ship or in the water itself than on dry land. She is especially equipped to handle the riggers of the open water and easily swims in the choppiest of swells while rejecting the need for air while plummeting to great depths of the sea. Over time the sea reaver becomes so attuned to the life aquatic that she finds the normal restrictions of land lubbers while fighting in or on the open water negligible and can even be a formidable foe to those native to the underwater world. Any that find the life on the sea preferable than that on the terra firma while seeking extreme adventure abroad will find the path of the sea reaver rewarding.

Role: Sea reavers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, sea reaver charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The sea reaver's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the sea reaver.

Weapon and Armor Proficiency

A sea reaver is proficient with all simple and martial weapons, light armor and shields (except tower shields).

Marine Terror (Ex)

Beginning at 1st level, a sea reaver can hold her breath for a number of rounds equal to four times her Constitution score. In addition, a sea reaver can move normally through squares of standing water or bog that is 1 foot deep. It does not cost her extra movement to traverse these terrains. Lastly, a sea reaver ignores the normal **cover** bonus to AC when attacking creatures that are partially immersed in water.

Rage (Ex)

A sea reaver can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a sea reaver can rage for a number of rounds per day equal to 4 + her Constitution modifier and gains an 2 additional rounds every class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a sea reaver can rage per day. A sea reaver can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a sea reaver gains a +4 **morale bonus** to her Strength and Constitution, as

Sea Reaver Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Marine terror, rage
2	+2	+3	+0	+0	Eyes of the storm, rage power
3	+3	+3	+1	+1	Savage sailor +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Sure-footed
6	+6/+1	+5	+2	+2	Rage power, savage sailor +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Savage sailor +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power, savage sailor +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Rage power, sea dog
15	+15/+10/+5	+9	+5	+5	Savage sailor +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, savage sailor +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the sea reaver 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a sea reaver cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A sea reaver can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A sea reaver cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a sea reaver falls **unconscious**, her rage immediately ends, placing her in peril of death.

Eyes of the Storm (Ex)

At 2nd level, a sea reaver ignores any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that is less than total **concealment**, and any penalties weather applies on Perception checks are halved.

Rage Powers (Ex)

As a sea reaver gains levels, she learns to use her rage in new ways. Starting at 2nd level, a sea reaver gains a rage power and an additional rage power every class two levels thereafter. A sea reaver gains the benefits of rage powers only while raging, and some of these powers require the sea reaver to take an action first. Unless otherwise noted, a sea reaver cannot select an individual power more than once.

Any sea reaver who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A sea reaver cannot select from more



than one group of totem rage powers; for example, a sea reaver who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with “dragon totem” in its title).

The following rage powers complement the sea reaver: **bestial leaper**, **bestial swimmer**, **come and get me**, **hurling charge**, **raging leaper**, **raging swimmer**, **rolling dodge**, and **smasher**.

Sea Reaver Rage Powers

The sea reaver may choose from the following rage powers as well.

Adrenaline Alone (Ex)

Prerequisite: Sea Reaver 10

Benefits: The sea reaver does not count the rounds spent raging while holding her breath under water against the time she may hold her breath based on her Constitution score.

Born of the Sea (Ex)

Prerequisite: Sea Reaver 4

Benefits: The sea reaver never loses her Dexterity bonus to **AC** while in the water, even if she is off balance while raging. If she is off balance, opponents do not gain the +2 bonus on attacks against her as long as she is raging.

Wave Slicer (Ex)

Prerequisite: Sea Reaver 8

Benefits: The sea reaver does not suffer a penalty on her attack rolls and she does normal damage while attacking with a piercing, slashing, or bludgeoning melee weapon underwater while she is raging (including natural attacks and unarmed strikes).

Savage Sailor (Ex)

At 3rd level, a sea reaver gains a +1 bonus on **Acrobatics**, **Climb**, **Profession** (sailor), **Survival**, and **Swim** checks made in aquatic terrain, including aboard a ship or along shorelines.

These bonuses improve by +1 every three levels after 3rd.

Sure-Footed (Ex)

At 5th level, a sea reaver takes no penalties when moving across slick surfaces, whether natural or magical (e.g., grease, ice storm, and sleet storm). She is not at risk of falling, is not denied her Dexterity bonus when moving across such areas, and does not treat them as difficult terrain.

Damage Reduction (Ex)

At 7th level, a sea reaver gains **damage reduction**. Subtract 1 from the damage the sea reaver takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three sea reaver levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a sea reaver enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Sea Dog (Ex)

While in rage, a sea reaver of 14th level or higher gains a +4 bonus on saves involving water, cold, or electricity. If subjected to a damage effect that allows partial damage for a successful Reflex save, the sea reaver suffers no damage upon a successful saving throw. This bonus stacks with all other modifiers, including the **Resistance** bonuses.



Tireless Rage (Ex)

Starting at 17th level, a sea reaver no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a sea reaver enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Sea Reavers

A sea reaver who becomes lawful loses the ability to rage and cannot gain more levels as a sea reaver. She retains all other benefits of the class.

SUPERSTITIOUS BARBARIAN



Magic is not seen as a boon for some. Whether through general distrust of forces beyond nature or having suffered the effects of vile magics firsthand, the superstitious barbarian sees any form of magic as an anathema to nature and to be extinguished with prejudice. These individuals seem to gain a preternatural sense when it comes to magical auras that allows her to react that much more quickly to danger. Overtime, the superstitious barbarian may even develop a resistance to such energies when her anger is roused and gain the ability to smash through such magical effects while enraged. Superstitious barbarians generally hail from areas where magic has been overtly used to harm or enslave the populace or more primitive societies that live more closely with nature and distrust magic.

Role: Superstitious barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, superstitious barbarians charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The superstitious barbarian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the superstitious barbarian.

Weapon and Armor Proficiency

A superstitious barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Magic Sense (Ex)

A superstitious barbarian is sensitive to magical auras at 1st level. If the superstitious barbarian comes into physical contact with a magic item or a creature or object with an ongoing magical effect, she automatically senses the magical aura though she cannot detect the actual effect of the magic or its school or strength. Once the superstitious barbarian reaches 4th level, she can make a Spellcraft skill check (as long as she has at least 1 rank in the Spellcraft skill) to determine the relative strength of the magic aura with a DC of 10 + spell level as a standard action. At 8th level, she may make a Spellcraft skill check to determine the school of the magic as well with the same DC as determining the strength of the spell or spell-like ability as a standard action.

Once the superstitious barbarian reaches 12th level, she may attempt to identify a spell as it is being cast as long as she has at least 1 rank in Spellcraft and she is not raging. At 16th level, the superstitious barbarian may attempt to identify a spell even while raging.

Rage (Ex)

A superstitious barbarian can call upon inner reserves of strength and ferocity, granting

Superstitious Barbarian Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Magic sense, rage
2	+2	+3	+0	+0	Rage power, uncanny dodge
3	+3	+3	+1	+1	Sixth sense +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Improved uncanny dodge
6	+6/+1	+5	+2	+2	Rage power, sixth sense +2
7	+7/+2	+5	+2	+2	Keen senses I
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Sixth sense +3
10	+10/+5	+7	+3	+3	Keen senses II, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power, sixth sense +4
13	+13/+8/+3	+8	+4	+4	Keen senses III
14	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15	+15/+10/+5	+9	+5	+5	Sixth sense +5
16	+16/+11/+6/+1	+10	+5	+5	Keen senses IV, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, sixth sense +6
19	+19/+14/+9/+4	+11	+6	+6	Keen senses V
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

her additional combat prowess. Starting at 1st level, a superstitious barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a superstitious barbarian can rage per day. A superstitious barbarian can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a superstitious barbarian gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on **Will** saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the superstitious barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a superstitious barbarian cannot use any

Charisma-, Dexterity-, or Intelligence-based skills (except **Acrobatics**, **Fly**, **Intimidate**, and **Ride**) or any ability that requires patience or concentration.

A superstitious barbarian can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A superstitious barbarian cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a superstitious barbarian falls **unconscious**, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a superstitious barbarian gains levels, she learns to use her rage in new ways. Starting at 2nd level, a superstitious barbarian gains a rage power and an additional rage power every two class levels thereafter. A superstitious barbarian gains the benefits of

rage powers only while raging, and some of these powers require the superstitious barbarian to take an action first. Unless otherwise noted, a superstitious barbarian cannot select an individual power more than once.

Any superstitious barbarian who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A superstitious barbarian cannot select from more than one group of totem rage powers; for example, a superstitious barbarian who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the superstitious barbarian: **clear mind**, **disruptive**, **eater of magic**, **spell sunder**, **spellbreaker**, **superstition**, and **witch hunter**.

Superstitious Barbarian Rage Powers

The superstitious barbarian may choose from the following rage powers as well.

Guardian Flesh (Su)

Prerequisite: Superstitious Barbarian 6

Benefits: The superstitious barbarian gains a +1 bonus to her touch AC when targeted by a spell or spell-like ability that requires a touch attack while she is raging. This bonus increases by +1 for every four class level beyond 6th level.

Smash their Defenses (Sp)

Prerequisites: **Spell Sunder**, Superstitious Barbarian 12

Benefits: The superstitious barbarian may target a spell from the **abjuration** school of magic or grants an armor or shield AC bonus that is protecting a spell-caster with a standard attack-action with her melee weapon, natural weapon, or unarmed strike while raging. She makes a touch attack against the spell-caster if the spell has a range of personal or

creature touched, otherwise the superstitious barbarian attacks the area of the spell effect with an AC equal to the level of the spell + 5. If the attack is successful, the superstitious barbarian makes a targeted dispel using her



class level as her effective caster level and if successful, the highest-level spell is dispelled. If the effect comes from a magic item or has been enhanced with the **Permanency** spell, the magic is temporarily suppressed until the end of the superstitious barbarian's next turn. The attack does no actual physical damage regardless of the result of the targeted dispel.

Spell Resistance (Su)

Prerequisite: Superstitious Barbarian 8

Benefits: The superstitious barbarian gains **spell resistance** of $10 + \frac{1}{2}$ her class level while she is raging. She cannot negate this effect while raging and any spell cast on the superstitious barbarian for good or ill must get through her **spell resistance** as applicable.

Uncanny Dodge (Ex)

At 2nd level, a superstitious barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to **armor class** if immobilized. A superstitious barbarian with this ability can still lose her Dexterity bonus to **armor class** if an opponent successfully uses the **feint** action against her.

If a superstitious barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Sixth Sense (Ex)

At 3rd level, the superstitious barbarian gains a +1 bonus on initiative and a +1 **insight bonus** to AC during surprise rounds. This bonus increases by +1 for every three levels after 3rd.

Improved Uncanny Dodge (Ex)

At 5th level and higher, a superstitious barbarian can no longer be **flanked**. This defense denies a rogue the ability to sneak attack the superstitious barbarian by **flanking** her, unless the attacker has at least four more rogue levels than the target has class levels.

If a character already has uncanny dodge (see above) from another class, the levels

from the classes that grant uncanny dodge stack to determine the minimum rogue level required to **flank** the character.

Keen Senses (Ex)

At 7th level, the superstitious barbarian gains **low-light vision** (triple normal vision range in dim light if she already has low-light vision). At 10th level, she gains **darkvision** 60 feet (or adds 60 feet to the range of any darkvision already possessed). At 13th level, she gains **scent**. At 16th level, she gains **blindsight** 30 feet. At 19th level, she gains **blindsight** 30 feet.

Greater Rage (Ex)

At 11th level, when a superstitious barbarian enters rage, the **morale bonus** to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will (Ex)

While in rage, a superstitious barbarian of 14th level or higher gains a +4 bonus on **Will** saves to resist **enchantment** spells. This bonus stacks with all other modifiers, including the **morale bonus** on Will saves she also receives during her rage.

Tireless Rage (Ex)

Starting at 17th level, a superstitious barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a superstitious barbarian enters rage, the **morale bonus** to her Strength and Constitution increases to +8 and the **morale bonus** on her Will saves increases to +4.

Ex-Superstitious Barbarians

A superstitious barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a superstitious barbarian. She retains all other benefits of the class.

TITAN MAULER



In a world full of monsters that easily dwarf those that would stand against them, there are some that condition themselves to take on such a titanic mission to seek out and defeat those larger than life monsters that pose a threat. Seeking to turn their size against them, the titan mauler continually trains herself to evade those that would tower over them while handling large weapons that normally cannot even be lifted by most much less wielded effectively. Eventually, her anger allows the titan mauler to physically transform herself to take on giants and larger creatures on their own level. While many would claim to be a monster hunter, only those that take the path of the titan mauler can truly face such creatures head on.

Role: Titan maulers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, titan maulers charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The titan mauler's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the titan mauler.

Weapon and Armor Proficiency

A titan mauler is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Big Game Hunter (Ex)

A titan mauler gains a +1 bonus on attack rolls and a +1 **dodge bonus** to AC in melee with creatures larger than themselves.

Rage (Ex)

A titan mauler can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a titan mauler can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a titan mauler can rage per day. A titan mauler can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a titan mauler gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the titan mauler 2 hit points per Hit

Titan Mauler Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Big game hunter, rage
2	+2	+3	+0	+0	Jotungrip, rage power
3	+3	+3	+1	+1	Massive weapons I
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Evade reach
6	+6/+1	+5	+2	+2	Massive weapon II, rage power
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Massive weapons III
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Massive weapons IV, rage power
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Rage power, titanic rage
15	+15/+10/+5	+9	+5	+5	Massive weapons V
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Massive weapons VI, rage power
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a titan mauler cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except [Acrobatics](#), [Fly](#), [Intimidate](#), and [Ride](#)) or any ability that requires patience or concentration.

A titan mauler can end her rage as a [free action](#) and is [fatigued](#) after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A titan mauler cannot enter a new rage while [fatigued](#) or [exhausted](#) but can otherwise enter rage multiple times during a single encounter or combat. If a titan mauler falls [unconscious](#), her rage immediately ends, placing her in peril of death.

Jotungrip (Ex)

At 2nd level, a titan mauler may choose to wield a two-handed melee weapon in one hand with a –2 penalty on attack rolls while doing so. The weapon must be appropriately

sized for her, and it is treated as one-handed when determining the effect of [Power Attack](#), Strength bonus to damage, and the like.

Rage Powers (Ex)

As a titan mauler gains levels, she learns to use her rage in new ways. Starting at 2nd level, a titan mauler gains a rage power and an additional rage power every two class levels thereafter. A titan mauler gains the benefits of rage powers only while raging, and some of these powers require the titan mauler to take an action first. Unless otherwise noted, a titan mauler cannot select an individual power more than once.

Any titan mauler who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A titan mauler cannot select from more than one group of totem rage powers; for example, a titan mauler who selects a [beast totem](#) rage power cannot later choose to gain any of the [dragon totem](#) rage powers



(any rage power with “dragon totem” in its title).

The following rage powers complement the titan mauler: body bludgeon, greater ground breaker, ground breaker, knockback, mighty swing, powerful blow, smasher, and strength surge.

Titan Mauler Rage Powers

The titan mauler may choose from the following rage powers as well.

Improved Body Bludgeon (Ex)

Prerequisites: Body Bludgeon, Titan Mauler 14

Benefits: The titan mauler may use an opponent up to her own size when using the Body Bludgeon rage power.

Lunge (Ex)

Prerequisite: Titan Mauler 6

Benefits: The titan mauler gains **Lunge** as a bonus feat and gains the effects of the feat even when not raging.

Strike Back (Ex)

Prerequisite: Titan Mauler 12

Benefits: The titan mauler gains the **Strike Back** feat as a bonus feat and gains the effects of the feat even when not raging.

Massive Weapons (Ex)

At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted from her titanic foes.

She can use two-handed weapons meant for creatures one size category larger, but the penalty for doing so is increased by 4. However, the attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0).

Evade Reach (Ex)

At 5th level, as a **swift action**, a titan mauler may choose one creature within her line of sight. Until the end of her turn, that target's reach is treated as if it were 5 feet shorter with respect to reaching the titan mauler, and this reduction increases by 5 feet for every five levels beyond 5th.

Damage Reduction (Ex)

At 7th level, a titan mauler gains **damage reduction**. Subtract 1 from the damage the titan mauler takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three titan mauler levels thereafter (13th, 16th, and 19th level), this **damage reduction** rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex)

At 11th level, when a titan mauler enters rage, the **morale bonus** to her Strength and

Constitution increases to +6 and the **morale bonus** on her Will saves increases to +3.

Titanic Rage (Su)

At 14th level, a titan mauler may choose to gain the benefits of **Enlarge Person** when she enters a rage. While using titanic rage, the titan mauler must spend 2 rounds of rage per round, and she becomes **exhausted** rather than **fatigued** when the rage ends.

Tireless Rage (Ex)

Starting at 17th level, a titan mauler no longer becomes **fatigued** at the end of her rage.

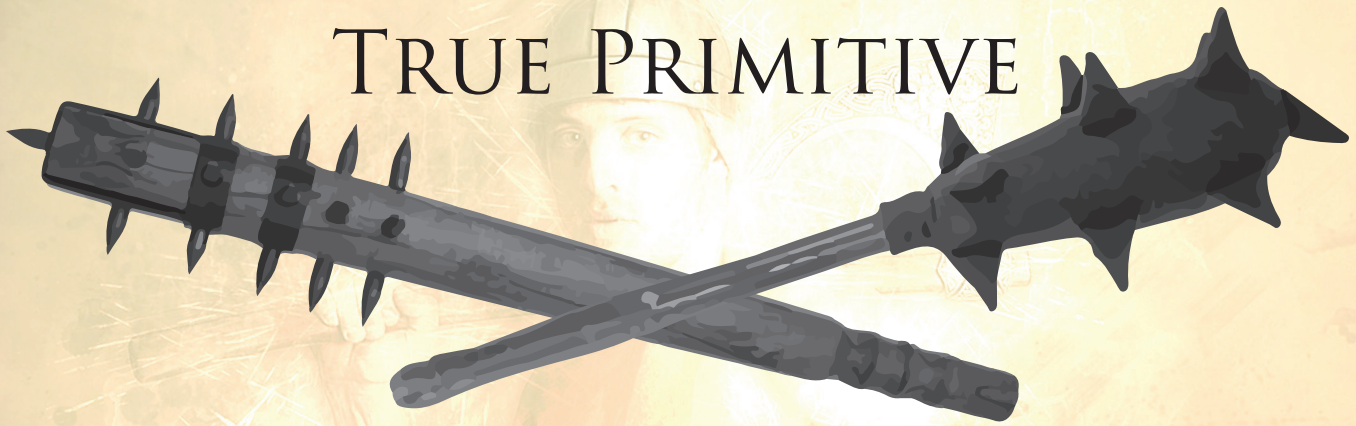
Mighty Rage (Ex)

At 20th level, when a titan mauler enters rage, the **morale bonus** to her Strength and Constitution increases to +8 and the **morale bonus** on her Will saves increases to +4.

Ex-Titan Maulers

A titan mauler who becomes lawful loses the ability to rage and cannot gain more levels as a titan mauler. She retains all other benefits of the class.

TRUE PRIMITIVE



Considered feral and little more than animals, there are some that have grown and survived in the wild with no contact with the more civilized populations and their martial prowess and hunting skills reflect that. With little use for socialization and the trappings of civilization, the true primitive relies on her own talents and ability to incorporate the natural world's resources for her daily needs and spiritual enrichment and sees the modern world as a deviant and decadent evil that should be at least be avoided at best and overtly rejected in thought and deed. This life of living in the wild has hardened the true primitive and she becomes one within her own homeland and moves freely as one would travel the streets of a metropolitan city. The life of the true primitive is typically forced upon an individual more than chosen, though those that have rejected civilization from a young age may find the path of the true primitive of value.

Role: True primitives excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, true primitives charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The true primitive's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal**

(Cha), **Intimidate** (Cha), **Knowledge** (nature) (Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the true primitive.

Weapon and Armor Proficiency

A true primitive is proficient with hide armor and armors made from bone (see **Special Materials**). A true primitive is also proficient with bone shields and the following weapons: battleaxe, blowgun, club, greatclub, handaxe, longspear, shortspear, sling, and spear. If the true primitive uses a proficient weapon that includes metal components, she suffers a –2 penalty on her attack rolls.

Illiteracy

A true primitive cannot read or write, and her superstition about such things leads her to refuse to ever learn to read or write, even if she multi-classes into other classes.

Favored Terrain (Ex)

At 1st level, the true primitive selects one type of terrain (see **Table: Ranger Favored Terrains**) and gains a +2 bonus on initiative checks, **Knowledge** (geography), **Perception**, **Stealth**, and **Survival** skill checks while in that terrain, representing her native homeland. At 5th level and every five levels thereafter, the true primitive gains an additional +2 bonus to those skills and initiative bonus. Note that

True Primitive Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Favored terrain, rage
2	+2	+3	+0	+0	Rage power, woodland stride
3	+3	+3	+1	+1	Trophy fetish I
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Trackless step
6	+6/+1	+5	+2	+2	Rage power
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power, trophy fetish II
9	+9/+4	+6	+3	+3	Camouflage
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater rage
12	+12/+7/+2	+8	+4	+4	Rage power
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-, trophy fetish III
14	+14/+9/+4	+9	+4	+4	Rage power, resist nature's lure
15	+15/+10/+5	+9	+5	+5	Hide in plain sight
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, trophy fetish IV
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

the true primitive will never choose the urban terrain.

Rage (Ex)

A true primitive can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a true primitive can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a true primitive can rage per day. A true primitive can enter rage as a **free action**. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a true primitive gains a +4 **morale bonus** to her Strength and Constitution, as well as a +2 **morale bonus** on Will saves. In addition, she takes a –2 penalty

to Armor Class. The increase to Constitution grants the true primitive 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a true primitive cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except **Acrobatics**, **Fly**, **Intimidate**, and **Ride**) or any ability that requires patience or concentration.

A true primitive can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A true primitive cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If a true primitive falls **unconscious**, her rage immediately ends, placing her in peril of death.

Rage Powers (Ex)

As a true primitive gains levels, she learns to use her rage in new ways. Starting at 2nd level,

a true primitive gains a rage power and an additional rage power every two class levels thereafter. A true primitive gains the benefits of rage powers only while raging, and some of these powers require the true primitive to take an action first. Unless otherwise noted, a true primitive cannot select an individual power more than once.

Any true primitive who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A true primitive cannot select from more than one group of totem rage powers; for example, a true primitive who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem** rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the true primitive: animal fury, eater of magic, ghost rager, low-light vision, night vision, primal scent, scent, spell sunder, sunder enchantment, superstition, and witch hunter.



True Primitive Rage Powers

The true primitive may choose from the following rage powers as well.

Animal Skin (Ex)

Prerequisite: True Primitive 2

Benefits: If the true primitive is wearing hide armor or armor composed of bone, she gains a +1 **natural armor bonus** while raging. This bonus increases by +1 every four class levels beyond 2nd level.

Greater Skin Transformation (Sp)

Prerequisites: Skin Transformation, True Primitive 16

Benefits: The true primitive may take the form of an animal ranging from diminutive to huge size based on the hide or bone armor worn as the *Beast Shape III* spell when she begins raging. Use of this rage power consumes twice as many rounds of rage and the true primitive is **exhausted** when she ends the rage.

Lesser Skin Transformation (Sp)

Prerequisites: Skin Manifestation, True Primitive 8

Benefits: The true primitive may take the form of a small or medium animal based on the hide or bone armor worn as the *Beast Shape I* spell when she begins raging. Use of this rage power consumes twice as many rounds of rage and the true primitive is **exhausted** when she ends the rage.

Protect the Lands (Ex)

Prerequisite: True Primitive 4

Benefits: The true primitive gains a +1 **morale bonus** to attack rolls while raging in her **avored terrain**. This bonus increases by +1 for every four class levels beyond 4th level.

Skin Manifestation (Sp)

Prerequisites: Animal Skin, True Primitive 6

Benefits: When the true primitive begins raging while wearing hide armor or armor composed of bones, she may manifest the

spirit of the animal the armor is made of and gains one ability granted by the *Beast Shape I* spell for the duration of the rage. Once the true primitive reaches 12th level she may choose one ability from the *Beast Shape II* spell or two abilities from the *Beast Shape I* spell.

Skin Transformation (Sp)

Prerequisites: Lesser Skin Transformation, True Primitive 12

Benefits: The true primitive may take the form of an animal ranging from tiny to large size based on the hide or bone armor worn as the *Beast Shape II* spell when she begins raging. Use of this rage power consumes twice as many rounds of rage and the true primitive is **exhausted** when she ends the rage.

True Nature (Ex)

Prerequisites: True Primitive 6

Benefits: The true primitive may choose any of the following feats as a bonus feat in place of a rage power beginning at 6th level: Alertness, Animal Affinity, Athletic, Great Fortitude, Improvised Weapon Mastery, Iron Will, Lightning Reflexes, Self-Sufficient, Stealthy, or Throw Anything. The true primitive must meet any prerequisites for the chosen feat. She may choose this rage power more than once, selecting a different feat each time.

Woodland Stride (Ex)

Starting at 2nd level, the true primitive may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Trophy Fetish (Ex)

A true primitive collects teeth, bones, hair, and other trophies from vanquished enemies, representing their power and strength.

At 3rd level, a true primitive can attach a trophy fetish to one of the traditional true

primitive weapons listed above. When wielding that weapon, the true primitive gains a +1 morale bonus on damage rolls. Furthermore, if that weapon has the fragile property, once per day, the true primitive can ignore the effects of a single natural 1 roll. A trophy fetish can also be attached to a suit of hide or bone armor, granting the true primitive a +1 morale bonus on saving throws. Furthermore, if that armor has the fragile property, once per day, the true primitive can choose not to have the armor break on the confirmation of a critical hit made against her.

Every five levels beyond 3rd, a true primitive can use an additional trophy fetish. Multiple trophy fetishes can be attached to the same armor or weapon; their effects stack. A trophy fetish can be sundered (hardness 5, 1 hit point) but is not damaged by area attacks or attacks that do not specifically target it. It has no effect if attached to other types of weapons or armor.

Trackless Step (Ex)

At 5th level, the true primitive leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Damage Reduction (Ex)

At 7th level, a true primitive gains damage reduction. Subtract 1 from the damage the true primitive takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three true primitive levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Camouflage (Ex)

At 9th level, the true primitive can use the Stealth skill to hide in her favored terrain, even if the terrain doesn't grant cover or concealment.

Greater Rage (Ex)

At 11th level, when a true primitive enters rage, the morale bonus to her Strength and

Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Resist Nature's Lure (Ex)

At 14th level while in a rage, the true primitive gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *Blight*, *Entangle*, *Spike Growth*, and *Warp Wood*.

Hide in Plain Sight (Ex)

While in her favored terrain, once the true primitive reaches 15th level she can use the Stealth skill even while being observed.

Tireless Rage (Ex)

Starting at 17th level, a true primitive no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex)

At 20th level, when a true primitive enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-True Primitives

A true primitive who becomes lawful loses the ability to rage and cannot gain more levels as a true primitive. She retains all other benefits of the class.

URBAN BARBARIAN



While most barbarians are seen as little more than wild savages, there are a few that learn to hone their people skills and savage tone into general acceptance in most civilized societies. The urban barbarian still relies on her primal nature and inner fury to some degree, but tempers it with infusing herself with metropolitan customs and social graces. She understands that dealing with the general populace takes a bit more finesse than simply baring one's teeth and waving a large two-handed weapon menacingly and over time the urban barbarian learns to acclimate with the ebb and flow of the society's life blood. The path of the urban barbarian is often preferable to those that find the need to tap their inner fury but prefer to blend in with others for the most part.

Role: Urban barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, urban barbarians charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The urban barbarian's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Diplomacy** (Cha), **Intimidate** (Cha),

Knowledge (local) (Int), **Knowledge** (nobility) (Int), **Linguistics** (Int), **Perception** (Wis), **Profession** (Wis), **Ride** (Dex), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the urban barbarian.

Weapon and Armor Proficiency

The urban barbarian is proficient with all simple and martial weapons, light armor and shields (except tower shields).

Crowd Control (Ex)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 **dodge bonus** to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to ½ her class level on **Intimidate** checks to influence crowds.

Controlled Rage (Ex)

The urban barbarian can call upon inner reserves of strength, agility, or endurance, granting her additional combat prowess. Starting at 1st level, the urban barbarian can use a controlled rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that

Urban Barbarian Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Controlled rage, crowd control
2	+2	+3	+0	+0	Rage power, uncanny dodge
3	+3	+3	+1	+1	Voice of reason +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Improved uncanny dodge
6	+6/+1	+5	+2	+2	Rage power, voice of reason +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Voice of reason +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater controlled rage
12	+12/+7/+2	+8	+4	+4	Rage power, voice of reason +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Strong willed, rage power
15	+15/+10/+5	+9	+5	+5	Voice of reason +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, voice of reason +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty controlled rage, rage power

the urban barbarian can rage per day. An urban barbarian can enter a controlled rage as a **free action**. The total number of rounds of controlled rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, an urban barbarian gains a +4 **morale bonus** to her Strength, Dexterity, or Constitution. Or she may split the bonus (with a minimum of a +2 **morale bonus**) amongst the individual ability scores as desired. The increase to Constitution grants the urban barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points.

The urban barbarian can end her rage as a **free action** and is **fatigued** after rage for a number of rounds equal to 2 times the number of rounds spent in the controlled rage. The urban barbarian cannot enter a new rage while **fatigued** or **exhausted** but can otherwise enter rage multiple times during a single encounter or combat. If an urban barbarian falls **unconscious**, her rage

immediately ends, placing her in peril of death if she increased her Constitution.

The urban barbarian's controlled rage counts as the barbarian's rage for purposes of class abilities and feat prerequisites.

Rage Powers (Ex)

As the urban barbarian gains levels, she learns to use her controlled rage in new ways. Starting at 2nd level, the urban barbarian gains a rage power and an additional rage power every two class levels thereafter. An urban barbarian gains the benefits of rage powers only while using her controlled rage, and some of these powers require the urban barbarian to take an action first. Unless otherwise noted, the urban barbarian cannot select an individual power more than once.

Any urban barbarian who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. An urban barbarian cannot select from more than one group of totem rage

powers; for example, an urban barbarian who selects a **beast totem** rage power cannot later choose to gain any of the **dragon totem**

rage powers (any rage power with “**dragon totem**” in its title).

The following rage powers complement the urban barbarian: **boasting taunt**, **clear mind**, **deadly accuracy**, **guarded stance**, **intimidating glare**, **lethal accuracy**, **no escape**, **perfect clarity**, **quick reflexes**, **sharpened accuracy**, **surprise accuracy**, and **unexpected strike**.

Urban Barbarian Rage Powers

The urban barbarian may choose from the following rage powers as well.



Sideswipe (Ex)

Prerequisite: Urban Barbarian 4

Benefits: While using her controlled rage and threatening an opponent, any ally of the urban barbarian that threatens the same target treats the target as **flanked**. The urban barbarian does not gain the **flanking** bonus for this rage power.

Street Savvy (Ex)

Prerequisite: Urban Barbarian 8

Benefits: The urban barbarian may choose to use the **morale bonus** of her controlled rage to increase her Charisma ability score as well. She may spend the entire bonus to increase her Charisma or split the bonus amongst those abilities she may pick from as defined by the controlled rage ability.

Street Smarts (Ex)

Prerequisite: Urban Barbarian 6

Benefits: The urban barbarian may choose to use the **morale bonus** of her controlled rage to increase her Wisdom ability score as well. She may spend the entire bonus to increase her Wisdom or split the bonus amongst those

abilities she may pick from as defined by the controlled rage ability.

Uncanny Dodge (Ex)

At 2nd level, the urban barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. The urban barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the *feint* action against her.

If an urban barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Voice of Reason (Ex)

At 3rd level, the urban barbarian gains a +1 bonus on Will saves versus effects generated from speech and any Charisma based skill or ability checks. These bonuses increase by +1 every three class levels thereafter (6th, 9th, 12th, 15th, and 18th level). These bonuses gained from multiple classes and class abilities stack.

Improved Uncanny Dodge (Ex)

At 5th level and higher, the urban barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the urban barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has class levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Damage Reduction (Ex)

At 7th level, the urban barbarian gains damage reduction. Subtract 1 from the damage the urban barbarian takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three urban barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises

by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Controlled Rage (Ex)

At 11th level, when the urban barbarian enters her controlled rage, the morale bonus increases to +6 and may be applied to an individual physical ability score or split as defined above.

Strong Willed (Ex)

While in rage, the urban barbarian of 14th level or higher gains a +2 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the bonus on Will saves she also receives from the voice of reason class ability.

Tireless Rage (Ex)

Starting at 17th level, the urban barbarian no longer becomes fatigued at the end of her rage.

Mighty Controlled Rage (Ex)

At 20th level, when the urban barbarian enters her controlled rage, the morale bonus increases to +8 and may be applied to a single physical ability score or split as defined above.

Ex-Urban Barbarians

The urban barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a urban barbarian. She retains all other benefits of the class.



WILD RAGER

Warriors of the wild rarely have complete control over their raging, but there are some that wholeheartedly give themselves over to a bloody frenzy of gore and death. Such individuals let loose of any conscious thought or perception and their lust for battle once started are a danger to friend and foe alike as well as herself. The wild rager is often seen as a product of the wild and few trust being near her once she begins to rage. Even when not in a rage, the wild rager unruly and savage demeanor causes others to steer clear from her as much as possible. And once engaged in the heat of battle it is anyone's guess as to who she may decide to confront and terrorize once her berserking blood begins to boil, ignoring threats against her to strike out in blind hate and rage. The path of the wild rager is not chosen as much as it is thrust upon those that easily lose themselves in their anger, seeing little more than red once blood has been drawn.

Role: Wild ragers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, wild ragers charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: $3d6 \times 10$ gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The wild rager's class skills are **Acrobatics** (Dex), **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Knowledge** (nature)

(Int), **Perception** (Wis), **Ride** (Dex), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the wild rager.

Weapon and Armor Proficiency

A wild rager is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex)

A wild rager's land speed is faster than the norm for her race by +10 feet beginning at 1st level. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the wild rager's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the wild rager's land speed.

Uncontrolled Rage (Ex)

A wild rager can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a wild rager can rage for a number of rounds per day equal to 4 + her Constitution modifier and an additional 2 rounds each class level thereafter. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a wild rager can rage per day. A wild rager can enter rage as a free action. The total number

Wild Rager Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Fast movement, uncontrolled rage
2	+2	+3	+0	+0	Rage power, wild fighting
3	+3	+3	+1	+1	Untapped fury +1
4	+4	+4	+1	+1	Rage power
5	+5	+4	+1	+1	Rage conversion
6	+6/+1	+5	+2	+2	Rage power, untapped fury +2
7	+7/+2	+5	+2	+2	Damage reduction 1/-
8	+8/+3	+6	+2	+2	Rage power
9	+9/+4	+6	+3	+3	Untapped fury +3
10	+10/+5	+7	+3	+3	Damage reduction 2/-, rage power
11	+11/+6/1	+7	+3	+3	Greater uncontrolled rage
12	+12/+7/+2	+8	+4	+4	Rage power, untapped fury +4
13	+13/+8/+3	+8	+4	+4	Damage reduction 3/-
14	+14/+9/+4	+9	+4	+4	Intractable fortitude, rage power
15	+15/+10/+5	+9	+5	+5	Untapped fury +5
16	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/-, rage power
17	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18	+18/+13/+8/+3	+11	+6	+6	Rage power, untapped fury +6
19	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-
20	+20/+15/+10/+5	+12	+6	+6	Mighty uncontrolled rage, rage power

of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a wild rager gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the wild rager 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a wild rager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Once a wild rager reduces a creature to 0 or fewer hit points, she must attempt a Will save (DC 10 + ½ her class level + the wild rager's Constitution modifier) or become confused. For the remainder of her current turn, she attacks the nearest creature other than herself. On the following round, refer to the *Confusion* spell to determine her actions.

At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The rounds during which she is confused do not count against the rounds she has spent raging that day, but she cannot end her rage voluntarily, nor can she use rage powers while confused unless it grants her a natural attack or the power specifically states otherwise. Note that the morale bonus granted by the rage does not apply to this saving throw to avoid becoming confused.

A wild rager can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A wild rager cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a wild rager falls unconscious, her rage immediately ends, placing her in peril of death.

The wild rager's uncontrolled rage counts as the barbarian's rage for purposes of class abilities and feat prerequisites.

Rage Powers (Ex)

As a wild rager gains levels, she learns to use her rage in new ways. Starting at 2nd level, a wild rager gains a rage power and an additional rage power every two class levels thereafter. A wild rager gains the benefits of rage powers only while in her uncontrolled rage, and some of these powers require the wild rager to take an action first. Unless otherwise noted, a wild rager cannot select an individual power more than once.

Any wild rager who meets the powers' prerequisites can select and use rage powers. Totem rage powers grant powers related to a theme. A wild rager cannot select from more than one group of totem rage powers; for example, a wild rager who selects a beast totem rage power cannot later choose to gain any of the dragon totem rage powers (any rage power with "dragon totem" in its title).

The following rage powers complement the wild rager: animal fury, bleeding blow, body bludgeon, brawler, crippling blow, greater brawler, intimidating glare, mighty swing, no escape, powerful blow, and quick reflexes.

Wild Rager Rage Powers

The wild rager may choose from the following rage powers as well.

Mind of the Beast (Su)

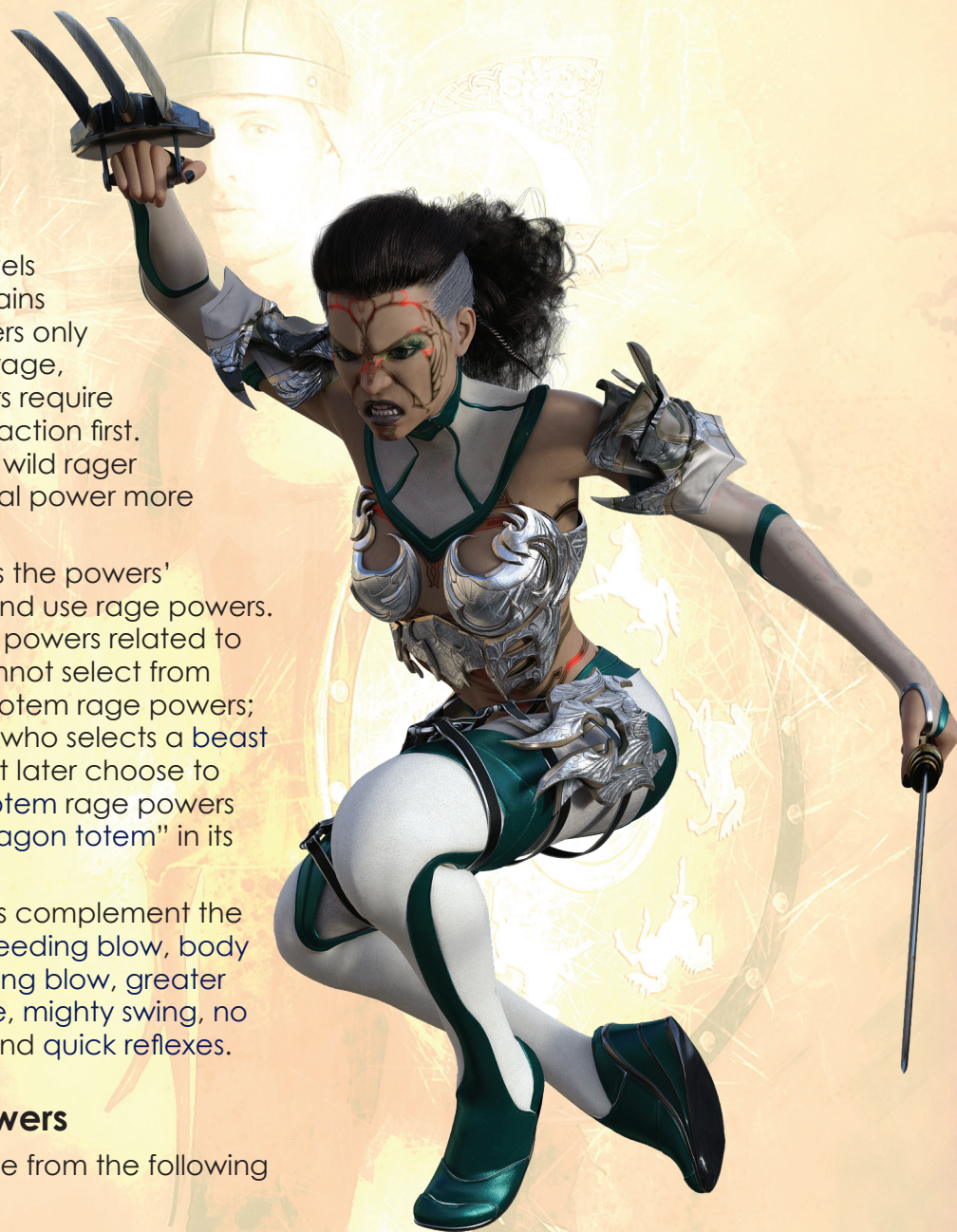
Prerequisite: Wild Rager 2

Benefits: The wild rager may only use this rage power while she is confused in her uncontrolled rage. The wild rager's Intelligence is treated as 2 for purposes of spells or other effects based on Intelligence. She cannot be affected by spells that rely on the target to comprehend a spoken language. Nor can she be reasoned with, but those that hold empathic connections to wild or feral animals may find a way to influence the wild rager while in such a state.

Rabid Infection (Su)

Prerequisite: Wild Rager 12

Benefits: The wild rager may expend an additional round of rage when making a single attack and if successful, the opponent struck must make a Will save using the DC required by the wild rager to refrain from becoming confused. If the opponent fails its save, it gains the confused condition for a number of rounds equal to ½ the wild rager's class level, though the affected creature is allowed to make a new Will save each turn after it has taken its actions to shake off



the condition. Creature immune to mind-affecting effects are immune to this rage power.

Regain Control (Ex)

Prerequisite: Wild Rager 6

Benefits: The wild rager may make a Will save to remove the effects of the confusion caused by her uncontrolled rage as an immediate action, though uncontrolled rage ends and she is fatigued as normal.

Wild Fighting (Ex)

At 2nd level, even when not raging, wild ragers often fight with reckless, savage abandon. A wild rager using the full-attack action can make one extra attack per round at her highest base attack bonus. Until the beginning of her next turn, however, she takes a –2 penalty on attack rolls and –4 penalty to AC.

Untapped Fury (Ex)

At 3rd level, a wild rager gains a +1 bonus on damage rolls when wielding melee weapons, natural attacks, or unarmed attacks. If she is raging, this bonus increases to +2. At 6th level and every three levels thereafter, this bonus increases by +1 (maximum of +6 [+7 while raging] at 18th level).

Rage Conversion (Ex)

At 5th level, a wild rager who fails a saving throw against any mind-affecting effect can attempt a new saving throw at the beginning of her next turn. If the save succeeds, that effect ends and she instead rages and becomes confused as noted above.

Damage Reduction (Ex)

At 7th level, a wild rager gains damage reduction. Subtract 1 from the damage the wild rager takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three wild rager levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Uncontrolled Rage (Ex)

At 11th level, when a wild rager enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Intractable Fortitude (Ex)

While in an uncontrolled rage, a wild rager of 14th level or higher gains a +4 morale bonus on Fortitude saving throws.

Tireless Rage (Ex)

Starting at 17th level, a wild rager no longer becomes fatigued at the end of her rage.

Mighty Uncontrolled Rage (Ex)

At 20th level, when a wild rager enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Ex-Wild Ragers

A wild rager who becomes lawful loses the ability to rage and cannot gain more levels as a wild rager. She retains all other benefits of the class.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered

Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc.; Authors: Alexander Augunas, John Bennett, Robert Brookes, John Compton, Dan Dillon, Steven T. Helt, Thurston Hillman, Eric Hindley, Mikko Kallio, Jason Keeley, Isabelle Lee, Jason Nelson, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Jeffery Swank, and Linda Zayas-Palmer.

Pathfinder Player Companion: Alchemy Manual © 2014, Paizo Inc.; Authors: Jason Nelson, Patrick Renie, and David N. Ross.

Pathfinder Player Companion: Animal Archive © 2013, Paizo Publishing, LLC; Authors: Amanda Hamon, Philip Minchin, Jason Nelson, Patrick Renie, Owen K.C. Stephens, and Christina Stiles.

Kobold Quarterly, Issue 7 © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Animal Lord, Cat Lord from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Atomie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crypt Thing from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Roger Musson.

Dark Stalker from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

Demon, Nabasu from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Dragon, Faerie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Hangman Tree from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Leprechaun from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Marid from the Tome of Horrors III © 2005, Necromancer Games, Inc.; Author Scott Greene.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Ooze, Magma from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Rot Grub from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Scarecrow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Roger Musson.

Slime Mold from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Slithering Tracker from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

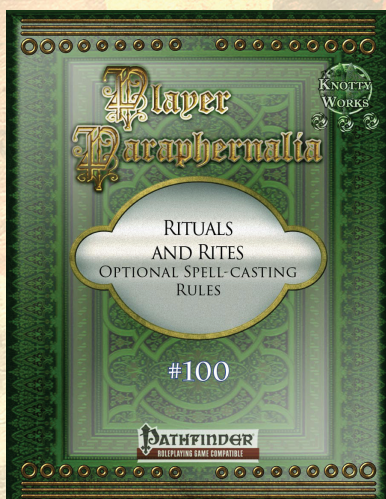
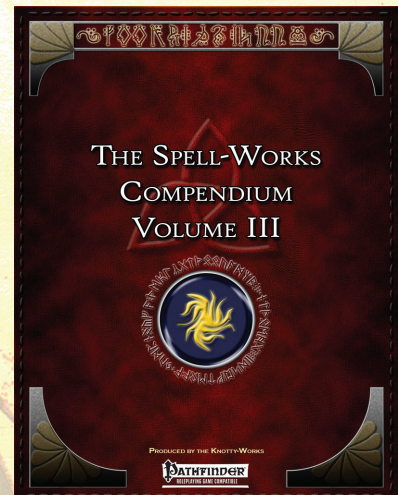
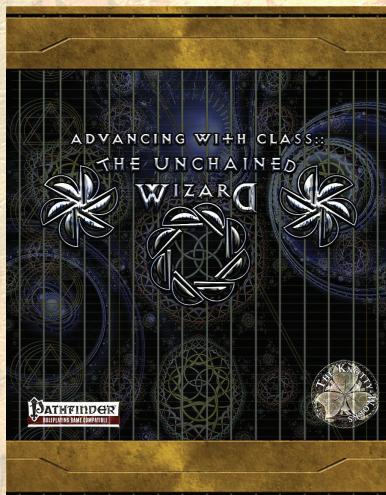
Vegepygmy from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Zombie, Juju from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Full Frontal Archetypes Barbarians © 2020 The Knotty-Works; Author: John Buckley, Artists: John Buckley, Forrest Imel, Wren Hunter, others.

OTHER KNOTTY WORKS PATHFINDER 1E COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works. Offering spells, supplements dedicated to class options, new classes, magic items, feats, and more that can be found in the Knotty-Works library. So make sure to check it out today!



A fairly comprehensive re-imagining of twenty-two barbarian archetypes as full class representations. The first of the Full Frontal series, focusing on Barbarians in various iterations ranging from the Armored Hulk to the Wild Rager. Each class incorporates the elements of the original archetype as well as additional elements to create a more thematic whole.

The Full Frontal Archetype Barbarian is more than just simply stating out an archetype, each class also includes rage powers specific to that class as well as other elements that round out the character's class abilities to make each class truly unique while still providing the barbaric vibe players have come to expect from this wild and wooly class.

